PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01447

SPEC OPS™

AIRBORNE COMMANDO



GOTHAM GAMES

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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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GETTING STARTED

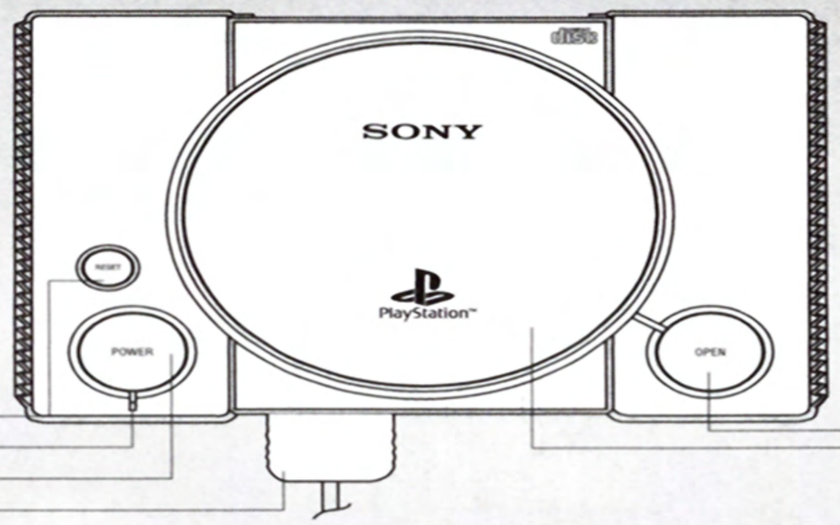
INSTALLATION

Set up your PlayStation® game console according to the instructions in its Instruction Manual.Make sure the power is off before inserting or removing a disc. Insert the Spec Ops: Airborne Commando™ disc and close the Disc Cover. Insert the game Controller and turn on the PlayStation® game console. Follow the on-screen instructions to start the game.

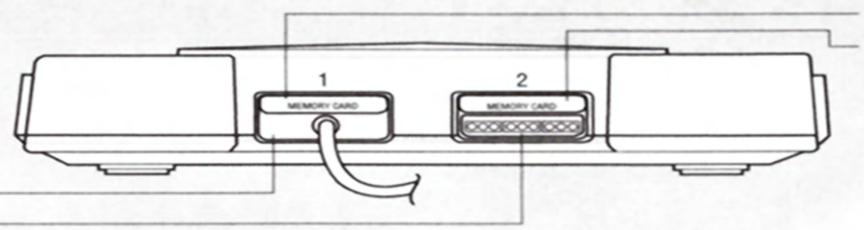
If you wish to save your game you will need a MEMORY CARD (Spec Ops: Airborne Commando only supports MEMORY CARD slot 1). It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

Console

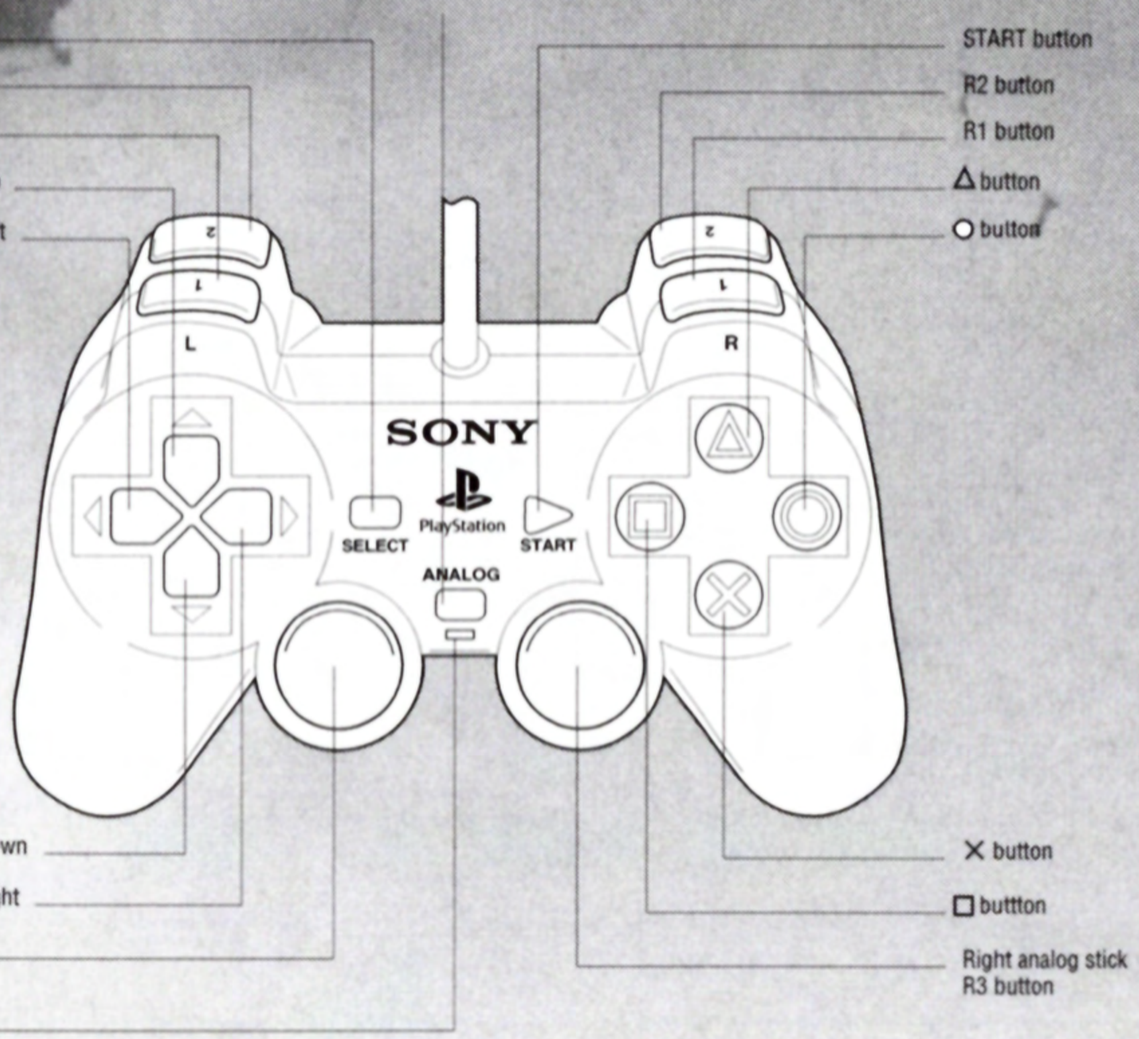
Top View



Front View



CONTROLS



In Game Controls

ACTION	CONTROL(S)
Move Forwards	UP directional button
Move Backwards	DOWN directional button
Turn/Move Left	LEFT directional button
Turn/Move Right	RIGHT directional button
Run	L1 button + directional button
Aim Lock	R1 button
Crawl/Prone	L2 button + directional button
Jump	○ Button
Action/Open Doors/Carry Soldiers	△ Button

In Game Controls

Look Ahead/Camera Movement	□ button
Quick Weapon Selection	R2 button
Quick Weapon Selection Reverse	Hold the R2 button + △ button
Full Inventory Selection	SELECT button
SelectWeapon/Inventoty	Use the directional buttons to cycle through the inventory and the ⊗ button to select the item.
Pause Menu	START button

Specific Item And Object Controls

Fire Weapon	⊗ button
Punch/Stab	⊗ button
Grenades	Hold the ⊗ button to aim, followed by the ⊗ button to throw.
Sniper Scope/Binoculars	Press the △ button, followed by the ⊗ button to fire.

Note: To use the left stick of the DUALSHOCKtm analog controller, the red light (LED) below the analog button must be on. Press the analog button to switch the red light on or off and thus enable or disable the left stick.

Menu Screens

Main Menu



New Game

Selecting this function will start a new game, you will begin the game with only the Training Mission and Mission 1 available. In order to unlock a Mission you must complete the preceding Mission first.

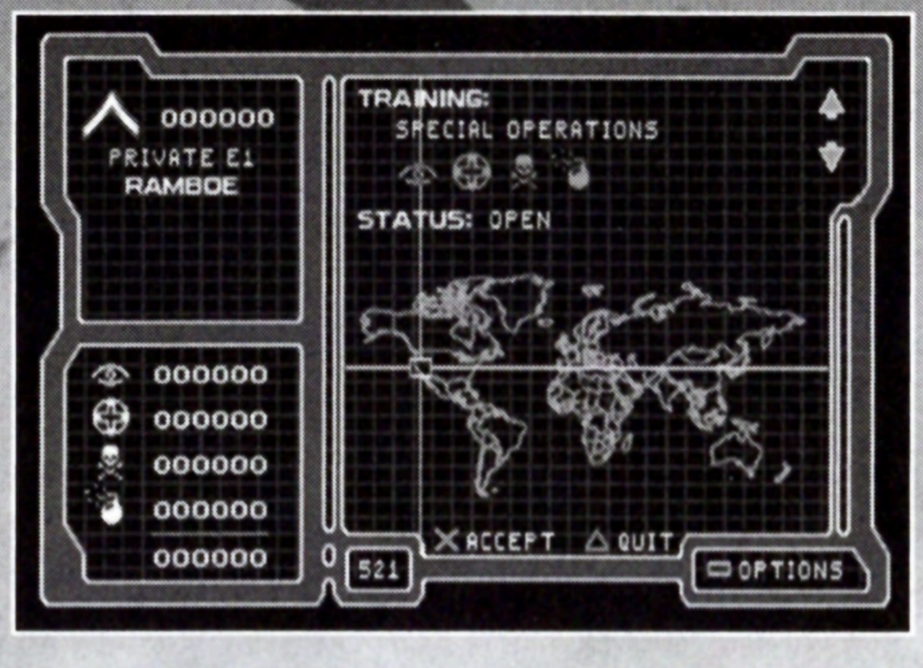
Load Game

By selecting this function, you will be given the opportunity to load a previously saved game. To Load a saved game, highlight the saved game and press the ⊗ button.

Soldier Name

When starting a New Game, you will be given the option to enter your soldier's name. Use your Up/Down directional buttons to scroll through the alphabet and the Left/Right directional buttons to select the letter space. Press the ⊗ button to select the highlighted letter and use the △ button to remove the letter.

Mission Selection Screen



When starting a new game, only the Training Mission and Mission 1 will be available. The Mission selection screen is laid out in three sections.

Section 1 (upper left) - Total points combined, Soldier name, rank and medals awarded during that Mission.

Section 2 (lower left) - Total points accounted for during the mission, in the following four categories - Recon, Hostage Rescue, Enemy Killed, and Demolition.

Section 3 (right panel) - Mission number and title, Mission catagory, Mission Status (open/closed), a map showing the location of each mission, and if you scroll up, you will enter your Soldiers Career Status Screen. The Career Status Screen shows the number of extra lives remaining, and all awards and medals received while in battle.

Options

Audio: Used to adjust the sound volume in the game.

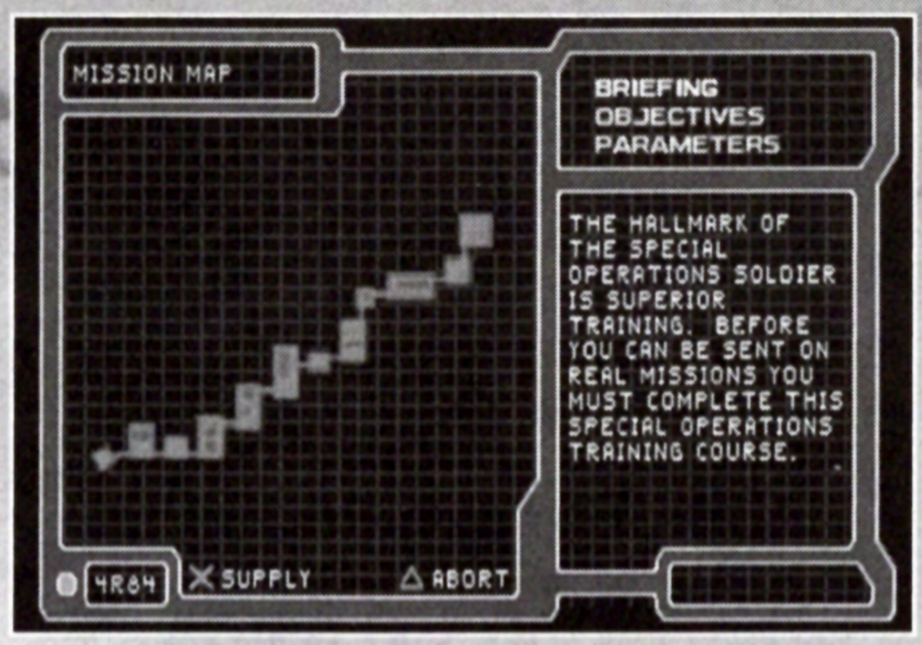
Music: Used to adjust the volume of the music/background sounds in the game.

Skill: Used to adjust your skill level - Super Easy, Easy, Normal, Hard and Super Hard.

Violence: This feature allows the player the option of three violence settings - None, Normal, and Gory.

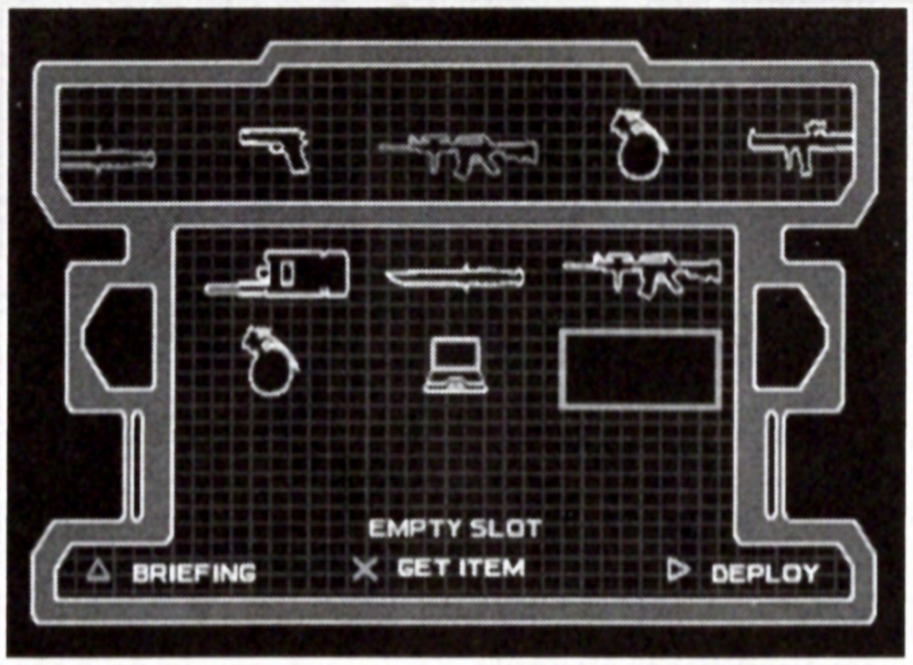
Vibration: Allows you to turn the *DUALSHOCK*™ analog controller vibration on or off.

Mission Map Screen



The Mission Map screen consists of all the vital information the soldier will need to know before entering the Mission. This screen provides a satellite map image of the area as well as the Mission Briefing, Objectives and Parameters needed to complete the Mission. This extra information is very helpful and should be followed closely, as these instructions will assist in equipping your soldier and devising a strategy.

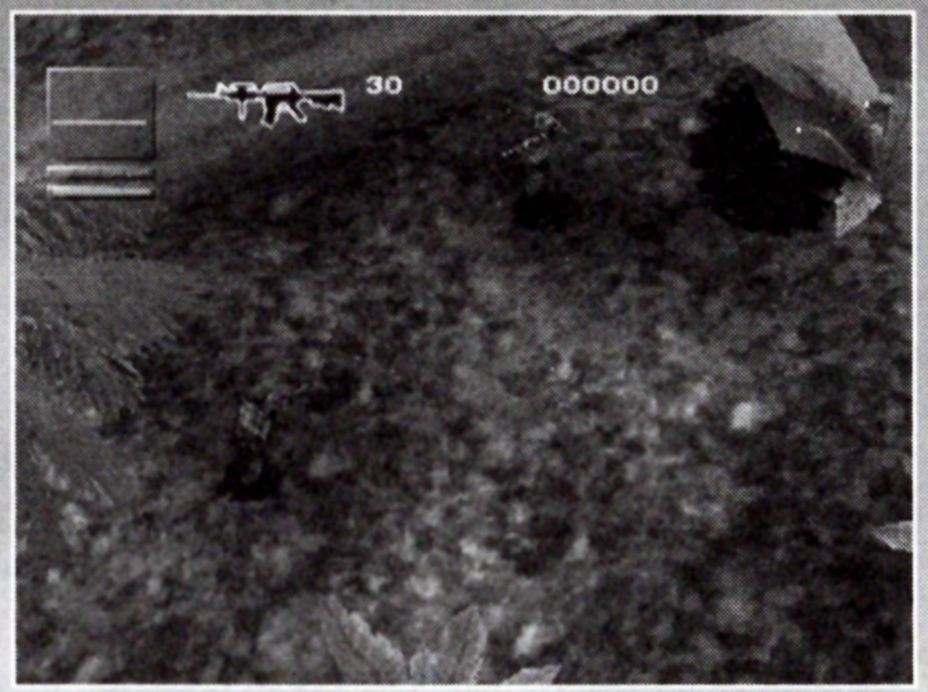
Supply



The Airborne Commando carries all essential gear with him into battle. Using your knowledge from what you learned during the Mission Briefing, you are now ready to select your supply. By using the ⊗ button you can add and drop up to nine items in order to fill your supply pack. When complete, press the START button to deploy your soldier.

In Game Action

On Screen Interface



This informative interface is easy to understand and was set up in a way not to interfere with in-game action. Starting in the upper left corner you'll see a small square box. This box is your soldier's sound meter. As your soldier moves he produces sound that will alert the enemy soldiers of your presence. Just below the sound meter there are two rectangle bars. The first red bar is your health meter. As the enemy starts to inflict wounds on your soldier, his health meter will begin to drop. If it drops too low you will die. Keep an eye out for health bags; these will increase your health. Below the health meter is your soldier's stamina meter. This meter lets you know if your soldier is winded and may need to catch his breath or is rested and ready to fight. By letting the soldier catch his breath, the stamina meter begins to fill and replenish. When the Ranger is underwater the breath meter will appear below the stamina meter. This regulates how long the Ranger can stay underwater without coming up for air. If this meter drops to low, the Ranger will begin to take damage.

To the right of the sound meter is the active inventory icon. This represents the current weapon your soldier is armed with and how much ammo is available for that weapon.

To the right of the active inventory icon is the Mission Points Counter. This will keep a running tally of points awarded for completing objectives during a mission. After each mission the points counter will reset to zero. The last and most important feature is the Ranger Site

Map. This map helps the soldier to locate enemy soldiers, find check points, locate from which direction the soldier was wounded and to help guide the soldier to the extraction point.

Sight Map Identification

Enemies show as red dots if they are facing you, and change through yellow to green as they face away from you.

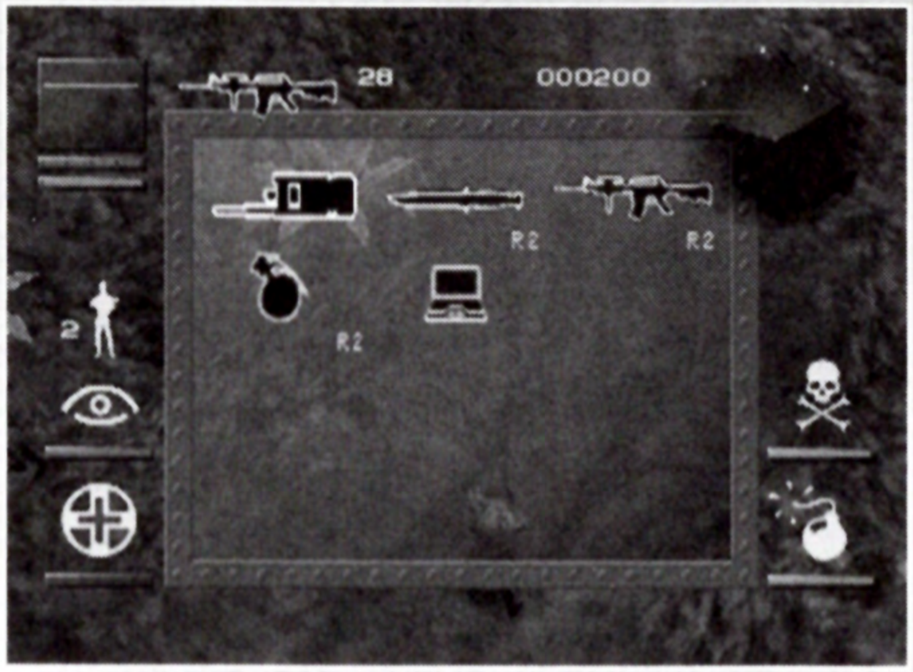
Enemies blink red if they have spotted you.

Extraction Helicopter shows as sky-blue dot.

Your next check point shows as a dark blue dot. If the next check point is out of the Site Map range then its direction is shown by a dark blue dot on the rim of the view map circle that is flanked by gray dots that indicate distance by converging on the blue dot as you get closer.

Hostages show up as white dots.

Inventory Screen



To enter the Inventory Screen press the SELECT button, this will account for all items in your inventory. Items marked with the R2 button are all weapons available through quick cycling using the R2 button while in the game. All others can only be selected by using this screen. To add/remove an item to the Quick Select List, highlight the item and press R2. To the left and right of the inventory screen are the mission category counter icons. These will

help to verify which targets or objectives still remain in the mission. Remember each mission will have different objectives, so keep an eye on these counters.

Starting on the left side of the Inventory Screen the top icon represents the soldier's life counter. This counter shows how many extra lives your soldier has left to complete the game. Below this icon is the Recon Meter. This accounts for any intelligence picked up during the mission. Below the Recon Meter is the Hostage Rescue Meter. This represents any hostages rescued during the mission. Down the right side of the screen, the top icon represents the Enemy Killed Meter. This records the enemy killed in action during the mission. Each mission will start with this bar full and as the enemy units are destroyed the bar will begin to drop, showing you how many enemy soldiers still remain. Below this icon is the Demolition Meter. This meter will start out full and, as you blow things up, it will start to drop, showing you how many possible explosive objects still remain in the mission.

Pause Game

To pause the game, press the START button. In this window you can also change the game settings by entering the options screen.

Save Game

Save games can only be recorded before entering a mission or after completing a mission but not during a mission. After the successful completion of a mission you will be prompted to save the game. If you decide not to save the game at this point, you can always use the save option found on the Career Status Screen. To access this save option you must enter your Soldier's Career Status Screen located on the first page of the Mission Selection Screen. Press the ⊗ button to access your memory card and the ⊗ button to overwrite your previously saved game. During each successful completion of a mission the option to save will appear on the screen.

Spec Ops: Airborne Commando requires 1 BLOCK and only supports MEMORY CARDS inserted in MEMORY CARD slot 1. The maximum number of games saved per MEMORY CARD is 3.

Soldier in the Field

Check Points

In each mission you will find Check Points, if you get killed in a mission you will spawn at your last Check Point. If you get killed before reaching a Check Point you will fail the mission and will be sent back to the Mission Selection screen.

Pickup Items

Many items in the game can be picked up by the soldier. To pick up an item found during the mission, simply walk your soldier over the item to pick up that item. All picked up items will be labeled on the left side of the screen.

Deactivate Mines and Trip Wires

To deactivate mines and trip wires, you must equip your soldier with the knife and, while in the prone position, use the ⊗ button to search for the mines. When a mine is located the mine will be deactivated by the soldier automatically. When deactivating a trip wire, a timed code sequence will appear on the screen, you must enter the sequence before the time expires or the mine will explode.

Barrels and Supply Crates

There are two types of barrels found in Spec Ops: Airborne Commando. The red ringed barrels are explosive and the gray barrels are non-explosive. Use these strategically to your advantage. Supply crates are also present, they are distinct from other crates by the white labels found on the top and sides of the crate. In many of these supply crates special pickup items can be found, so use these to your advantage.

Hostages

Hostages will follow your soldier closely at all times and can be wounded or

killed while in action. To keep a hostage out of harm's way, use the △ button to command the hostage to stay in one location while your soldier clears the area.

Health

Health packs can be found throughout each mission and used when low on health. Each pack will increase your soldier's health by one segment. A max of four segments represents full health. When the Ranger has full health, he will not pick up extra health bags.

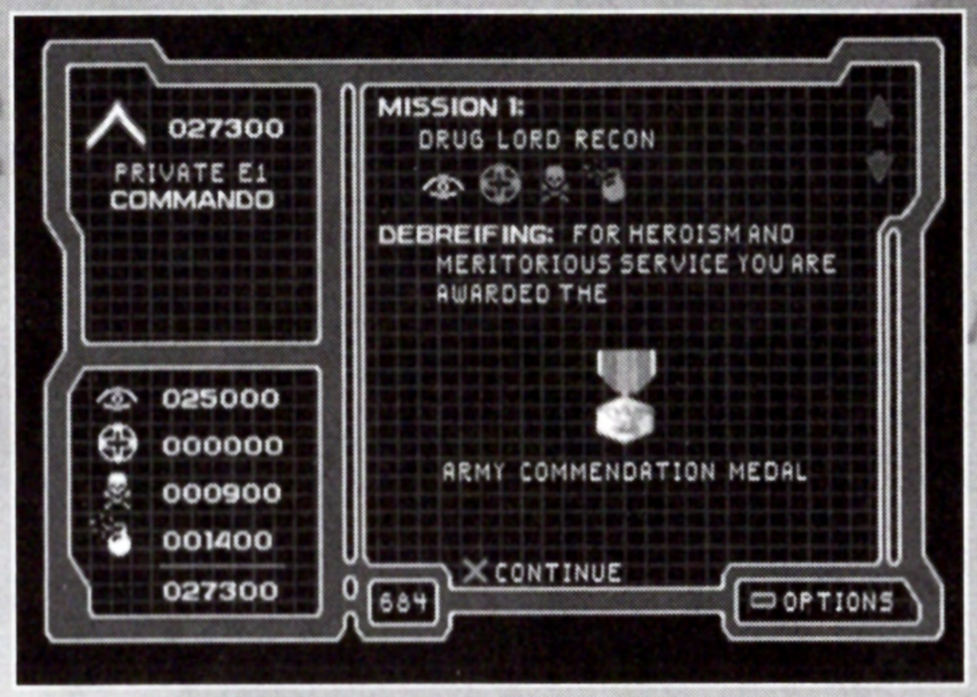
After Action

After Action Report



After each mission the final action report will be displayed. This window will show if you failed or accomplished the mission. Also within this window, you will find the following mission statistics: Ammo Used, Grenades Used, Rockets Used, Enemies Killed and Time Elapsed. At the bottom of this screen a text window will appear to let you know why you have failed or accomplished the mission.

Mission Debriefing



The Mission Debriefing screen is separated into three segments. The upper left sector consists of your rank and points combined for that mission. Below this is the mission points counter section separated into the four mission categories. The right side of this window provides all Debriefing, Promotions, and Medals Awarded information. To advance through the debriefing text, press the ⊗ button.

AWARDS & PROMOTIONS

After completing all phases of a mission you will receive your overall mission score.

Your score is based on:

Recon/Intelligence recovered
Hostages Rescued
Enemies Killed (KIA - killed in action)
Demolition

Depending on just how good you are, here's what you could be awarded:

The Purple Heart
The Army Commendation Medal
The Bronze Star
The Silver Star
The Distinguished Service Cross
The Congressional Medal of Honor

Depending on how well you do in the field will impact your promotions. Here is the list of available promotions:

Private E1
Private E2
Private First Class
Corporal
Sergeant
Staff Sergeant
Sergeant First Class
First Sergeant
Master Sergeant
Sergeant Major

Skill Levels

There are a total of five separate skill levels to choose from in Spec Ops: Airborne Commando. These settings range from super easy to super hard and each setting affects the number of extra lives you will have to complete the game. Here are the settings:

Super Easy: You will have 10 extra lives to complete the game.
Easy: You will have 5 extra lives to complete the game.
Normal: You will have 2 extra lives to complete the game.
Hard: You will have 1 extra life to complete the game.
Super Hard: You will not be given an extra life to complete the game.

Weapons & Equipment

Weapons

Each weapon type has a unique fire and damage rating. You will find that a certain weapon is better suited than others in many cases, so try them all to better familiarize yourself with each weapon's strengths and weaknesses.

Note: Extra ammo magazines are available for each weapon on the weapon selection screen.



Standard Military Knife



Colt 1911A1 Semiautomatic Pistol

(Caliber: .45 / Effective Range: 25 meters / Magazine: 8 rounds)



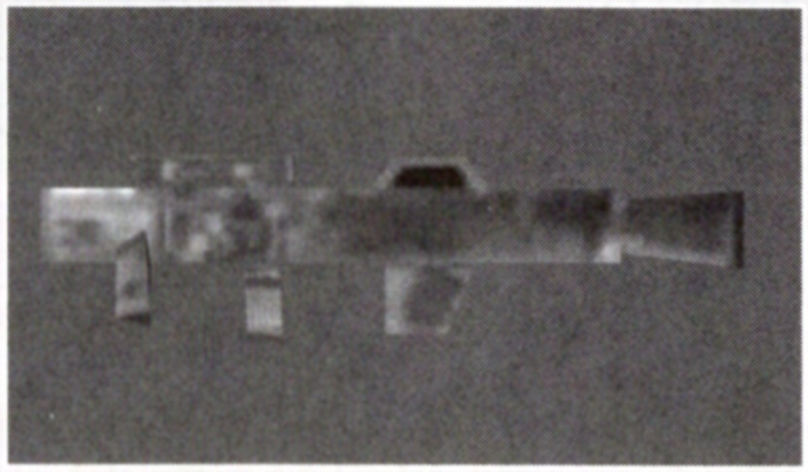
M4 (silenced) Automatic Rifle

(Caliber: 5.56 / Effective Range: 3,600 meters / Magazine: 30 rounds)



Barret M82A1 Semiautomatic Sniper Rifle

(Caliber: .50 / Effective Range: 1 mile / Magazine: 10 rounds)



M3 RAAW Reusable / Launcher Rifle

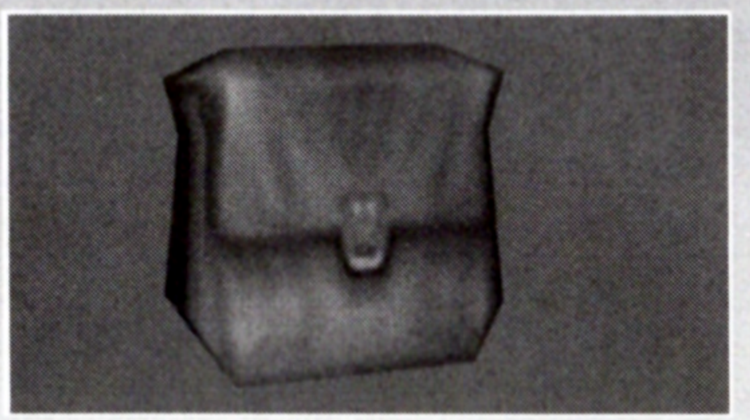
(Projectile: 84mm / Effective Range: 700 meters / Magazine: 1 round)



Hand Grenade

(explosive range of 6 meters)

Note: In the game use the R1 and R2 button to change the vertical trajectory of the grenade.



Demolition Pack

(C4 based explosive)

Note: In the game use the ⊗ button to place the charge, highlite the demolition time and press the ⊗ button to set the timer.

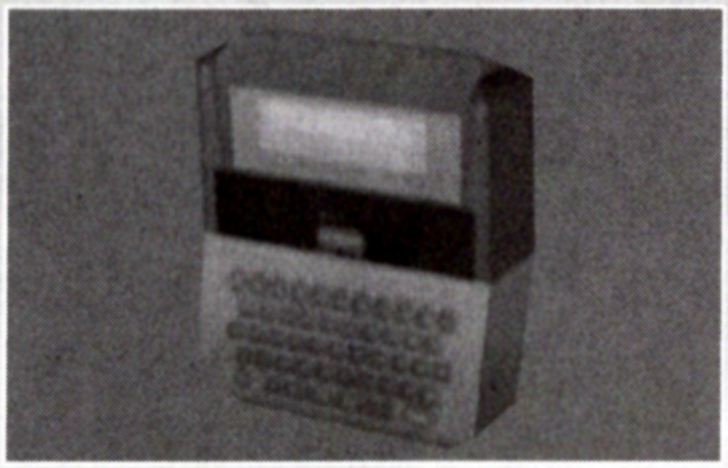
Equipment



Hand Held Radio

Note: In the game use the SELECT button to access your inventory and use the ⊗ button to turn on the radio.

The radio is used to check in, extract, and call in an airstrike. Use the ⊗ button to initiate these actions.

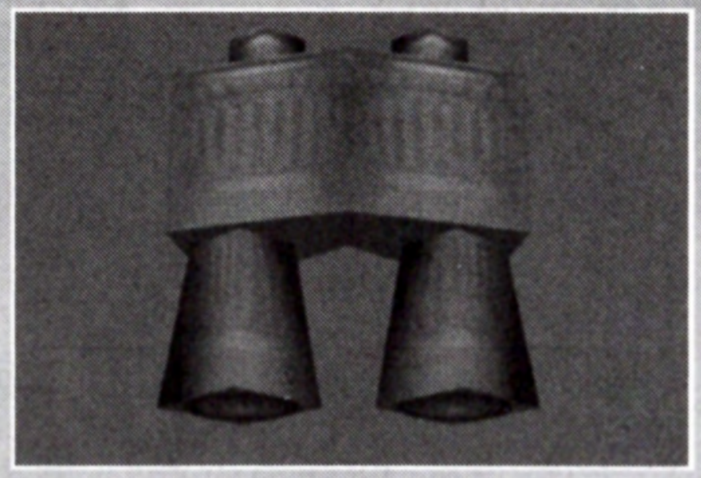


LapTop

Note: In the game use the SELECT button to access your inventory and use the ⊗ button to open the laptop. The laptop is used to review the satellite map image, briefing, objective and parameters for the given mission.

Satellite Imaging

Ranger shows as yellow dot.
Checkpoints show as dark blue dots.
Helicopter extraction shows as a sky-blue dot.
Unidentified SAM launchers show as white dots.
Decoy SAM Launchers show as green dots.
Real SAM launchers show as red dots.



Binoculars

Note: In the game use the SELECT button to access your inventory and use the ⊗ button to equip your soldier. When ready press the △ button to use the binoculars.

THE RANGER CREED

Recognizing that I volunteered as a Ranger, fully knowing the hazards of my chosen Profession, I will always endeavor to uphold the prestige, honor, and high "esprit de corps" of the Rangers.

Acknowledging the fact that a Ranger is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, I accept the fact that as a Ranger my country expects me to move further, faster and fight harder than any other soldier.

Never shall I fail my comrades. I will always keep myself mentally alert, physically strong and morally straight and I will shoulder more than my share of the task, whatever it may be, one hundred percent and then some.

Gallantly will I show the world that I am a specially selected and well trained soldier. My courtesy to superior officers, neatness of dress and care of equipment shall set the example for others to follow.

Energetically will I meet the enemies of my country. I shall defeat them on the field of battle for I am better trained and will fight with all my might. Surrender is not a Ranger word. I will never leave a fallen comrade to fall into the hands of the enemy and under no circumstances will I ever embarrass my country.

Readily will I display the intestinal fortitude required to fight on to the Ranger objective and complete the mission, though I be the lone survivor.

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If you have a technical problem concerning the operation of our software, please contact out technical support staff.

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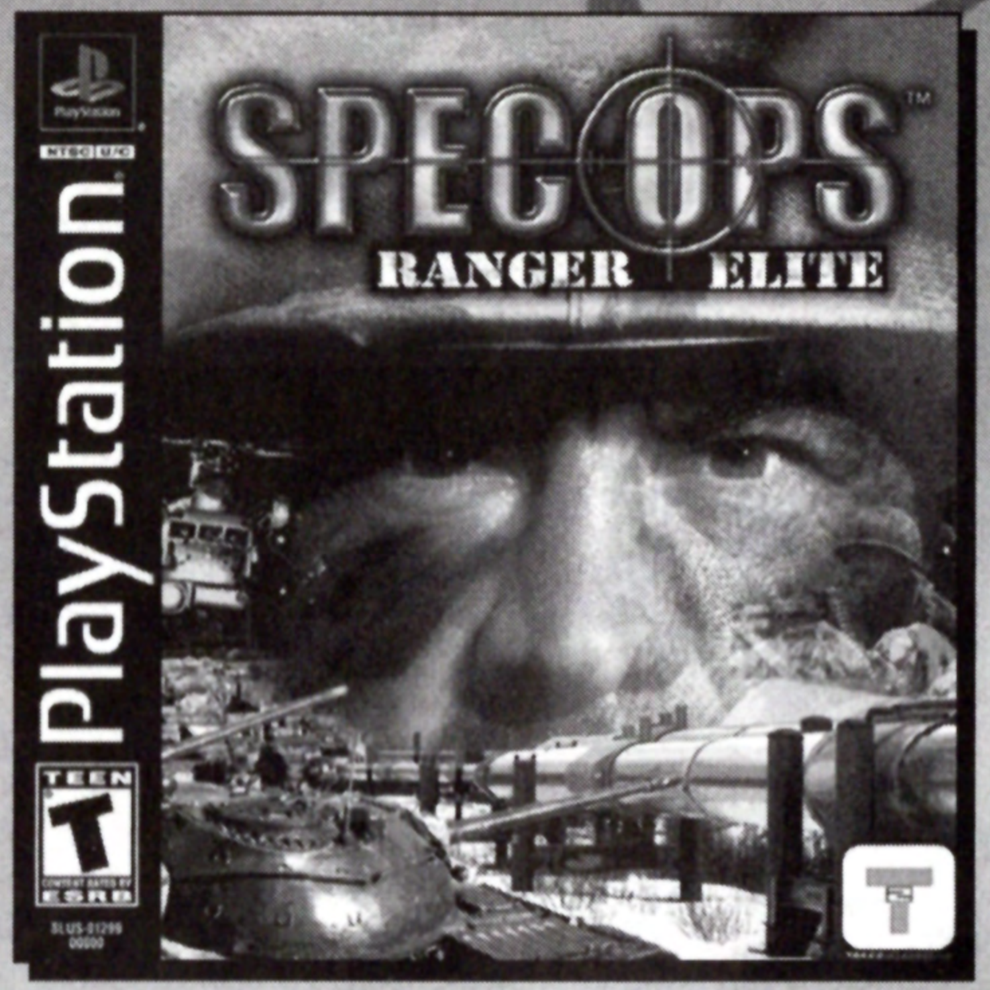
If you would like to contact us on-line, you will find us at:

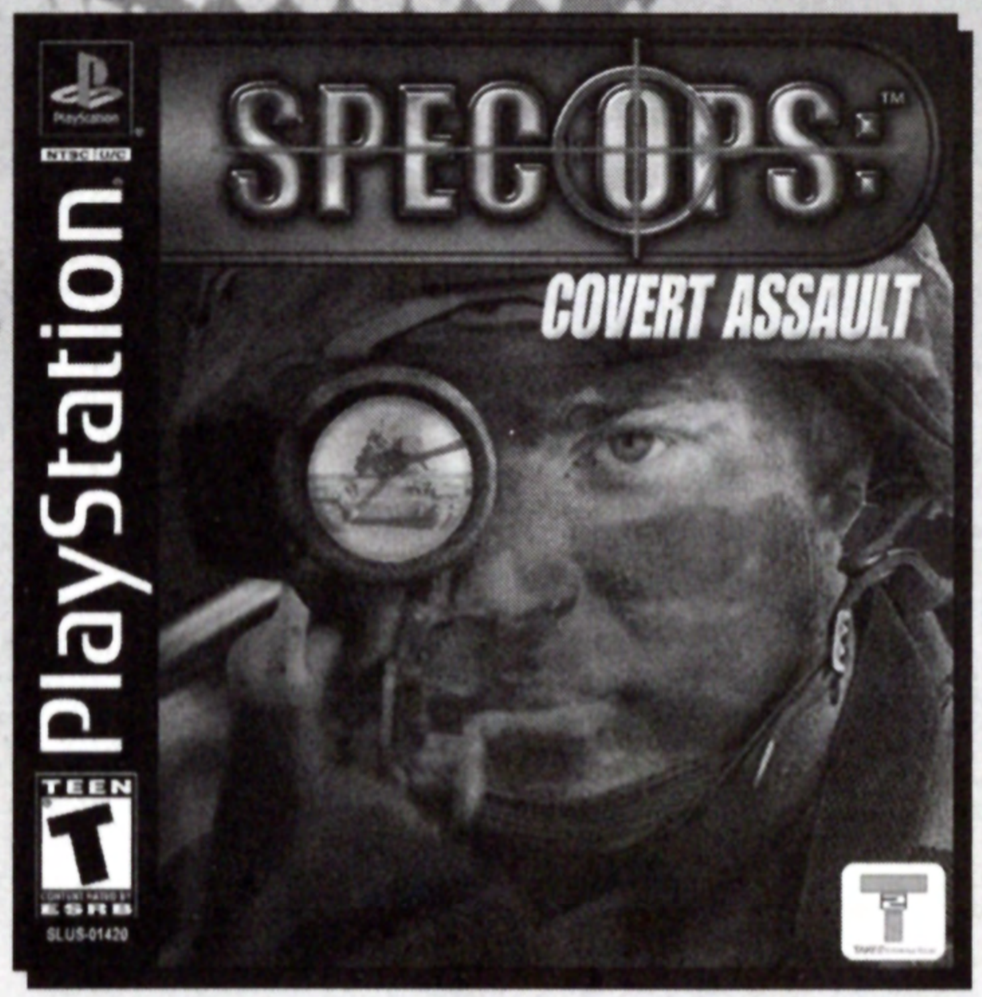
www.gothamgames.com

E-mail us at support@gothamgames.com

Note: This information is for technical support only and representatives cannot provide game hints or suggestions.

The mission doesn't end here . . .

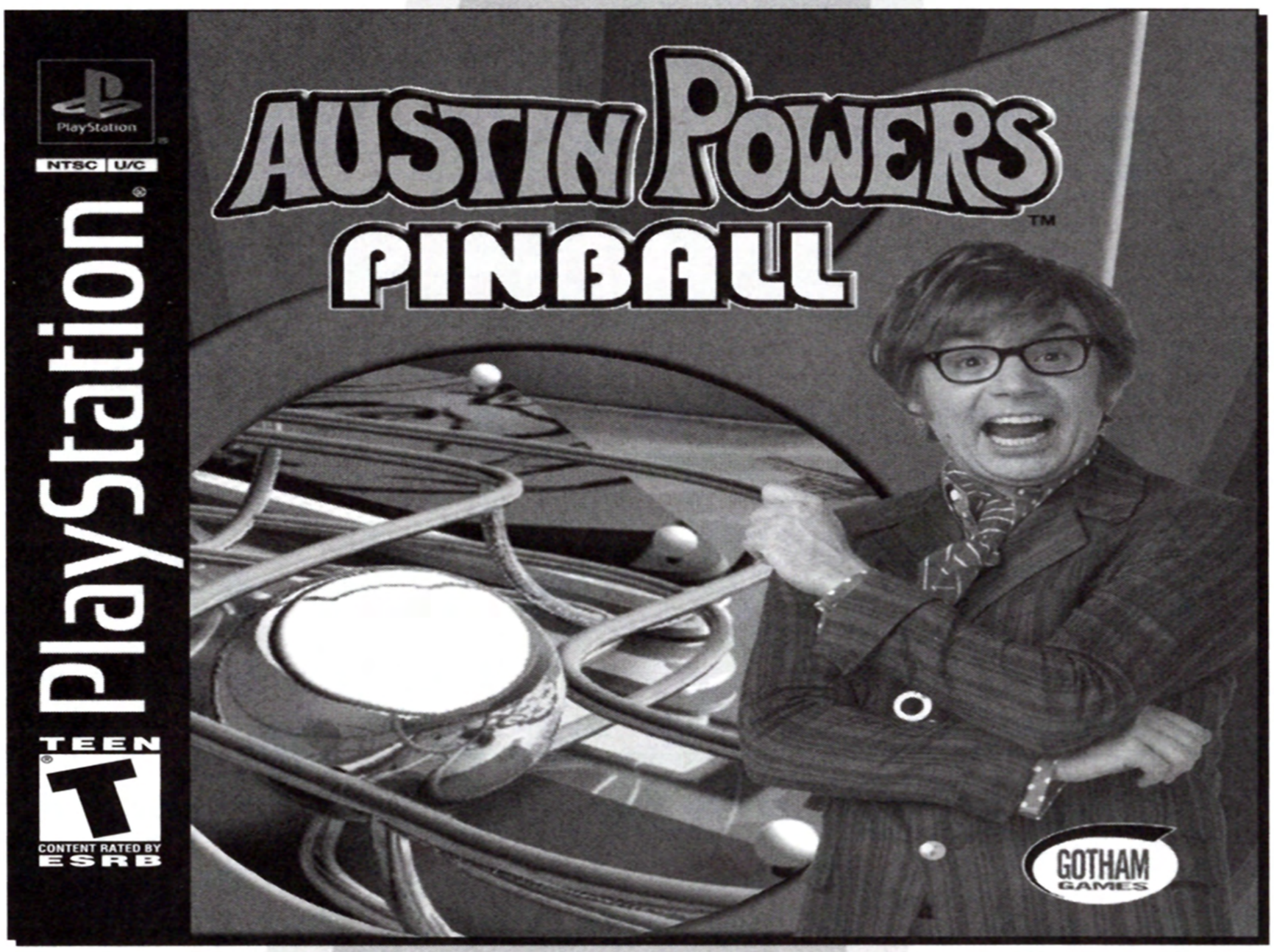






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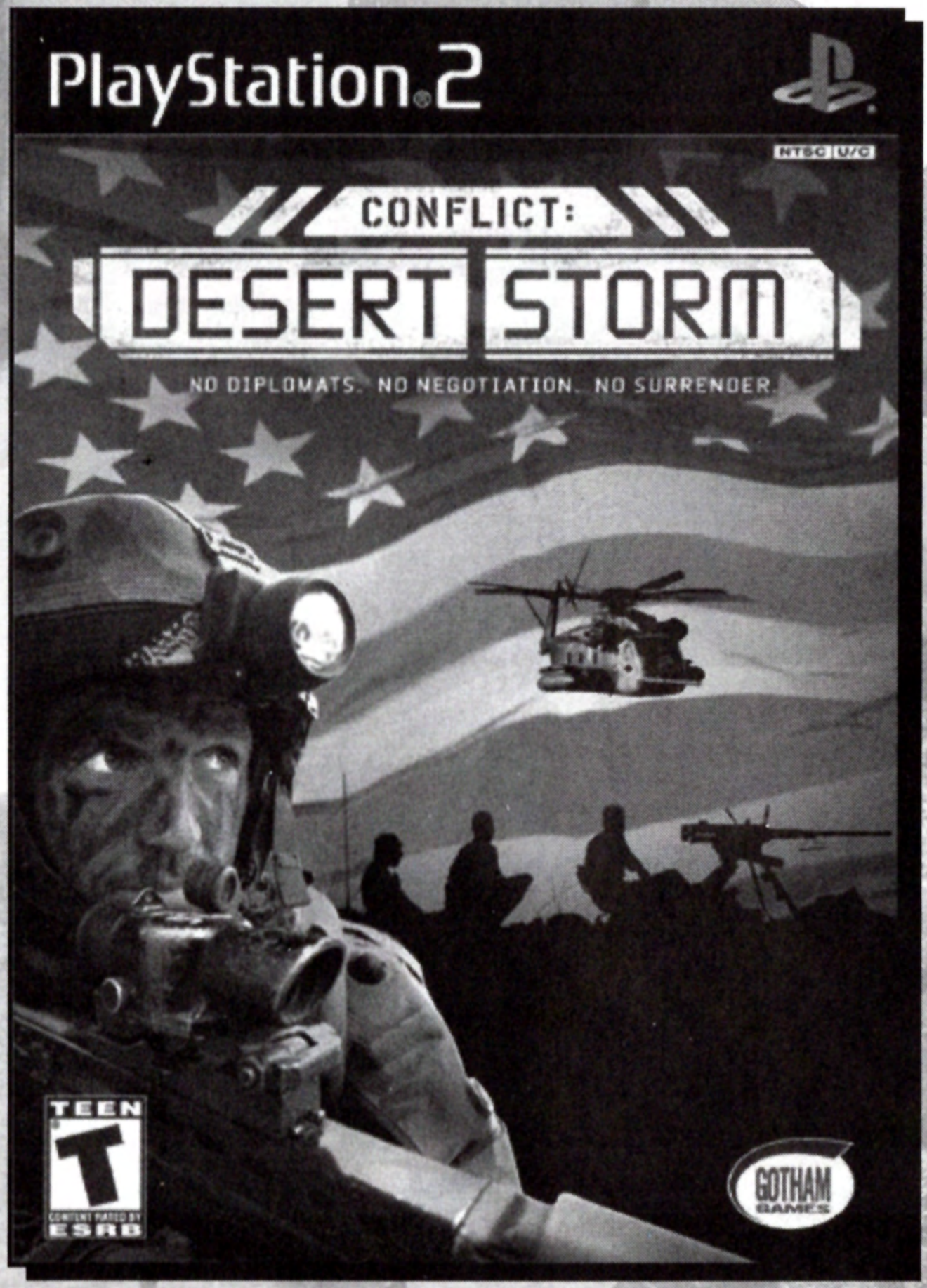
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GOTHAM GAMES

PlayStation 2

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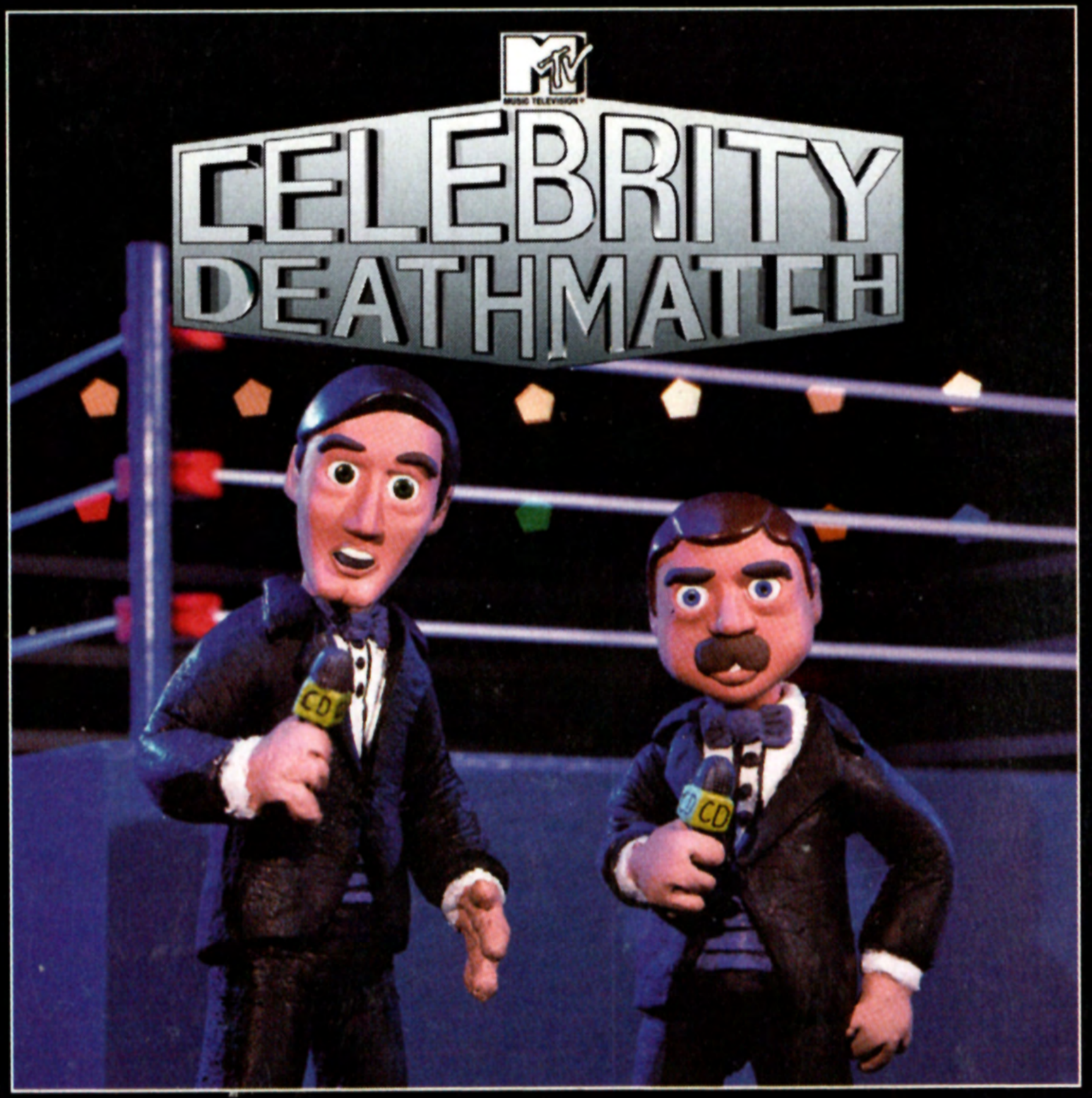
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