SELECTION

Press the relevant number to select the following:

1. Keyboard – selects keyboard control, indicated by medal.
2. Joystick – selects joystick control, indicated by medal.
3. Define Keys – alter control keys from de-fault settings.
4. One Player – selects either one or two player game.
5. Start Game – puts the Para in at Private level.

THE TESTS

All disciplines are designed to test the Para to exhaustion against the clock. Success allows you to rise through the ranks from private to Corporal, and then on to Sergeant.

SPRINTING

An essential skill that could make the difference between making the kill or being eliminated. Moving the control left and right will allow you to raise your energy level indicator to complete the 100m in record time.

SWIMMING

It doesn't matter how you swim – just as long as it's fast! Conserve your energy for the last half of the race.

TUG-OF-WAR

You'll need technique as well as strength to beat top PT instructor – Corporal "Brickhouse" Mills.

WEIGHTLIFTING

A gruelling test of stamina, and effective use of body energy. Rapid lifting of the 50kg bar pushes you to your limits.

TARGET SHOOTING

Practise your shooting skills with a rifle against fast-moving targets in a rural battleground setting. Deadly accuracy is needed as you must make each kill with only a single bullet.

THE ROPES

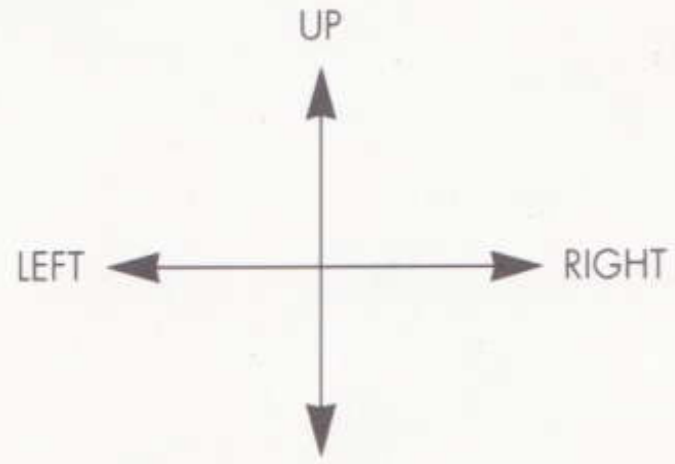
Climbing against impossible odds will be essential for movements behind enemy lines. Complete as many full climbs as possible on the parallel ropes in the time available.

Points are awarded on successful completion of a test, with Bonus points being awarded if the candidate excels at the obstacle.

Crack Paras are requested to enter their names in the Red Berets' Hall of Fame.

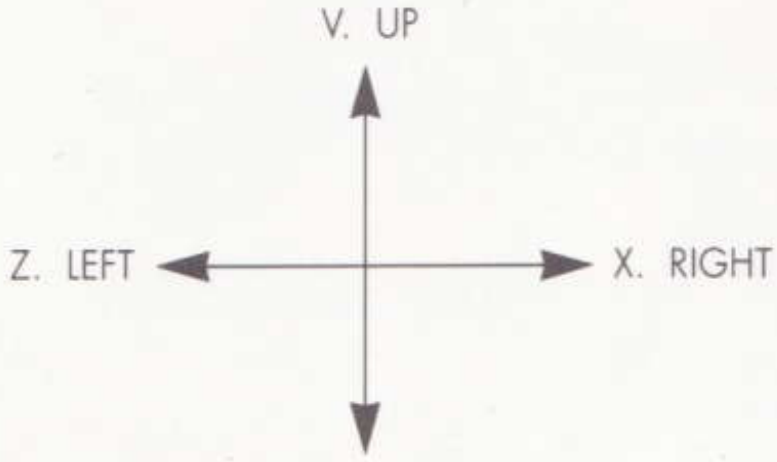
CONTROLS

JOYSTICK



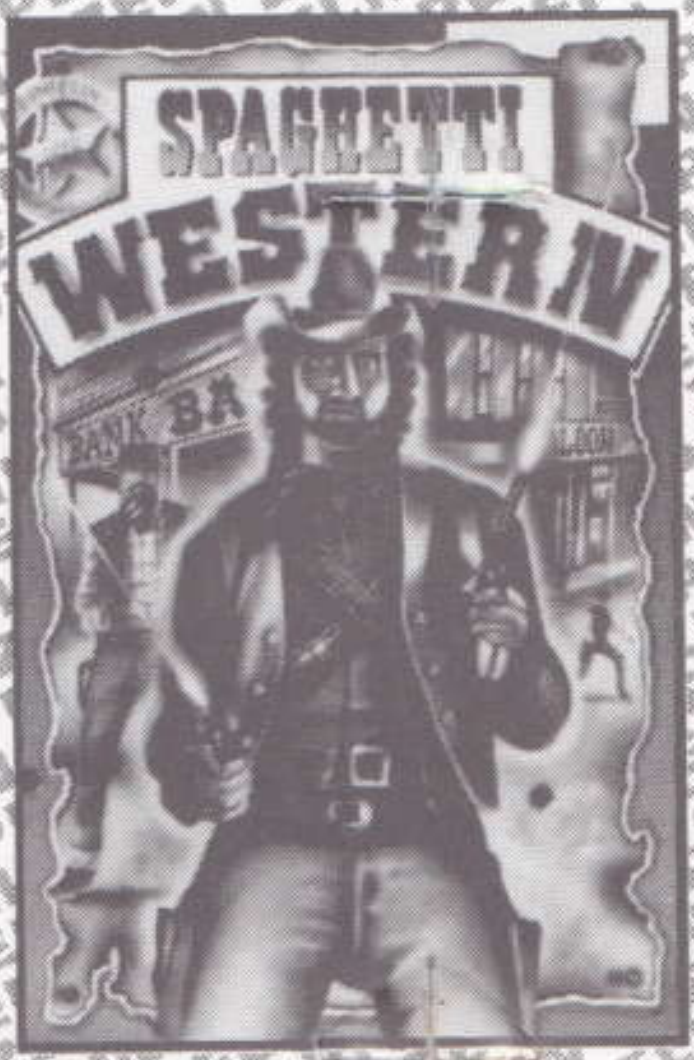
BUTTON – FIRE

KEYBOARD DE-FAULT KEYS



SPACE – FIRE

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