BLAST YOUR WAY TO FREEDOM
IN THE FIRST 3-D SHOOTER BASED ON THE D-DAY INVASION.

WWII

GI ™
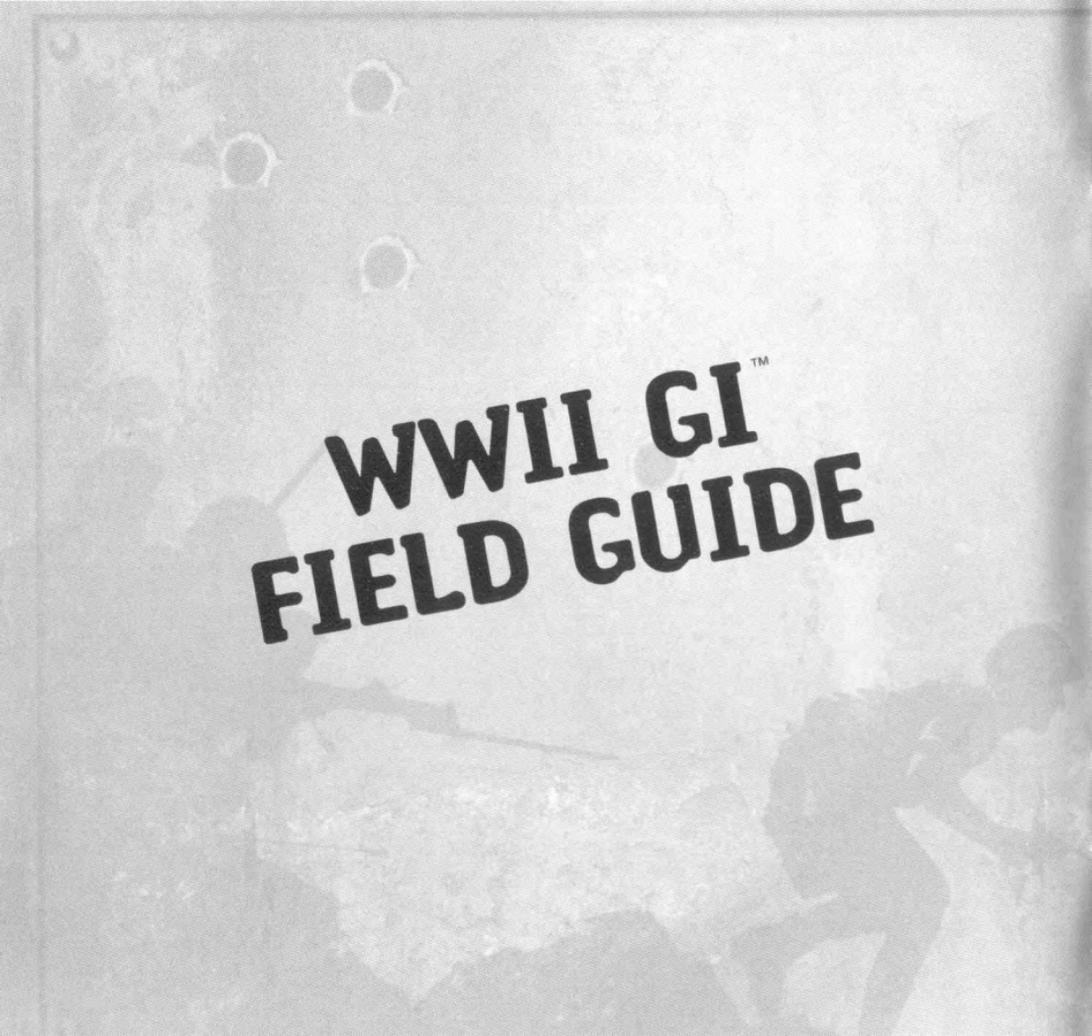
PC
CD
ROM

INFOGRAMES

WWII GI FIELD GUIDE™

CONTENTS

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GETTING STARTED

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SYSTEM REQUIREMENTS:

MINIMUM REQUIREMENTS FOR 320X200 RESOLUTION:
- 486DX 100 MHz processor
- DOS 5.0 or greater
- 16 MB RAM
- 80 MB Hard Disk Space
- VGA Graphics adapter

RECOMMENDED:
- Pentium 133 MHz processor
- Win 9X and DOS 5.0 or greater
- 16 MB RAM
- 80 MB Hard Disk Space
- VGA Graphics adapter
- DOS compatible Sound Card 33

INSTALLATION

FROM WINDOWS® 95 / WINDOWS® 98

1. Insert the CD-ROM in your CD-ROM drive.
2. If you have Autorun enabled, the installation screen will appear after a few moments. If Autorun is not enabled, you'll need to start the installation process manually by double clicking the My Computer icon, then the CD-ROM drive icon, then Winstall.exe file.
3. Follow the onscreen prompts to complete the installation process.

FROM DOS

1. Insert the CD-ROM in your CD-ROM drive
2. Type in "D:\Install" and press <Enter> (If D is the drive letter of your CD-ROM drive. If D: is not assigned to your CD-ROM drive, substitute the appropriate letter.)
3. To install to the default installation directory, simply hit ENTER three times. The game files will be copied to your hard drive.

Whenever you play WWII GI, you will need to have the WWII GI CD-ROM in the drive. To start the game, see Launching and Playing WWII GI, below.

IMPORTANT NOTE: Before you can play WWII GI, you will need to use the SETUP program to configure the game to your system. If you are installing under Windows® 95/98, you will have the option of running Setup at the end of the installation procedure. You can also run Setup at any time by selecting WWII GI Setup from the WWII GI group from the Start Menu (in Windows® 95/98). The WWII GI group is under the GT Interactive group, within the Programs folder. If you are running DOS, type SETUP in the WWII GI subdirectory.

To get started you have only to configure your sound and music card. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing [ENTER]. Defaults are "No Sound" so the previous sentence should be changed to reflect that fact. If you know you have a sound card and speakers, but are unsure which card, try SoundBlaster for both Music Sound card and Sound FX card.

LAUNCHING AND PLAYING WWII GI

FROM WINDOWS® 95:

1. From the Start menu, select WWII GI from the WWII GI directory. This launches the game and displays the Main Menu screen. See Main Menu, below, for more information.

Note that WWII GI is a DOS game which should run well in Windows® 95. If you experience problems, you may need to run the game in DOS mode.

FROM DOS AND WIN 3.X:

From the C:\> prompt type

1. CD\WWIIGI and press [ENTER]. This puts you in the appropriate directory.

2. Then type WWIIGI and press [ENTER].

This launches the game and displays the Main Menu screen. See Main Menu, below, for more information.

THE MISSION

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WWII GI places you on Omaha Beach on D-Day, June 6 1944. You are Sergeant Marty Gerardi, 101st Airborne. You have the dubious distinction of being the only paratrooper to actually storm the beaches of Normandy. Your transport plane was shot down over the English Channel. You've been rescued by a landing craft of the 1st Army Division. To return the favor, you're going to help them take the beachhead. Your real goal is to get back to your company that is somewhere in the French countryside. But that won't be easy. Bonne Chance!

MAIN MENU
The Main Menu screen presents you with the following selections. Move the pointer by using the up and down arrow keys; select by pressing [ENTER]:

NEW GAME
Select this to start a new game.

OPTIONS
Select this to modify game options. Move the pointer by using the up and down arrow keys; modify the option by pressing ENTER:

DETAIL (HIGH/LOW)
If you are using a slower CPU, you may want to set the detail to Low for faster gameplay. ENTER toggles between High and Low.

SHADOWS ON/OFF
Turning the shadows off can also preserve CPU speed.

SCREEN TILTING ON/OFF
When On, you will see a tilted view of the screen when you are killed in action.

SCREEN SIZE (SLIDER)
Move the slider left or right to decrease or increase the screen size. Choose a smaller screen if you are running on a slower CPU. You can do the same thing in-game with the - key and = key. This is also how you get your status bar and multi-play status bar to show if not currently visible.

BRIGHTNESS (SLIDER)
Move the slider left or right to decrease or increase the brightness level.

MOUSE SENSITIVITY (SLIDER)
Move the slider left or right to decrease or increase mouse sensitivity.

MOUSE AIMING FLIP ON/OFF
Reverses the mouse's vertical axis so that moving the mouse up points your view down, and moving the mouse down points your view up.

SOUNDS
You can adjust the following sounds to suit your preferences:
Sound On/Off, Music On/Off, Sound Volume adjust, Music Volume adjust, WWII GI Talk On/Off, Ambience On/Off, Flip Stereo On/Off

RECORD ON/OFF
Turn record On to record your game for opening demos that play while the menu screen is up.

6

LOAD GAME

Select this to load a previously saved game. You have access to 10 saved game slots. Select the game you wish to play by highlighting it and pressing ENTER. You can also access this option during gameplay by pressing F3.

Now you're ready to play. For more information about the game you can press F1 at any time during gameplay for onscreen help.

STARTING A NEW GAME

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Once at the Main Menu, select "New Game" to start a game. For starting a multiplayer game, see MultiPlayer later in this manual.

Once you've selected "New Game", you will be prompted for the name of the episode you wish to play. If you are playing for the first time, start with the first episode ("D Day"). Once you make your selection, you will be prompted to choose a difficulty level. You can choose from four different difficulty levels:

     1) **Draftee** - The easiest mode. Few enemies and lots of stuff.

     2) **GI** - Normal difficulty. But still tough.

     3) **Paratrooper** - For Experienced Players.

     4) **Veteran** - For Experts Only. Lots of enemies.

Once you've made your selection, the game will load.

CONTROLLING YOUR CHARACTER

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You can control your character using the keys on your keyboard. Press F1 at any time for a complete listing of the default keys. The following are the default controls:

Arrows	Move
Shift	Run
CapsLock	RunLock
1 to 0	Weapons
; or '	Previous Weapon or Next Weapon
Scroll Lock	Lower weapon or reload fresh clip for those weapons that have clips.
A	Jump
Tab	View Map
Z	Duck
Ctrl	Fire
[or]	Inventory Select
-, =	Shrink, grow screen size
Alt	Strafe
Spacebar	Open/Use
Enter	Use Inventory Item
~	Quick Stab
Backspace	180 turn

U	Turn on mouse aiming control system
I	Turn on crosshairs for aiming.
Keypad 5	Center View
Home\End	Aim Up\Aim Down
PgUp\PgDn	Look Up\Look Down
Ins\Del	Peek Left\Peek Right
Pause	Pause Game (hold Shift to avoid message)
Esc	Escape back to Main Menu
F1	Help
F2	Save Game
F3	Load Game
F4	Sound\Music Settings
F5	Jukebox
F6	Quick Save
F7	Chase View
F8	Toggle messages On/Off
F9	Quick Load
F10	Quit game
F11	Brightness
F12	Take a PCX screen shot

OPTIONS FOR GIMATCH PLAY

Alt+F1-F10	GIspeak
Shift+F1-F10	Send predefined macro messages
T	Type a message to everyone
W	Show Opponent's weapon
K	See Co-op View

You can reconfigure any of these controls by selecting "Controller Setup" in the setup program. You can also configure your mouse, joystick and gamepad settings. Note that all instructions in this manual assume the default configuration. If you change the configuration, it's a good idea to note the changes in the above table.

THE STATUS BAR

During gameplay, the status bar at the bottom of the screen reveals lots of info. Here is a description of the items in the status bar, from left to right:

HEALTH: Shows your health level. If this drops to 20, you are badly hurt, and will slowly bleed to death unless you find first aid. If it drops to zero, you're dead.

MORALE: Shows the level of your morale. High morale improves shooting accuracy and your healing ability. Various positive events and actions can raise morale (like taking out a German officer) just as negative events have the possibility of lowering morale (like getting shot or shot at).

WEAPONS: Shows the status of your weapons. Two numbers are displayed for each weapon. The first number is the amount of ammo you have for that weapon, and the second is the maximum amount of that ammo you can carry. If the numbers are brightly lit, this means it is the currently selected weapon. If it is of medium brightness, it means you have the weapon, but it is not currently selected. If it is dark, it means you are not carrying that weapon.

AMMO: Shows the amount of ammo left for the currently selected weapon.

INV: Shows the currently selected inventory item. To change the selected item, use either the [or] key.

KILLS: Shows the total number of your kills in multiplayer games.

GEAR

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COMBAT KNIFE (WEAPON SLOT #1)
An effective close combat weapon.


M1 THOMPSON MACHINE GUN (#2)
The US sub-machine gun. Lots of
stopping power at close range.
Ammo pack: 28   Max ammo: 168

GERMAN MP40 (#3)
German sub-machine gun. More accurate but
less powerful than its American counterpart.
Ammo pack: 30   Max ammo: 180

BROWNING AUTOMATIC RIFLE (BAR) (#4)
US clip-fed light machine gun. Very powerful.
Ammo pack: 20   Max ammo: 180

11
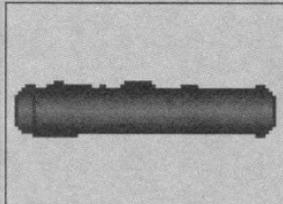
US BAZOOKA (#5)
Ammo pack: 3   Max ammo: 6

FRAGMENTATION GRENADE (#6)
**The standard anti-personnel
grenade issued to the US GI.
Ammo pack: 3   Max grenades: 6**
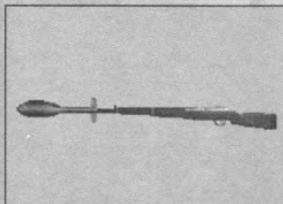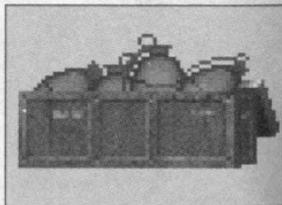
ANTI-TANK GRENADE LAUNCHER (#7A)
**Anti-tank grenade fired from a Grand rifle
Ammo pack: 1   Max rockets: 1**

SNIPER RIFLE (#7B)
**German Mauser 98K. Good all purpose rifle.
Effective range of 800 yards.
Ammo pack: 5   Max ammo: 50**
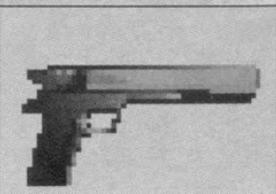
COLT 1911 PISTOL (#8)
**The sidearm of choice for the US officer.
Ammo pack: 6   Max ammo: 36**
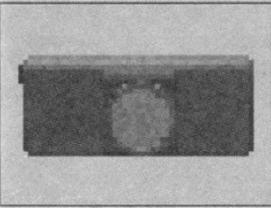
TNT (#9)
Explosives detonated by a (short) timer.
Ammo pack: 1   Max bombs: 4

FLAMETHROWER (#0)
Dangerous at close range (for you and the enemy)
Ammo pack: 50   Max: 50
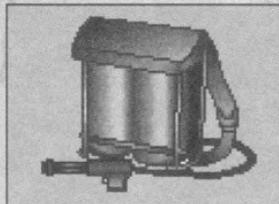
STATIONARY WEAPONS

MORTAR TUBE

The mortar tube can be found at certain fixed firing positions. To use it, get mortar shells and stand close to the weapon itself. You can shoot the mortar shells by pressing Open/Use [SPACEBAR]. To select the range, you must duck [Z] and press Open/Use [SPACEBAR]; hit this key combo repeatedly to adjust the range. You have 7 ranges to choose from, 1 being the shortest and 7 being the longest. When you use up your 10 mortars or walk away from the mortar tube, you must get another ammo box to be able to use it again.

13
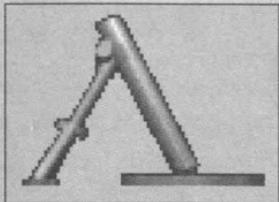
INVENTORY ITEMS

On the HUD - INV: Shows currently selected inventory item. To change the selected item, use either the [or] key.

You can access the following inventory item by pressing [ENTER]:

MED PACKS
First aid comes in two sizes: small and large. Small med packs provide a single health kit while the large ones contain 2. Each health kit provides up to 35 healing points. To use, select in inventory and then press [ENTER]. You must stand still to heal. If you move, the health kit is discarded (so find a safe place to administer first aid!). If you have two packs in inventory you can hit [ENTER] a second time to speed healing and double the total number of healing points available.

Kit: 1 unit   Max kits: 2

LAND MINES
To place a mine, select in inventory and press [ENTER]. If you step on one, you will hear a click; you can try to disarm it by pressing Open/Use [SPACEBAR].

Ammo pack: 5 units;   Max mines: 5
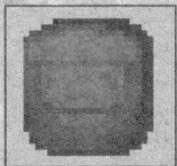
EXPLOSIVES
Similar to the TNT on weapon 9 above but these explosives are carried in a satchel and can be placed anywhere on the ground. To place the explosives, select in inventory and press [ENTER]. You will have several seconds to clear the area.

Ammo pack: 1 unit   Max units: 3

14

MINE DETECTOR
To activate mine detector, select in inventory and press [ENTER].
Press [ENTER] again to deactivate it. Note, you must have the mine
detector selected to keep it active. By cycling to the next/previous
inv. item or by picking up another inventory item, you automatically
deactivate it.
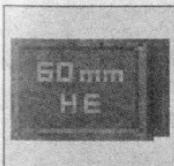
MORTAR SHELLS
These are used for the Mortar Tubes as described above.
Ammo pack: 1 (contains 10 shells) unit Max units: 1

ENEMY FORCES

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WEHRMACHT INFANTRY
The Germany army foot soldier. They are tough and determined.

WEHRMACHT OFFICER
Armed usually only with a pistol, they are key targets.

SS GRENADIER
Heavily armed, they are 100% dedicated and a serious threat.

SS OFFICER
Fearless opponents that will fight to the death.

SNIPERS
Sudden death. They are usually hiding somewhere
waiting for you to advance.

MACHINE GUNNER
High rate of fire and the toughest enemy around.
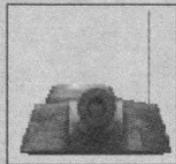
PANTHER TANK
Stay out of their line of fire or pay the price.

16

SINGLE PLAYER LEVELS

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MISSION BRIEFINGS
D DAY

E1L1. D DAY, ON THE MORNING OF JULY 6TH 1944

You start off in a Higgins boat heading to Omaha beach. The beach is under heavy fire: machine guns, mortars and artillery. Chaos and death reign supreme. Your mission is to destroy the machine gun nests and get to the top of the cliffs. The level ends at the entrance of a large bunker system.

E1L2. ATLANTIC WALL, ON THE AFTERNOON OF JULY 6TH 1944

The Atlantic Wall is Germany's fierce tier of beach defenses against an Allied Invasion. As first man to penetrate these defenses, it's your duty to clear out the enemy forces that stand between the beachhead and the liberation of France.

E1L3. DEFEND, ON THE EVENING OF JULY 6TH 1944

Many of the airborne troops are scattered around the countryside on D-day. You get reports of your unit coming under heavy fire. Find their location and assist in repelling the fierce German attack.

E1L4. HUNT FOR THE 88'S, ON THE NIGHT OF JULY 6TH – THE MORNING OF JULY 7TH 1944

Intelligence has reported artillery cannons that are setting up to fire on the newly secured beachhead. There are 3 emplacements hidden in the woods. Seek and destroy.

E1L5. FINDING PRIVATE NILES MCCURKEE, ON THE EVENING OF JULY 7TH 1944

Find Private McCurkee, who is somewhere in the village. His brothers are all KIA so he's going home.

E1L6. SAVING PRIVATE MCCURKEE, ON THE NIGHT OF JULY 8TH 1944

The Germans launch a massive counter-attack under the cover of darkness. Your mission is to keep McCurkee alive and get him to safety.

E1L7. MOP UP, ON THE AFTERNOON OF JULY 8TH 1944

Private McCurkee has identified the location of the main German camp located near the town's old church. You know the drill. Liberte egalite, fraternite!

FRANCE

E2L1 HELL FROM ABOVE, FIELD NEAR TOWN, ON THE NIGHT OF AUGUST 13TH 1944

It is August and Eisenhower has set up HQ in France. The Allies are pushing German forces deeper into French territory and the first Allied attacks are beginning in Southern France. You are part of a small advance contingent. You are dropped in to overpower an enemy base near the river but get split up from your unit. Beware of German snipers and machine gun nests.

E2L2 SEASIDE SWEEP, ON THE MORNING OF AUGUST 14TH 1944

Your goal is to take the German HQ at the other side of the seaside town. Proceed along the street, pass the bridge, and eliminate any opposition encountered in the buildings there.

E2L3 UNDER FIRE, ON THE AFTERNOON OF AUGUST 14TH 1944

The Germans are launching a direct attack on the 101st command post. Assist in repelling this then enter the local village to discover why it's so important to them.

E2L4 PAPERWORK, FIELD NEAR THE STRONGHOLD, EVENING/NIGHT

Having uncovered a fiendish plot, you must gather intelligence from the nearby German HQ. Your MO is to gather information but feel free to operate aggressively if you meet with stiff opposition.

E2L5 RAILROAD TYPHOON, FIELD NEAR THE RAILROAD STATION, WINTER/SNOW

Thanks to intel, you uncover details of a German operation being conducted at this railyard. Capture the railroad station and reach the German HQ that is in the upper part of the main building. The element of surprise is your only chance.

E2L6 A GAME OF BRIDGE, VERY LONG BRIDGE OVER SEINE, MORNING

The retreating Germans have blown up all but one bridge crossing the Seine. As the most forward party, your orders are clear: secure the last bridge. This will greatly assist the following allied invasion force. Be careful; this opportunity requires a strong force to attack . . . but you're on your own.

E2L7 URBAN RUSH, SUBURBS OF TOWN, NOON

This is your final mission. Storm the German stronghold and capture their commanding officer. Your CO will brief you further . . .

MULTIPLAYER
GAMES

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You can play WWII GI with your fellow combatants over a local area network (LAN), via modem, or by connecting a serial cable between two computers.

You can also play a GIMatch game by yourself with one to seven computer-controlled opponents. See AI Multiplay below for more information.

Multiplayer Game Modes (CTF, FIRETEAM, CO-OP, GIMatch)

CAPTURE THE FLAG (CTF)

In CTF, players are divided in two teams, blue and red. Both teams have the same objective: to capture the enemy flag and take it back to their own team's banner. Note, some Attack/Defend levels only have a flag in the Defender's area. Once the winner is announced, you will need to go back to the New Game menu to start a new game.

All CTF levels begin in a room where players choose their team (red or blue). You remain on the team you initially selected until that game is over.

FIRETEAM

Fireteam is a more realistic co-op game, and is intended for network play (4-6 players recommended, but can also be played with 2-3 players). In this game players operate as a fireteam: each player has a different role in the fighting unit. To make the fireteam game more interesting, you have only one life in the game. This means you can't restart the game until the other team members succeed in the mission or die (press K to see how they're doing in the field, and if the whole team has been wiped out start a new game by pressing ESC).

All Fireteam levels begin in a base where you can choose your role in the fireteam. Players can choose from the following: engineer, machine gunner, sniper, assistant machine gunner, grenadier, medic, squad leader, and point man. Each has different weaponry and some have special skills (which can be used by crouching and pressing Open/Use).

BRIEF DESCRIPTIONS OF DIFFERENT ROLES:

	MAIN WEAPON	INVENTORY	SPECIAL SKILL
Asst. Machine Gunner	Thompson	-	Drop Ammo[1]
Machine Gunner	BAR	-	Drop Ammo[2]
Sniper	Sniper Rifle	-	-
Grenadier	Bazooka	-	-

	MAIN WEAPON	INVENTORY	SPECIAL SKILL
Squad Leader	Thompson		Fire Mission[3]
Medic	Colt pistol	MediKit	Heal
Point Man	Thompson		-
Engineer	Flamethrower		

NOTES:

1. Asst. Machine Gunner carries extra ammo for BAR (180 rounds) which he can drop twice for a total of 360.

2. Machine Gunner carries extra ammo for BAR Machine Gun (100 rounds) which he can drop only once.

3. Works only once. To target the fire mission, hold Open/Use + Crouch [Z + SPACE-BAR]. Don't forget to move a safe distance away or you'll be blown up with the rest of the target.

CO-OP

Standard co-operative games involve several players completing the single-player missions (see above). This is one of WWII GI 's best features!

GIMATCH

GIMatch is a free-for-all, every-man-for-himself fight to the death. Scores are tabulated and summarized at the end of the match. The winner is the player with the most kills. You can keep track of each player's score through the status bar at the top of the screen. To subtract a kill from an opponent's score (rather than adding one to yours), target him with grenades, the grenade launcher, or the flamethrower. This tactic can help narrow the gap between the front runner and the rest of the pack. The same applies to land mines and TNT explosives.

LEVEL GUIDES FOR MULTIPLAY

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Game modes: SP=Single Player   GIM=GIMatch   COOP=Cooperative
               CTF=Capture The Flag   FT=Fireteam

D DAY

LEVEL	NAME	GAME MODE(S)
E1L1	D Day	SP/COOP
E1L2	Atlantic Wall	SP/COOP
E1L3	Defend	SP/COOP
E1L4	Hunt for the 88's	SP/COOP
E1L5	Finding Private McCurkee	SP/COOP
E1L6	Saving Private McCurkee	SP/COOP
E1L7	Mop Up	SP/COOP

GIMATCH MAPS

E3L1	Mole Hill	GIMatch
E3L2	Monastery	GIMatch
E3L3	Cavefear2	GIMatch
E3L4	Bastogne Boyz	GIMatch
E3L5	Small Town	GIMatch
E3L6	Town Ruins	GIMatch
E3L7	Fuhrer's Bunker	GIMatch
E3L8	Good Night	GIMatch

FRANCE

E2L1	Hell From Above	SP/COOP
E2L2	Seaside Sweep	SP/COOP
E2L3	Under Fire	SP/COOP
E2L4	Paperwork	SP/COOP
E2L5	Railroad Typhoon	SP/COOP
E2L6	A Game of Bridge	SP/COOP
E2L7	Urban Rush	SP/COOP

FT/CTF MAPS

E4L1	D Day	FT
E4L2	Seaside Sweep	FT
E4L3	Paperwork	FT
E4L4	88	FT
E4L5	D Day	CTF
E4L6	City in Ruins	CTF
E4L7	Hedgerow Hell	CTF
E4L8	Casino de Ouistreham	CTF

UNDER FIRE

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As you probably know, in real warfare you'll have to make fast decisions. That's why WWII GI may seem to be quite difficult at first. Here are a few tips to help you survive:

- In a single player game, save often!
- If you hear gunfire, take cover immediately, especially if you don't see the enemy.
- Use ammo wisely.
- Stay low and move cautiously.
- Watch out for artillery rounds, mortar shells and aircraft.
- Sometimes it's better to withdraw to a better firing position than to stay in a place where everyone can shoot you.
- There is also a green flag in some multiplayer levels. Pick it up and take it to a green triangular object, and see what happens...
- When you're bleeding, try to find a medikit quickly. Seek cover to apply first aid.
- You can set weapons priority with the following command line parameter from the DOS prompt:

C:\WWII GI /u##########, where # refers to the weapon number.
Default is 2438560791

NOTE: Refer to the readme.txt file in your WWII GI directory for information on setting up Network Games.

TROUBLESHOOTING

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If you are having hardware/display/driver problems refer to WWII GI help.txt on the CD-ROM. It is a comprehensive document covering many problems and their solutions and work-arounds.

WWII GI is based on the DUKE NUKEM 3D gaming engine and the game NAM. Most problems/tricks/opportunities associated with those games are also present in WWII GI . If you are familiar with Duke Nukem 3D or NAM, you should have no problem running WWII GI properly.

If you have trouble with inadvertently hitting Windows keys on your keyboard, look for DOSWINKY in WWII GI help.txt.

TECHNICAL SUPPORT
(U.S. & CANADA)

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ASSISTANCE VIA WORLD WIDE WEB
Get current technical information at the Infogrames, Inc., web-site at: http://www.infogrames.com, 24/7 and access our FAQ documents, (Frequently Asked Questions), our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ.

HELP VIA TELEPHONE/FAX
Call Infogrames, Inc.'s Tech Support at 425-398-3074. We have an Interactive Voice Response and Faxback system that's available 24/7. We have automated support, as well as our FAQ documents we can fax to you immediately.

following when calling: be at your computer; have your system information ready including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where. You can also send faxes to: (425) 806-0480, or write to the address below.

PRODUCT RETURN PROCEDURES

If you encounter a defective product or game play issue, you must call Tech Support at 425-398-3074. If we agree, we will issue you a Return Merchandise Authorization Number. Make sure you include this RMA#, along with your full name, address and your phone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you. Your mail should be sent to:

Infogrames, Inc. · Attn: TS/CS Dept. · 13110 NE 177th Place · Suite # B101, Box 180

Woodinville, WA 98072-9965

WARRANTY POLICY IN THE UNITED STATES & CANADA

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

TECHNICAL SUPPORT (EUROPE)

HELP VIA TELEPHONE IN EUROPE

Technical Assistance: English speaking customers call 01923 209145

Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

Technischer Kundendienst: Beachten Sie bitte dass sich unser technischer Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: 00 44 1923 209151

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