

Battle★Borne's

# COMBAT★ELITE

## WWII PARATROOPERS™



  
SOUTH PEAK®  
INTERACTIVE

Battle★Borne  
Entertainment, Inc.

## **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.

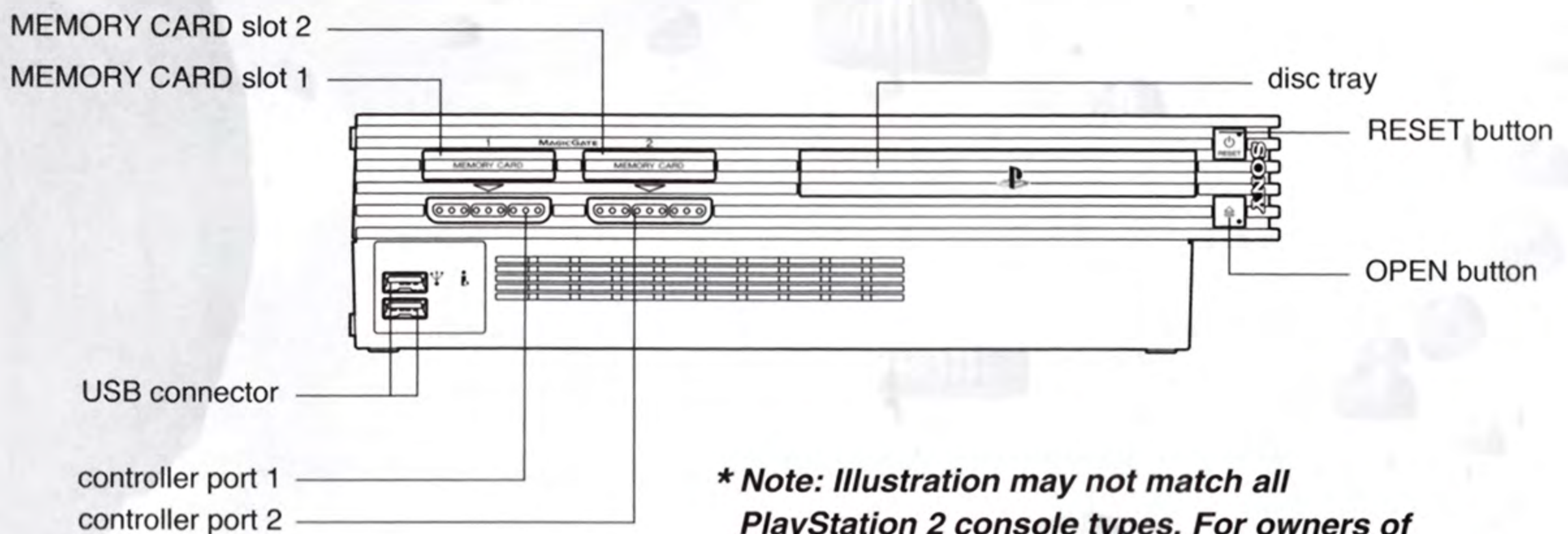
## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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.

# TABLE OF CONTENTS

Getting Started . . . . .	2
Introduction . . . . .	4
Main Menu . . . . .	5
Options . . . . .	5
Controls . . . . .	6
Starting Play . . . . .	6
Character Selection . . . . .	6
Game Screens . . . . .	7
Game Display . . . . .	7
Pause Screen . . . . .	7
Inventory Screen . . . . .	8
Campaigns . . . . .	11
Saving Games . . . . .	12
Weapons . . . . .	13
Characters . . . . .	15
In-Game Characters . . . . .	17
German Vehicles and Artillery . . . . .	18
Gameplay Tips . . . . .	18
Credits . . . . .	20

# GETTING STARTED\*



*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

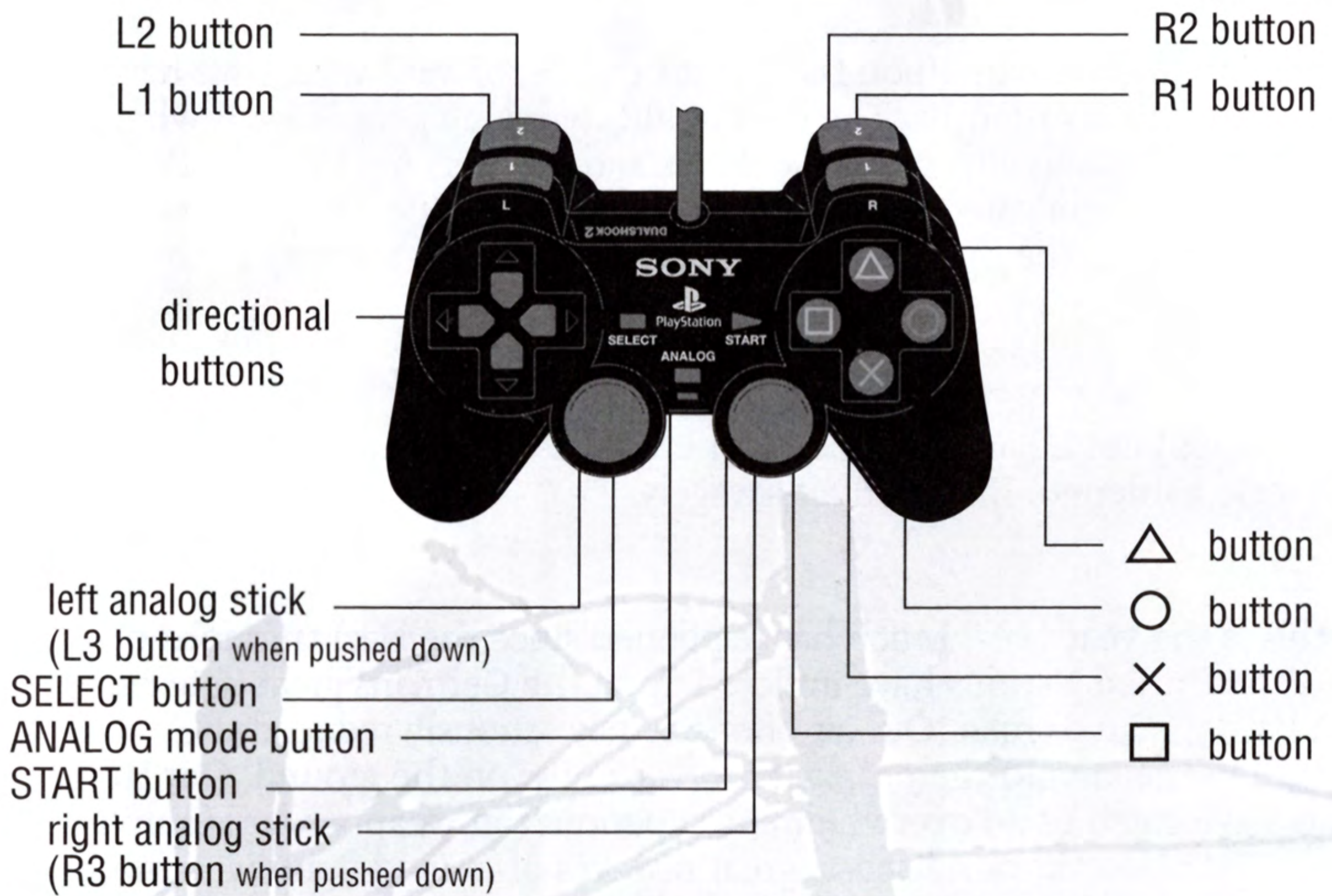
Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **COMBAT ELITE:WWII PARATROOPERS** 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<sup>®</sup>2)**

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

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



# INTRODUCTION

## SUPREME HEADQUARTERS ALLIED EXPEDITIONARY FORCE

Soldiers, Sailors and Airmen of the Allied Expeditionary Force!

You are about to embark upon the Great Crusade, toward which we have striven these many months. The eyes of liberty loving people everywhere are on you. In company with our brave Allies and brothers in arms on other fronts, you will bring an end to the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world.

Your task will not be an easy one. Your enemy is well trained, well equipped and battle hardened. He will fight savagely.

But this is the year 1944! Much has happened since the Nazi triumphs of 1940. The United Nations have inflicted upon the Germans great defeats, in open battle, man to man. Our air offensive has seriously reduced their strength in the air and their capacity to wage war on the ground. Our Home Fronts have given us an overwhelming superiority in weapons and munitions of war, and placed at our disposal great reserves of trained fighting men. The tide has turned! The free men of the world are marching together to victory!

I have full confidence in your courage and devotion to duty and skill in battle. We will accept nothing less than full victory! Good luck! And let us beseech the blessing of Almighty God upon this great and noble undertaking.

General Dwight D. Eisenhower

Order of the Day

June 6, 1944

Welcome to *Combat Elite: WWII Paratroopers*. It has been over 60 years since the historic D-Day invasion at Normandy, the beginning of the end for Nazi tyranny in Europe. It was a time when courage, daring, dedication and sacrifice were called for and tens of thousands met the challenge. We would like to extend our deepest gratitude to the men and women who sacrificed so much to bring an end to such a dark time.

In *Combat Elite: WWII Paratroopers* you play as a member of one of three elite Allied Airborne divisions: the 82nd Airborne Division "All American," the 101st Airborne Division "Screaming Eagles" or the 1st British Para Battalion "Red Devils."

As a member of one of these crack units, you will face some of the most daunting combat in the European Theater of Operations, beginning with the D-Day invasion and continuing through the Market Garden campaign in Holland, the bloody Battle of the Bulge at Bastogne, and finally working with the OSS during the last days of the Reich behind enemy lines in Germany.

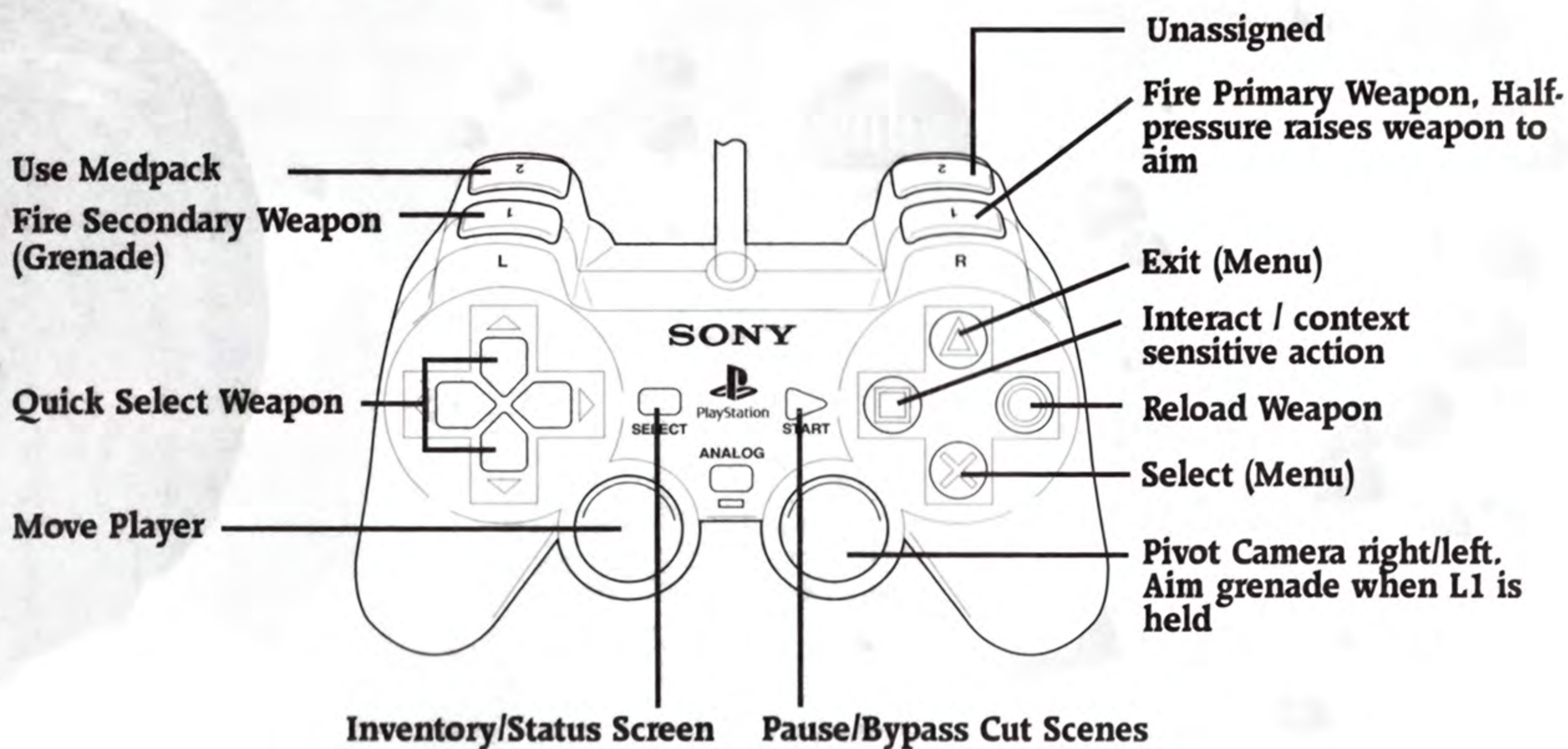
## MAIN MENU

- New Campaign** Start a new one-or-two player campaign from the beginning.
- Load Campaign** Load a previously saved campaign to resume play where you left off.
- Options** Adjust game settings.
- Credits** View the crew behind *Combat Elite*.

## OPTIONS

- Brightness** Adjust the brightness of the game display.
- Music** Adjust the in-game music volume
- Sound FX** Adjust the sound effects volume.
- Blood** Adjust the amount of blood from none to full blood spill.
- Controls** View the controls.
- Vibration** Choose to play with controller vibration effect ON or OFF.
- Stereo** Choose to play with stereo sound (ON) or mono (OFF).
- Subtitles** Choose to play with subtitles ON or OFF.

# CONTROLS



## STARTING PLAY

Select New Campaign (or Load Campaign to resume a previously saved game). Next, select your difficulty setting (**Easy**, **Normal** or **Hard**). This difficulty setting applies to the entire campaign.

In a single-player game, it is just you against the enemy. In a two-player co-op campaign, players work together to clear the level objectives.

## CHARACTER SELECTION

Once you've selected your difficulty setting, you'll advance to a screen showing the three game characters. Press the **X** button to zoom in. Press **LEFT/RIGHT** on the **directional buttons** to highlight a character. Pressing the **X** button while a character is highlighted will give you a rundown on the character, including his background and specialties. Pressing **UP** or **DOWN** on the **directional button** will allow you to select one of three uniform variations of the highlighted character. Press the **X** button to select the highlighted character, or the **Triangle** button to go back. In a two-player game, players must select different characters.



# GAME SCREENS

## GAME DISPLAY



### ① Health

Your health is displayed in a meter at the bottom left of the screen. You begin with 100% health and lose health as you take damage. When your health meter reaches 0, you are a dead man.

### ② Compass

The compass displays your orientation and shows you the location of objective points relative to your position. Sections of the bezel will highlight indicating when enemies are in your proximity, both onscreen and off.

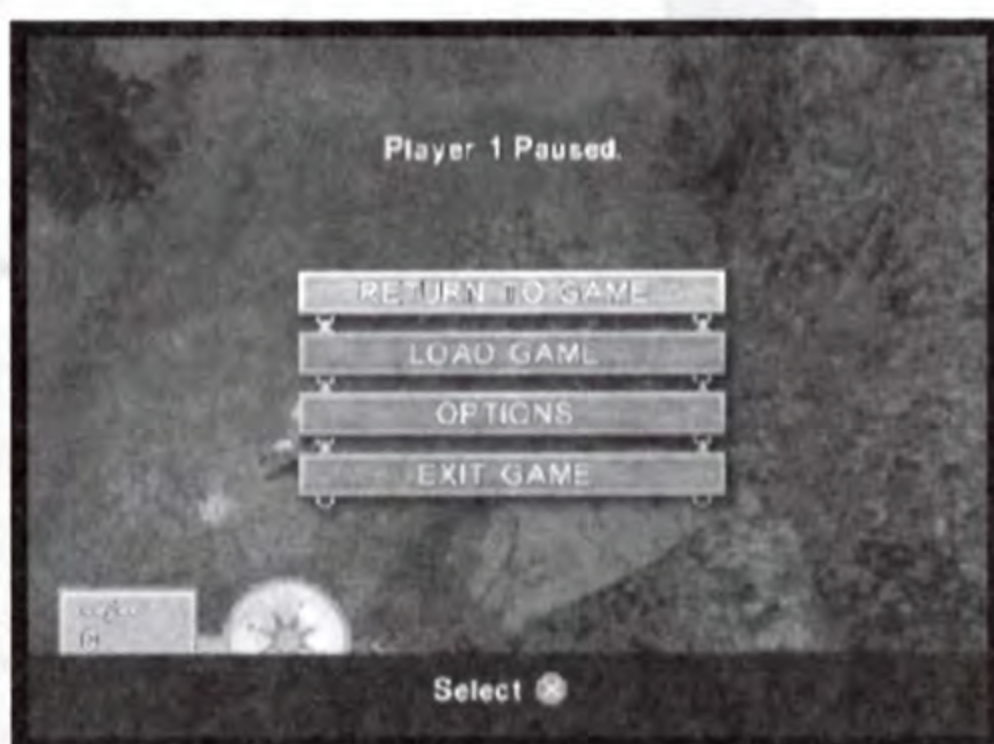
### ③ Ammunition

The ammo meter shows the number of rounds remaining for the currently selected weapon. You can reload a weapon by pressing the **○ button**. You can collect extra ammunition by walking over an ammo pick-up and pressing the **□ button**.

### ④ Secondary Weapon

Shows the number of grenades remaining for the grenade type equipped.

## PAUSE SCREEN



Press the **START button** at any time to pause the action and bring up the Pause menu, where you can access options and load a saved game.

### **Return to Game**

Return to play from the pause point.

### **Options**

Access the in-game options menu.

### **Load Game**

Load previously saved progress from a memory card (8MB)(for PlayStation®2).

### **Exit Game**

Exit to the main menu.

# INVENTORY SCREEN (DURING COMBAT)



Press the **SELECT** button at any time to pause the action and bring up the Inventory Screen. From this screen, you can access these features:

## WEAPONS

Your current arsenal shows the weapons you currently have available in your inventory. You begin play with a default arsenal; other weapons are collected as you progress through the game. You can equip up to three weapons at a time. To equip yourself with a weapon, highlight it and press the **X** button. Press the **X** button again to un-equip (return the weapon to inventory). Press the **□** button to drop an item. Doing so will cause the player to drop the weapon on the ground where the player can retrieve it by walking over it and pressing the **△** button. A dropped weapon will no longer appear in the weapon inventory.

## Selecting Weapons During Play

To toggle through your equipped primary weapons, press **UP** or **DOWN** on the **directional buttons**.

## Using Weapons

### Primary

Single-shot weapons fire continuously while holding down the Fire Primary button. However, shots will lose accuracy if fired too quickly so firing single shots manually will increase your accuracy. Automatic weapons fire continuously as long as the Fire Primary button is held. Firing accuracy decreases the longer a weapon is fired.

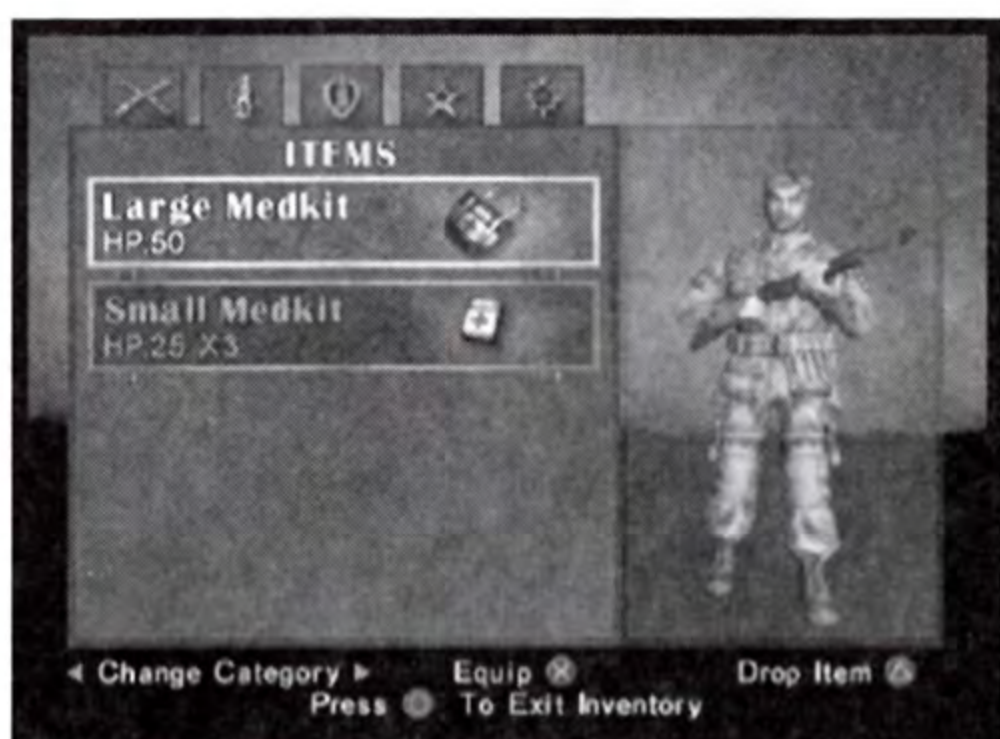
## Secondary

Your secondary weapon is one of the many types of grenades in the game. To pull the pin, press the Grenade button. While holding the Grenade button move the right analog stick to control your throwing distance.

## Ammunition

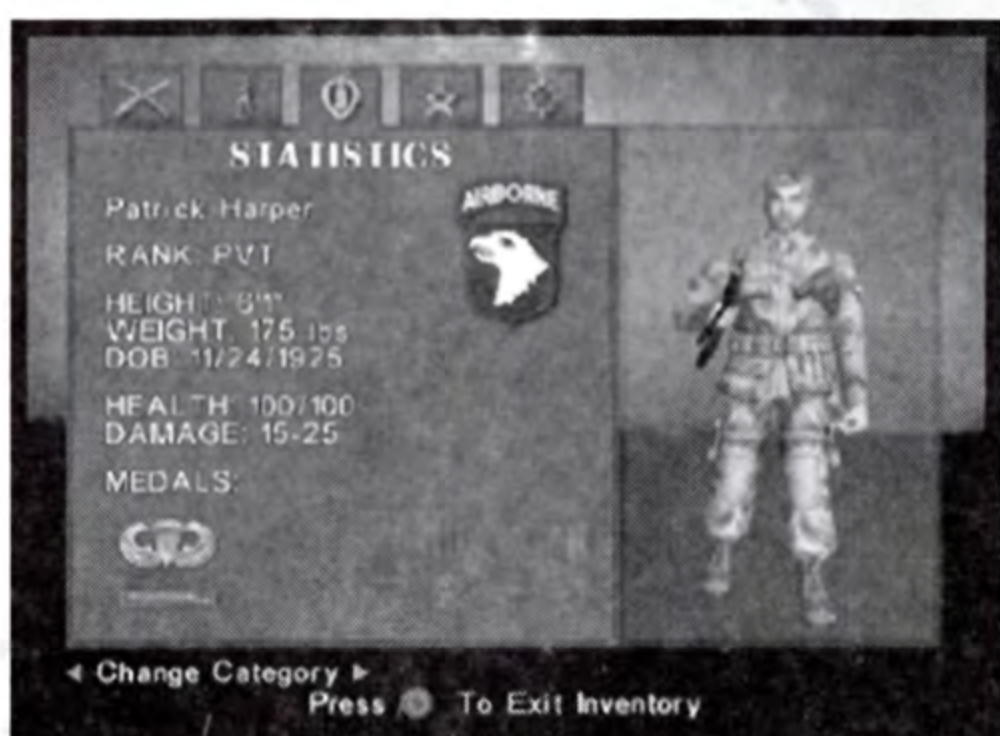
Any weapon in inventory comes with a default number of rounds. Additional ammo can be collected during combat.

## ITEMS



There are several items you will collect or be given as you progress through the game, such as medpacks and other items needed to complete your objectives.

## STATISTICS



Shows your character's current statistics.

**Name:**

Character's Name

**Rank:**

Current Rank - As you earn higher ranks, your max health will increase.

**Height:**

Character's Height

**Weight:**

Character's Weight

**DOB:**

Character's Date Of Birth

**Health:**

Current and Maximum Health

**Damage:**

Damage Range with Currently Equipped Weapon

**Medals:**

Medals Awarded

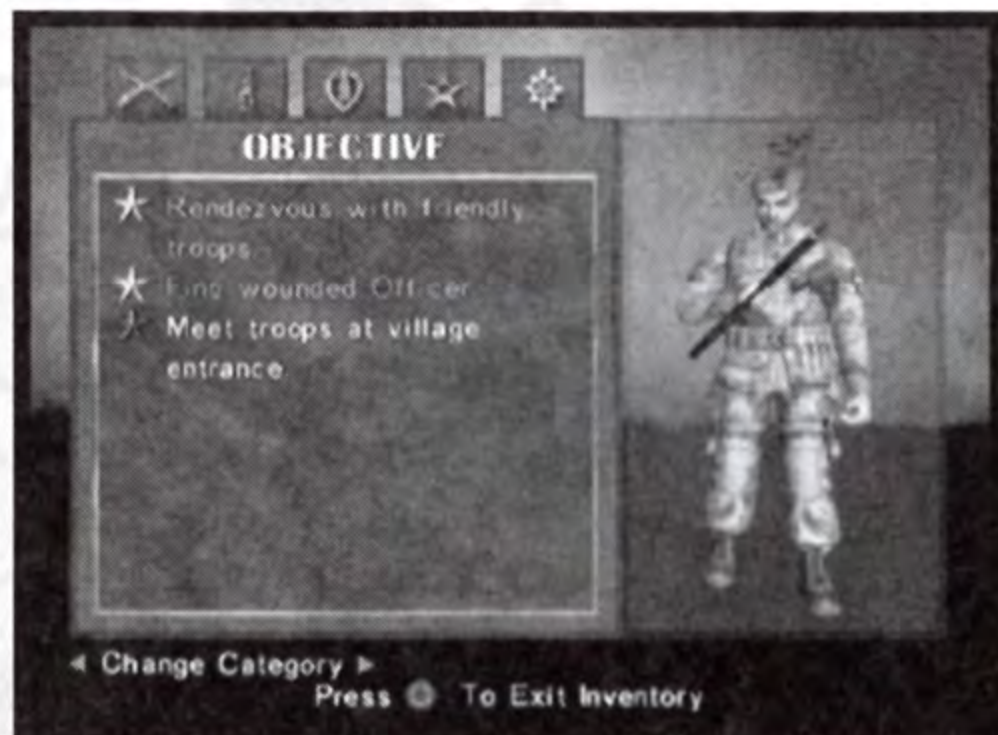
## SKILLS



As you complete objectives, you'll gain important skills. You can assign earned points to various skills for increased performance.

SKILL	GENERAL EFFECT
<b>Hand-To-Hand Combat</b>	Improved Hand-To-Hand Damage, Speed, and Critical Hit Moves.
<b>Pistol</b>	Improved Pistol Damage, Reload Speed, Shot Grouping, and % Chance of Critical Hit.
<b>SMG</b>	Improved SMG Damage, Reload Speed, Shot Grouping, and % Chance of Critical Hit.
<b>Rifle</b>	Improved Rifle Damage, Reload Speed, Shot Grouping, and % Chance of Critical Hit.
<b>Heavy MG</b>	Improved HMG Damage, Reload Speed, Shot Grouping, and % Chance of Critical Hit.
<b>Stealth</b>	Improved Ability to Approach Enemy Undetected.
<b>Medic</b>	Improved % Healed per Medpack Used, Ability to Heal Self without Medpack.
<b>Grenade</b>	Increased Range, Improved Damage, Improved Damage Radius.
<b>Combat Sense</b>	Auto Targeting and Threat Visualization.

## OBJECTIVE



View your objectives, both completed and remaining.

# CAMPAIGNS



## D-Day

Your first taste of combat begins with the D-Day assault on France. As a pathfinder, you are among the elite Airborne troops dropped into enemy-occupied Normandy. Unfortunately, things are not going smoothly for the Allies and you will find a host of obstacles you must overcome if the invasion is to succeed.



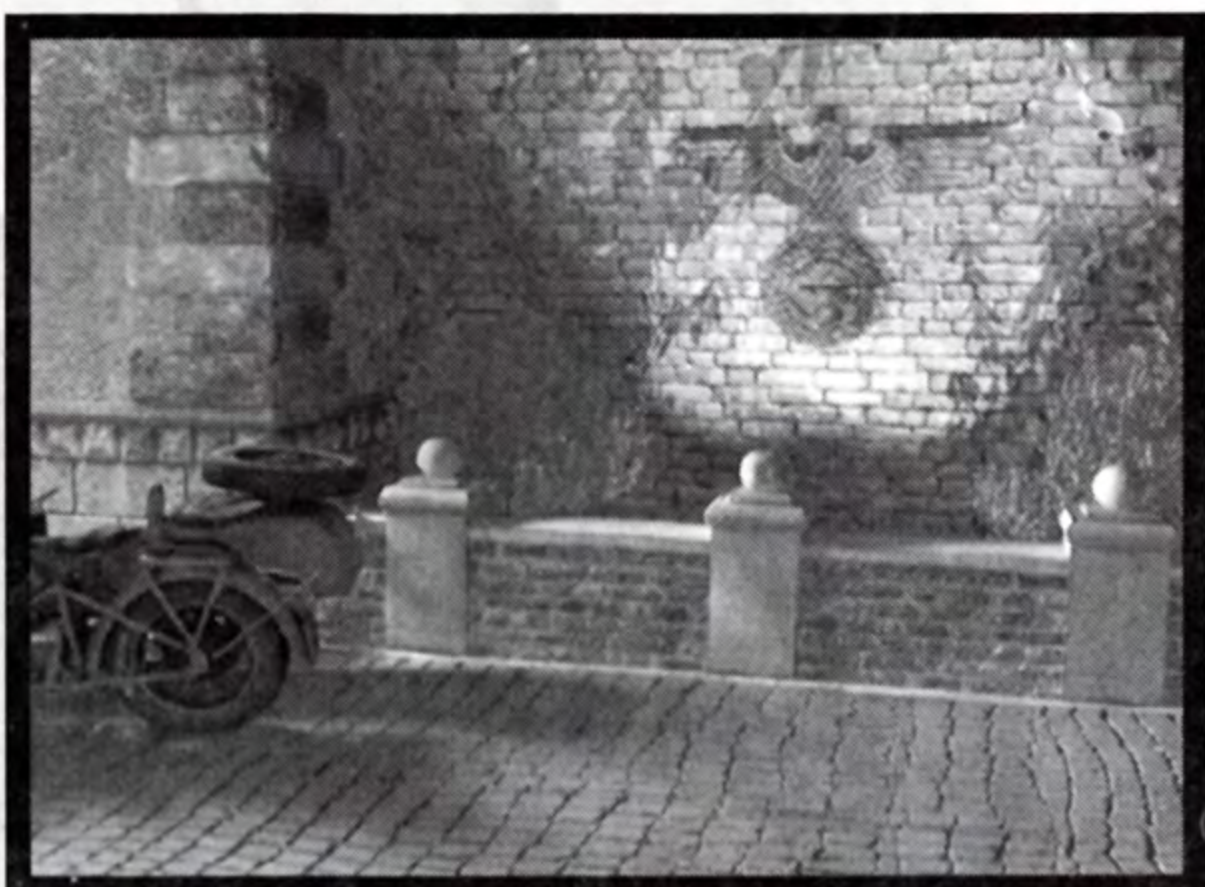
## Market Garden

This major offensive campaign to strike at German supply routes entails controlling the bridges across the Maas River in Holland. Success of the daring Market Garden campaign could end the war by Christmas, if all goes according to plan....



## Bastogne

The Battle of the Bulge takes place in the deep of winter, with Allied troops surrounded by Panzer tanks and infantry. The poor weather makes relief from the air impossible for the moment, and the ground troops have no choice but to fight for their very lives.



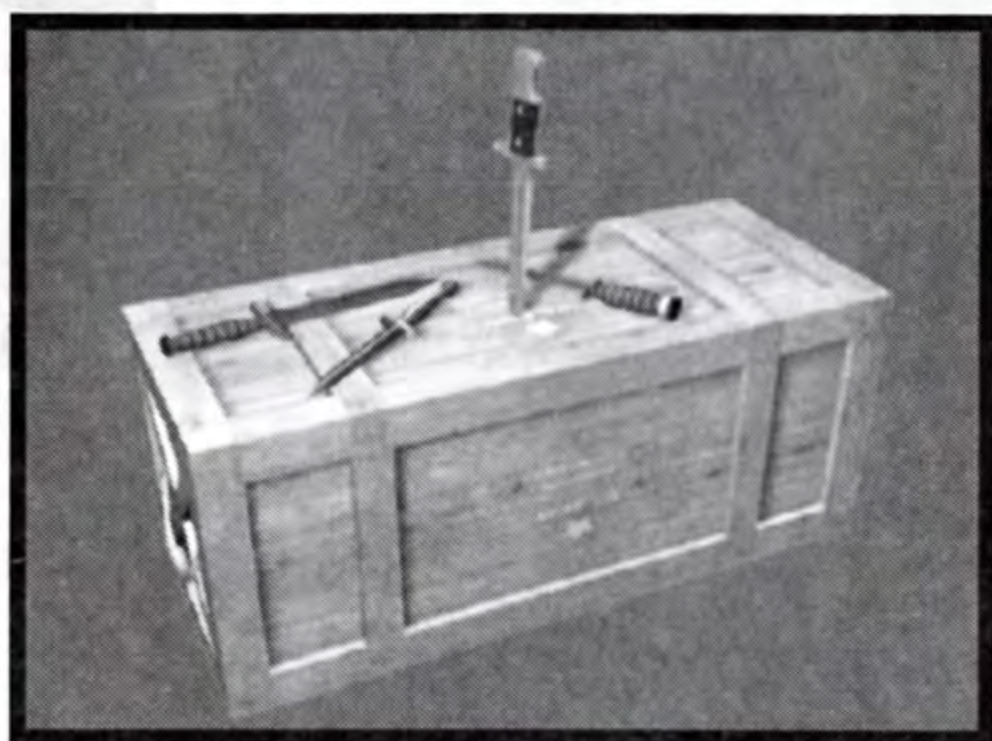
## **Fatherland**

Now a respected and much bloodied veteran, you are charged by the OSS with one final mission: to contact and arrange the defection of Atomic Weapons Program scientists from the remnants of Nazi Germany.

## **SAVING GAMES**

At the end of a level, you will be prompted to save your game progress. You must have a memory card (8MB)(for PlayStation®2) in order to save. Follow on-screen instructions to save.

# WEAPONS



## KNIVES:

Knives and bayonets are the simplest hand-to-hand weapons. Their effectiveness is completely dependent on the skill of the wielder. Knives must be used within arm's reach of an opponent. They are ideal for a stealthy kill when the sound of a firearm might alert the enemy.



## PISTOLS:

Pistols are effective personal sidearms. They are medium accuracy, low-powered weapons, but are less cumbersome and easier to control than many other weapon options. The pistols in use during WWII use magazines that hold from 5 to 15 rounds of ammunition.



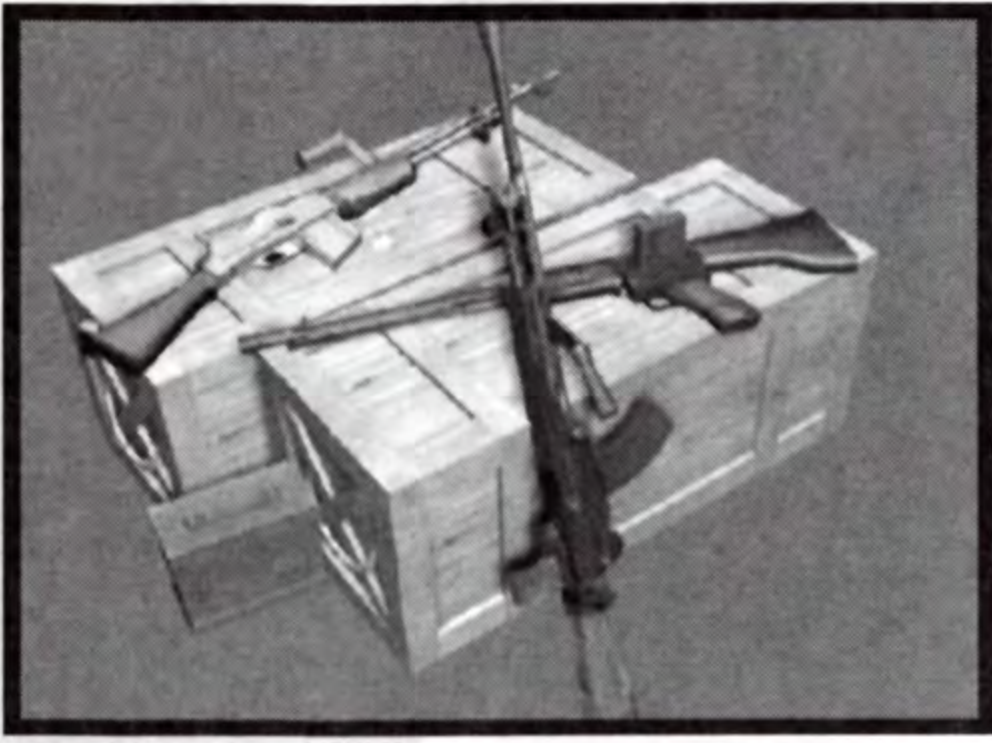
## RIFLES:

Rifles are powerful, highly accurate firearms. Though they are large and heavy, they are effective anti-personnel weapons with very good accuracy at long distances. Rifles range from single-shot to 15 round magazine capacity.



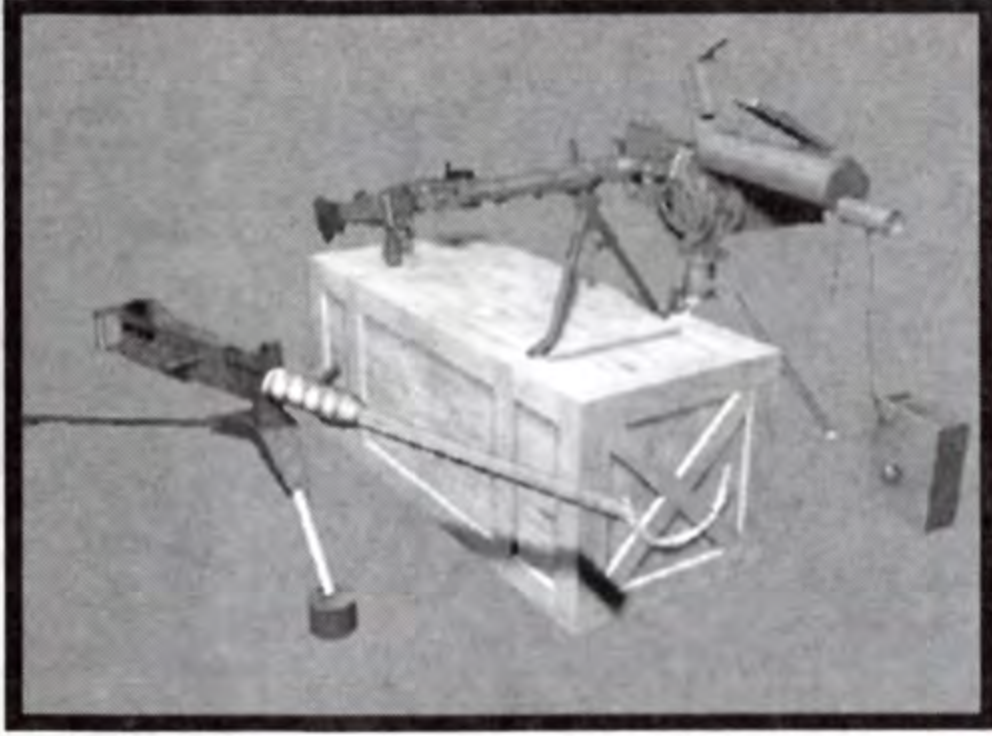
## SUBMACHINE GUNS:

Submachine guns (SMGs) are fully-automatic weapons, good for close-range battle. What they lack in accuracy and power, they make up for in rate of fire. SMGs in use at this time hold about 30 rounds of ammunition.



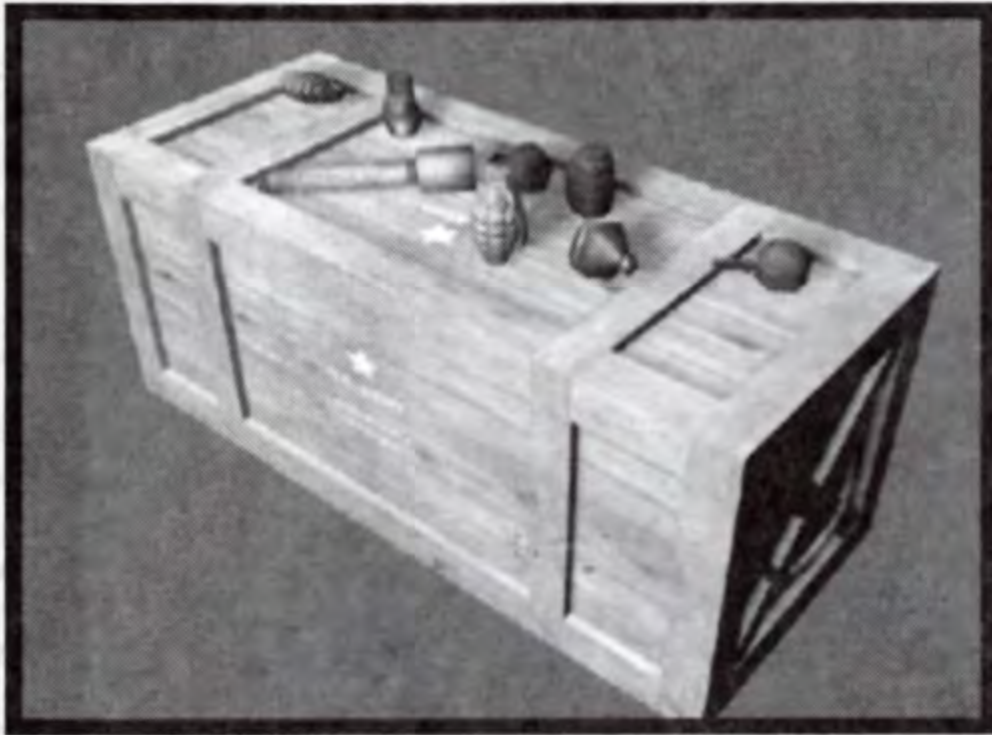
## **HEAVY MACHINE GUNS:**

Heavy machine guns are weapons with large amounts of power and high rates of fire. They are fully automatic and therefore less accurate than rifles, but can be carried and fired by a single person unlike a Fixed Machine Gun.



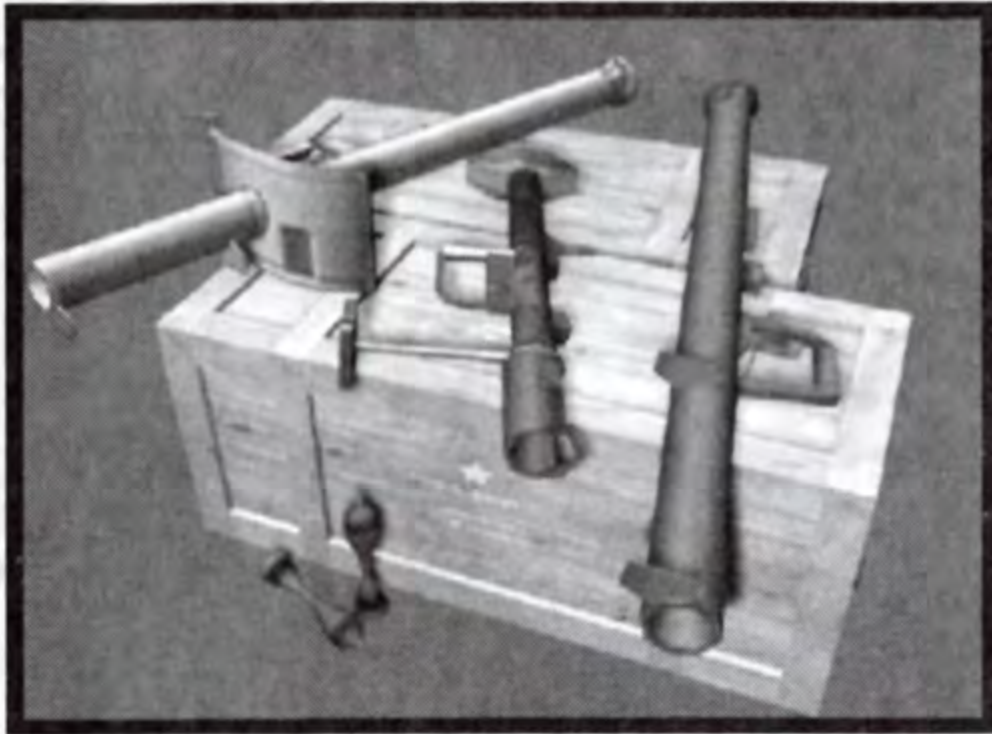
## **FIXED MACHINE GUNS:**

These are very powerful, tactical weapons. They are too large and heavy to be carried like a firearm, and are usually fixed in place and use belts of ammunition to sustain their high rates of fire. These are highly accurate fully-automatic weapons.



## **HAND GRENADES:**

Grenades are timed, personal explosive devices that can be carried and thrown by an individual. They damage everything in their blast radius either by emitting flammable material, bits of metallic shrapnel or simple concussive force.



## **ROCKET LAUNCHERS:**

These are very powerful personal anti-tank weapons. They fire explosive rockets at a target from a distance and are able to penetrate armor with their self-propelled projectiles.



# CHARACTERS



## Private Patrick Harper

**101st Airborne Division**

**Specializations:** - Rifle, Pistol

Raised in rural Texas, Harper left home and joined the Army in 1942. He volunteered for the Airborne for the extra jump pay and was transferred to Fort Benning, Georgia for training.

**Height:** 6' 1"

**Weight:** 175 lbs.

**DOB:** 11/24/1925



## **Private John Howe**

**82nd Airborne division**

**Specializations:** - Heavy MG, SMG

Born in Plains, Georgia, Howe played two years of football for the University of Virginia before leaving school in 1943 to volunteer for Airborne training after seeing a magazine article about Paratroopers.

**Height:** 6'3"

**Weight:** 230 lbs.

**DOB:** 9/30/1923



## **Private Stephen Frost**

**British 1st Airborne division**

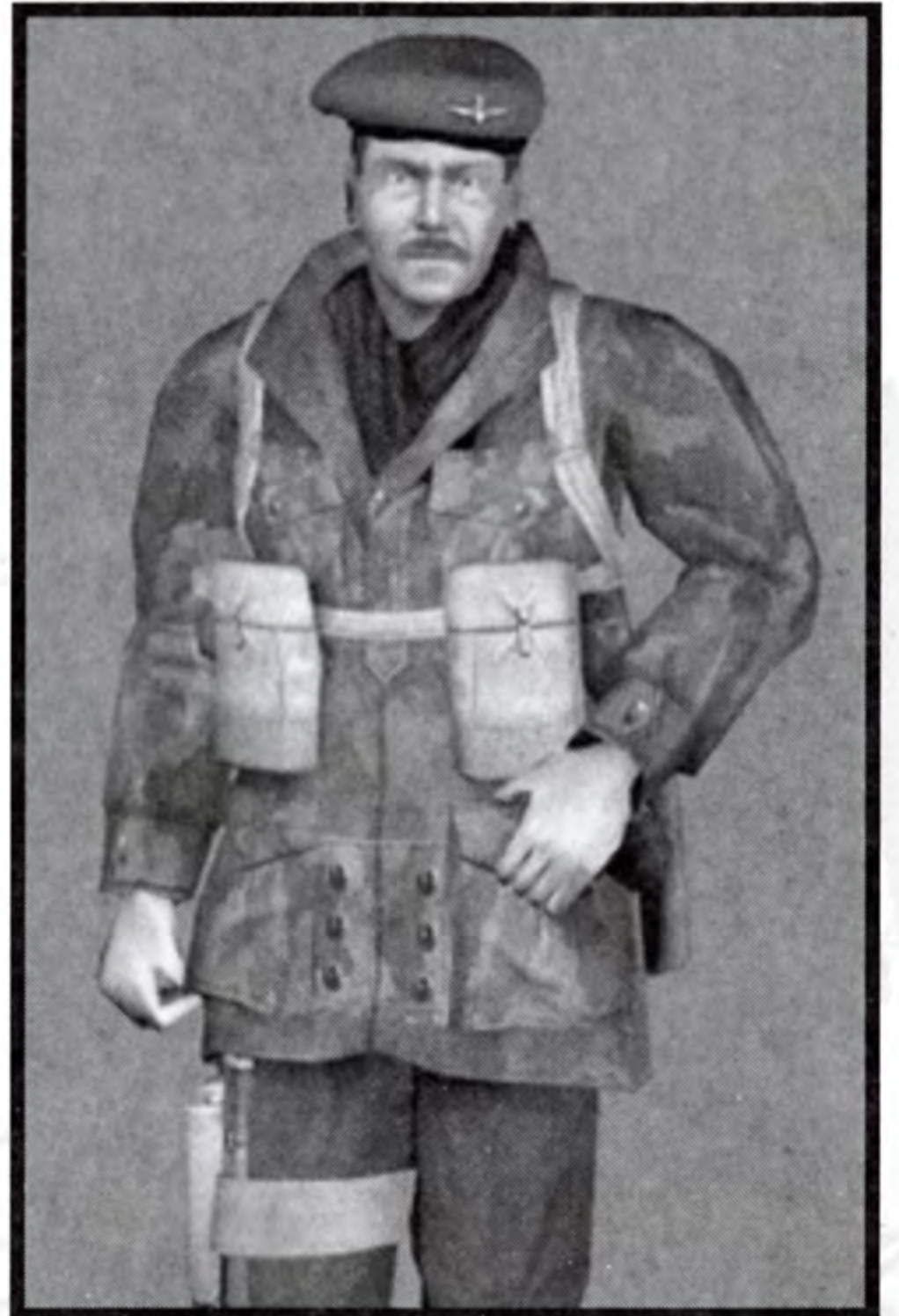
**Specializations:** - Pistol, Hand-To-Hand

The son of a British Army officer, Frost was born in Poona, India and moved with his family to locations around the globe. The family returned to England in 1938, where Frost joined the Army himself. He served in both England and the Middle East before joining the Airborne.

**Height:** 5'10"

**Weight:** 160 lbs.

**DOB:** 5/03/1919



# IN-GAME CHARACTERS

These are some of the characters you will encounter during your campaign:

## Allies:



### U.S. forces

These are the troops that fight alongside you in your campaign. Their ranks include other Airborne troops, soldiers from the U.S. Army and pilots from the USAAF.



### British Forces:

The elite British Airborne troops that share your mission objectives. These are men selected from the Commando divisions to become airborne, and most are battle-hardened veterans by this point in the war.



### French Forces:

After France's surrender in 1940, groups of civilians and escaped Army personnel formed pockets of resistance to defend their homeland from Nazi occupation. These underground forces are anxious to fight and liberate their country.

## Axis:



### German Forces

The Enemy has a wide variety of well-trained armed forces. These troops have enjoyed many victories in Europe and are armed with some of the most advanced and effective equipment and weapons of the day. From the common footsoldier to the celebrated Panzer tank crews and the Gestapo government police, these are dedicated and dangerous foes.

# GERMAN VEHICLES AND ARTILLERY

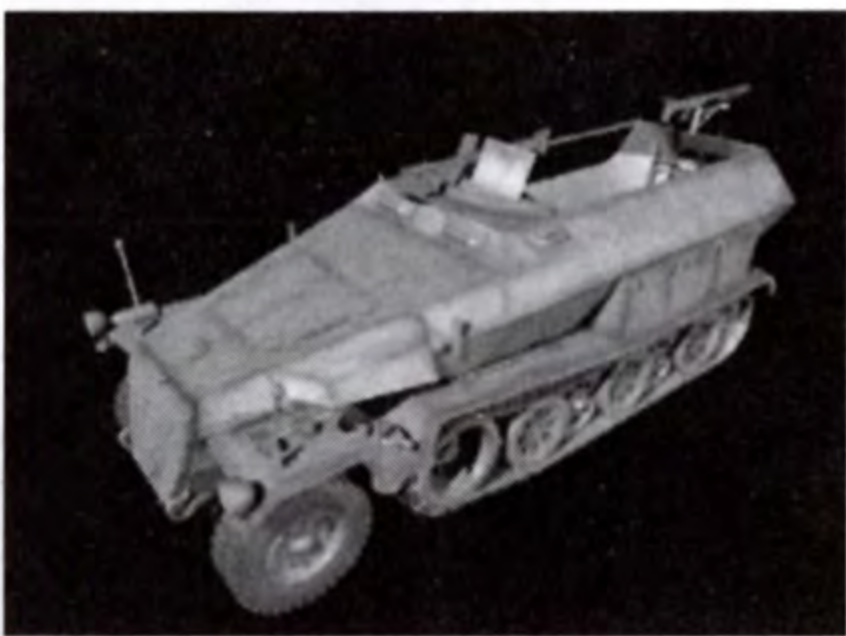
The German forces have fearsome armored vehicles and artillery that represent some of the most advanced technology of their time. These resources help to give the Nazis an armor and firepower advantage in the field.



Panzer IV



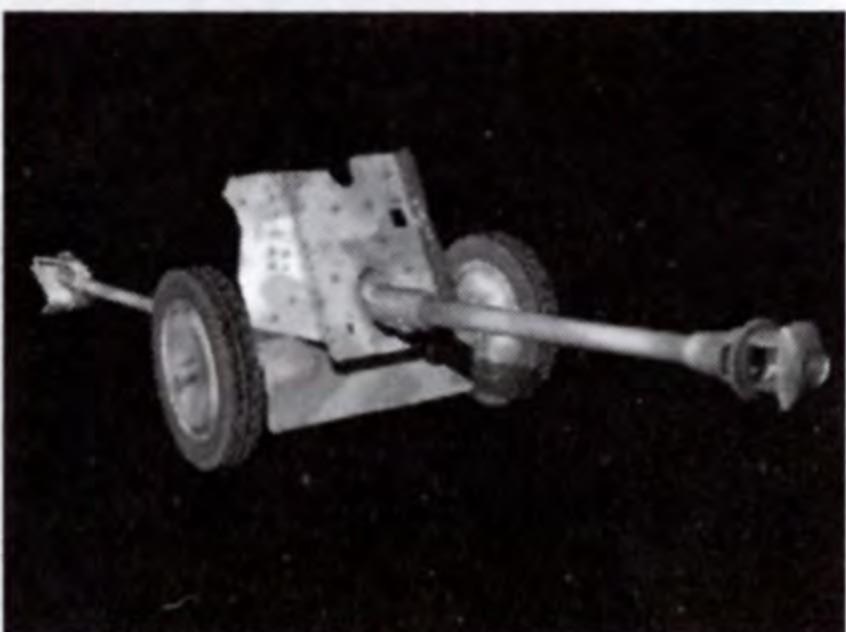
Tiger 1



Hanomag



Kubelwagen



Pak 88



Flak 88

## GAMEPLAY TIPS

**Use Cover.** A good soldier knows how to keep himself out of the line of fire. Be sure to use your crouch toggle (**L3 button**) to your advantage. When you avoid enemy fire by crouching behind objects, you are only in danger of being hit while shooting or moving. Also, crouching improves your shot grouping.

**Know Your Objectives.** Know your mission. The objectives page will not only list all your objectives, but will indicate when they are completed. Many objectives will show a blip on your compass directing you to a specific location. Objectives that are not location-specific, however, won't.

**Improve Your Skill.** Your battlefield skills improve with experience. Each mission awards you some skill points that you can apply to your character's specialties. Weapon proficiency and combat sense are valuable when facing the enemy. Strong medical skills allow your character to better heal himself in battle. Hint: you can earn extra skill points by keeping your squad alive.

**Stay With Your Squad.** There is safety in numbers. With more soldiers around, you have more firepower and more chances of spotting an enemy than you would alone.

**Aim Your Weapon.** Use your aiming reticle to draw a bead on the enemy. When you hold your primary fire button down half-way, you will aim your weapon without firing. This allows you to know when an enemy is in range. You will automatically find and target your foes when they are in your firing radius.

**Use Fixed Weapons.** Often, fixed machine guns, antitank weapons and sniper rifles are left in strategic positions by your allies or are captured from the enemy. Use them to your advantage.

**Covert Operations.** Sometimes subtlety is more effective than blasting your way through enemy lines. Strong stealth skills allow you to dispatch your foes silently without raising alarm. Silenced weapons and blades are ideal for stealth missions. During covert operations, if an enemy targets you for too long, you're caught. If two enemies are able to target you at the same time, you'll be captured. You are quieter when you move slowly and carefully. Stay out of the enemy's line of sight and attack from behind.

**Hand-To-Hand Fighting.** Airborne troops are trained to battle the enemy at close range if necessary. When you are close enough to an enemy, your primary fire button will attack with a melee technique. These include striking your enemy with your weapon, using knife attacks or fist-fighting if you have no weapons selected. When fighting without a gun, you may attack in any direction. As you increase your Hand-To-Hand skills, you gain more effective and exciting close-combat techniques. Beware, the enemy is also trained to fight Hand-To-Hand when necessary.

**Two-Player Campaigns.** Two guns are better than one. Soldiers are most effective when they work as a team. Catching your enemies in a cross-fire is an effective way to eliminate them quickly. Players share objectives, so either player can meet an objective and it will advance both characters to the next mission. Cooperation is important to survival. Either player can drop items he doesn't need out of his inventory for the other player to pick up.

Medpacks and ammo are valuable resources that both players need. They should be rationed appropriately. If a player dies during a mission, the surviving player can finish the mission and thereby "rescue" his fallen comrade. The injured player will start the next mission with partial health in his meter. It's a good idea to keep medpacks handy for this occasion. **Important: Controls in one-player and two-player games are identical with one distinction: In a two-player game, players can fire in any direction they are facing by pressing Fire Primary. When throwing grenades, use the right analog stick to adjust the target position.**

# CREDIT

## **BATTLEBORNE ENTERTAINMENT, INC.**

**Programming Project Management**  
James Kosta

**Art and Design Project Management**  
John Sonedecker

**Engine Architecture**  
Pete Albano  
Dylan Petty  
James Kosta

**A.I Design and Programming**  
Pete Albano  
Dylan Petty  
Aaron Rose

**Tools Design and Programming**  
Nick Cole  
James Kosta  
Dylan Petty

**Script Engine Programming**  
Nick Cole  
James Kosta  
Dylan Petty  
Aaron Rose  
Andrew Wright

**Effects Programming**  
Andrew Wright

**UI Programming**  
Dylan Petty  
Aaron Rose

**PAL Programming**  
James Kosta  
Andrew Wright

**QA Programming**  
Andrew Wright

**Game Design**  
Eric DeMilt

**Key Art**  
Ryan Cullins  
James Hopperstead  
Susannah Kirtland  
John Sonedecker

**Level Design**  
Ryan Cullins  
Eric DeMilt  
John Sonedecker

**Level Art**  
Ryan Cullins  
John Sonedecker

**Character Design**  
James Hopperstead  
John Sonedecker

**Character Art and Animation**  
James Hopperstead  
Susannah Kirtland

**Lipsynching**  
Ryan Cullins

**Motion Capture**  
Ryan Cullins  
James Hopperstead

**Object and Prop Creation**  
Ryan Cullins  
James Hopperstead  
Susannah Kirtland  
John Sonedecker

**UI Design and Art**  
Susannah Kirtland

**FMV and Movie Art**  
Ryan Cullins  
James Hopperstead  
Susannah Kirtland  
John Sonedecker

**In Game Cutscenes**  
Susannah Kirtland

**Level Scripting**  
Nick Cole  
Ryan Cullins  
Dylan Petty  
Aaron Rose  
Tennyson Scott  
Andrew Wright

**Sound Design and Editing**  
James Hopperstead  
John Sonedecker

**Effects Design**  
Susannah Kirtland

**Website Design**  
James Hopperstead

**QA Project Manager**  
Eric DeMilt

**Outside Contractor Management**  
Eric DeMilt  
John Sonedecker

**Operations**  
Eric DeMilt  
James Kosta  
Wayne Schumacher

**Production**  
Eric DeMilt  
James Kosta

**Finance**  
Wayne Schumacher

**Contract and Legal Matters**  
Michael Morrison  
Wayne Schumacher

**Public Relations**  
Eric DeMilt  
Wayne Schumacher

**Operations and Production Assistance**  
Nick Cole  
Cimone Farrell  
Heather Hargis

**Presentation**  
Eric DeMilt  
Wayne Schumacher

**Sales & Marketing**  
Eric DeMilt  
Wayne Schumacher

**Promotional Artwork and Materials**  
James Hopperstead  
John Sonedecker

**BattleBorne Testers**  
Stephen Bean  
George Daw  
Jon Morlang

**Tennis Ball Supervisor**  
Cyclops (dec)

**Lap Warmer and Trash Inspector**  
B.J.

**Attack Cat**  
Tigger

**Technology licensed from** Snowblind Studios

**Archival Footage**  
U.S. National Archives and Records Administration

**Music**  
Marc Derell  
www.marc-derell.com

**Travel Coordination**  
Discount Travel Shop  
Rupal Wadhia-Martinez

**Marketing, QA & Production Assistance**  
Daren Chencinski  
Luke Cousens  
Chris Maher  
Robert Nashak  
Brian Regan  
Shaun White

**Executive Audio Director**  
Rick Fox

**American Voice Talent**  
Drew Fracher  
Duffy Hudson  
Matt Johnson  
Benjamin Kroger  
Ryan Mills  
Kevin Pierson  
Nick Rose  
Ernie Rowland  
Eric Soloman  
Jim Stump  
William Thorn  
Chris Zorker

**UK, German, and French Talent**  
Recorded by Outsource Media - www.omuk.com

**Casting & Dialogue Director**  
Mark Estdale

**Cast**  
Bob Golding  
Will Vanderpuye  
Andrew Wincott  
Ian Drysdale

**Campaign FMV creation**  
AGM

**Weapons and Combat Advisor**  
Neil Connolly  
Mustang Range, Fernley, NV

**Special Thanks Danielle** – For all your patience, love and support. Love, Ryan.

**Jhenna** – Thank you for your love and support throughout this project. I love you. Dad

**Cherie, Matthew, Michael, Mary, Ryan and Rachel** – Thank you for your constant love and support. Love always, Eric  
**Gina, Jerry & Linda** – You mean the world to me. Thank you for your unwavering support. Love, James

**Diane Petty** – For all of the treats and encouragement, the entire team thanks you.

**Neil Connolly** – For the machine gun shoots and explosives demonstrations  
**Michael Morrison** – For your advice and encouragement

**Big Don** – For your advice and playtesting

Tim Page, 5000ft Inc.  
Mike Bell, Encore Inc.  
Phil Adam, Interplay Inc.

## LIMITED WARRANTY

1. LIMITED WARRANTY. SouthPeak Interactive, LLC and its parent and affiliates (collectively referred to as "SouthPeak") and/or its distributor warrant(s) to the original consumer purchaser of this software product entitled "Combat Elite: WWII Paratroopers", which includes computer software and any associated media and/or printed materials (together called "Program"), that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, you may return the Program and all accompanying materials along with your original receipt to the place you obtained it for a full refund or replacement, subject to such retailer's return policy. This warranty is limited to the recording medium containing the Program as originally provided by SouthPeak and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

2. To the maximum extent allowed by law, SouthPeak, its licensors and subcontractors do not warrant any connection to, transmission over, or results or use of, any network connection or facilities provided (or failed to be provided) through the Program. You are responsible for assessing your own hardware needs and, if applicable, transmission network needs, and the results to be obtained therefrom. YOU EXPRESSLY AGREE THAT USE OF THE PROGRAM IS AT YOUR SOLE RISK. THE PROGRAM IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION. EXCEPT WITH RESPECT TO THE LIMITED CD-ROM WARRANTY AS SET FORTH IN SECTION 1 ABOVE, SOUTHPEAK AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE PROGRAM. SOUTHPEAK AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM DELAYS, NON-DELIVERIES, ERRORS, CAUSED BY SOUTHPEAK, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOUR OWN ERRORS AND/OR OMISSIONS. SouthPeak and its licensors make no warranty with respect to any related software or hardware used or provided by SouthPeak in connection with the Program except as expressly set forth above.

3. LIMITATION OF LIABILITY. YOU ACKNOWLEDGE AND AGREE THAT SOUTHPEAK AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ANY ACTION BY SOUTHPEAK OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE PROGRAM. SOUTHPEAK AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. EXCEPT AS EXPRESSLY PROVIDED HEREIN, SOUTHPEAK'S AND ITS LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS WARRANTY IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE PROGRAM, IF ANY. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES, IN SUCH STATES SOUTHPEAK'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.

4. GENERAL PROVISIONS. This warranty shall be governed by the laws of the Commonwealth of Virginia and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Henrico County, Virginia. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Program. This warranty represents the complete warranty concerning the Program between SouthPeak and you.

BattleBorne's  
**COMBAT★ELITE**

---

**WWII PARATROOPERS**

