

TAKE ON HELICOPTERS



WALKTHROUGH

Hello!

Hello, and welcome to Take On Helicopters!

Here, we've included a short 'walkthrough' to help you get to grips with the start of the Career Mode, guiding you through the first few scenarios! The Career mode is a non-linear set of scenarios bound together by the simple story of Larkin Aviation. Between each scenario you're returned to your heliport, where you can take on a number of other optional activities.

Please note, this walkthrough contains spoilers, **so we'd prefer if this material was kept as 'press only'**, so other players can enjoy playing through on their own!

Note also, there are other gameplay modes, including: Challenges, Training, Free Flight, Time Trials, and Multiplayer.

Difficulty Settings

Before you start the game, you should carefully choose your difficulty settings: BEGINNER, TRAINEE or EXPERT.

- **„Beginner mode“** is designed for players that are completely new to either our game, to flying helicopters, or both!
- **„Trainee mode“** is designed for players that are either new to our game or to the higher-fidelity flight dynamics, but who are familiar with the general principles.
- **„Expert“** mode is designed for players that are experienced both with our game and complex flight models!

To read more about difficulty settings, we created a short post on the official forums:

<http://j.mp/TakeOnDifficultySettings>

Video Settings

To start with, it's worth pointing out that there is no 'ideal' configuration. The beauty of the options are their flexibility. It's unlikely that anyone can run everything completely maxed-out; rather, it's about setting up the game the way you're most comfortable with! Some may prefer to fly with enormous view-distance; others, with highly dense objects or the best possible quality of textures. For example, I've included my personal set up below.

In general terms...

- it's the view-distance that'll get you. If you're having problems, try turning that down first.
- the advanced options will (mostly) get you a few frames here and there, but your first port of call should be the visibility and object-draw distance.
- our engine is CPU and HDD hungry, you'll want to make sure these components are working at their best first (defragment and don't encode a video in the background....)
- setting your Resolution to your monitor's native will give you sharper text and textures

To read more about video settings, we created a short post on the official forums: <http://j.mp/TakeOnVideoSettings>



Career Mode

00: The Gathering Storm

Overview: You fly with your brother as a copilot.

Walkthrough: The mission starts with you already inside a medium helicopter. You fly with your brother, Joe, on a pleasure flight as copilot. Look around and enjoy the cockpit, the sounds, and Downtown Seattle as you approach from the south west. After a while, your brother will give you control over the helicopter. You can try to fly a bit, but remember that sudden banking or turning will result in your brother taking over controls again. Watch out! It's still possible to crash, but your brother will try to save you if you're not yet too confident with the controls. You'll fly to the downtown area and Joe takes the controls back. After a while, Joe will again ask you to do some turns. There's your second chance to try some

flying! Complete a steady bank back out to the water, if you feel you can handle it. Suddenly you'll hear a distress call from vessel Xiamijn - a cargo ship in trouble. Joe lands at your heliport - Highland Park - and flies off to help. Notice the engine failure of his helicopter. The scenario ends here but the story is only the beginning.

01: The Brothers Larkin

Overview: Tom and Joe Larkin are going to their heliport by car. Credits.

Walkthrough: You are going to your heliport with your brother Joe. The radio announcer is speaking about recent problems with a cargo ship. During the car ride you can try out several interactions such as: window roll down, open glove box, change radio station, etc. Once you get to the heliport, you are presented to the rest of the team. Kelly - security manager, and Craymer - mechanic.

After a short conversation you're free to walk around, see your helicopters or even fix them manually. This can be achieved by walking to the helicopter and pressing left alt (by default) to see all the possible problems. Look at the specific part of the helicopter or press LMB to manually inspect a problem and fix it. What's more, you can talk to other employees in the company. Later on, they can give you missions and side-contacts.

If you press escape this will bring up the heliport pause menu. Click on 'heliport' to bring up the heliport menu itself. There's a few options here, which are basically short cuts, if you don't want to access these features in the 3D world! You can buy and sell helicopters and parts as well as different liveries for them. Some later missions have specific requirements on the helicopters like doors, FLIR, winching system etc. "Contracts" will display a list of all the available scenarios, and the previous ones that you've played. "Personal" gives you access to an instant messaging history, which helps give more sense of depth to the characters and what's going on!

If you are new to flying with helicopters, you can start a tutorial. Try to use the radio in your brother's office. This will give you the opportunity to try the tutorials. If you want to start the next mission, go and talk to your brother!

02: The Rising Tide

Overview: Tom Larkin shows Mr. Haydon a helicopter for sale.

Walkthrough: You start outside a medium helicopter. After the introductions have been made, walk to the left side of the helicopter and choose to get in as a pilot. Wait for your passengers to board, start the engines and take off. You will hear some conversations with Mr. Haydon. Fly towards the villa marked with a waypoint. After flying for a while, Mr. Haydon will ask you to deviate from the course and fly over his yacht. Fly low over the yacht, and return back on course to the previous waypoint. In a while, you'll see a coastal compound. Land there and be sure to turn off your engines. Get out of the helicopter, speak with Mr Haydon, and leave the compound to end the mission!

You can experience this mission after you've finished the Rising Tide. After the mission, you'll hear Joe talking about the military, and will be prompted to select whether to 'go on' or talk later. If you'd like to play a mission in South Asia, choose



the option to continue. You can access this mission (and other 'memory missions', by clicking on objects in the 3d world - the medicine bottle, the headphones, and the glowsticks (which look a little like ammunition) on Joe's desk. These scenarios are optional, and get more difficult quite quickly, so if you're less confident with the helicopter, you might want to come back to these later!

Memory 01: Operation Longbow

Overview: Tom is experiencing his brother's memory from his time in the army.

Walkthrough: You're now playing as Joe Larkin in the South Asia terrain. Start your engines and wait for clearance to take off. Then fly to the first waypoint. You might want to deviate from your course to see the mountains or so. This is a long and straightforward flight so just follow the waypoints and enjoy the ambient life on the ground beneath you. After you reach the first waypoint you will be soon tasked to go higher to see the city. After a short flyby over the city

you start to return, after a few kilometers, the memory is over and you're returned to the present day in your heliport.

Here, you can choose to continue with the story, take a free-flight around Seattle, or try your hand at some more training missions.

03: The Cove

Overview: Tom Larkin is going to film whale herds in Puget Sound.

Walkthrough: Start your engines and slowly ascend to a stable height. Fly towards the waypoint where a small boat is waiting for you. Slow down and follow the boat to the first herd. Don't forget to stay within 300m of the boat otherwise you may fail the mission. Once you get to the first herd start filming it.

Filming herd: Turn your helicopter so the right side points towards the herd (think of it like pointing your camera man towards the whales!). If you have Picture in Picture (PiP) enabled (in the video settings), you can see the whales on a small screen in the helicopter. You can enhance the screen by clicking on it. Maintain right side facing the herd for several moments and in a while you will receive a conversation notice that it's enough.

Now your task is to spot and film whales. Proceed north and after a while you will be notified as to the location of the whales. Quickly look at the map (where the approximate location of the spotted whales can be found!) and choose one of the locations. Fly to that location. It is likely that the herd will be at a slightly different location (because it's moving!). Fly around the marked location to find the herd and film it as before. Repeat it again for the last herd. After the last herd is filmed you will fly back to your heliport. On your flight, you might encounter a couple of extra tasks, like saving a whale from being beached, or identifying a boat in trouble, but these are designed for more advancing pilots!

You can Take On this mission after completing The Cove. After the mission, you'll hear Joe talking about the military, and will be prompted to select whether to 'go on' or talk later. If you'd like to play a mission in South Asia, choose the option to continue.

Memory 02: Operation Arrowhead

Overview: Tom is experiencing Operation Arrowhead.

Walkthrough: Your helicopter is near another friendly helicopter. Fly over to it, stopping a little behind it to initiate a formation flight. Formation flight is hard to do but is explained in more detail in a later story mission, „The Shadow of the Blade“. Remember this scenario is optional, and you can come back to it if you prefer!

Once you finish the formation flight you will hear your friend radioing out a distress call. Track the stricken helicopter to see the crash site. Then provide cover or help the guys on the ground by landing and taking care of them personally. Or you might want to undertake some shooting action by flying to the estimated location of the rebels and firing on them with hydra rockets. After a 'fall back' call, return to your base.



04: The Deal

Overview: Tom Larkin is taking Mr. Haydon on a tour of some golf courses.

Walkthrough: You begin at your heliport. Start your engines and fly to the tasked waypoint. Land and turn off your engines. Get out and go talk to Mr. Haydon. Once done, move to the other 'luxury' helicopter. Get in and start its engines. Fly to the first golf course and 'show' it to your client. This is done by flying with the left side facing towards the place you are showing (just like filming the whale herd). After a while you'll receive a conversation notice about going to the next course. Always fly to the waypoint and show the course to the client. You will show about 6 courses. Return back to Mr. Haydon's heliport, and the mission will end.

You can Take On this mission after completing The Deal. After the mission, you'll hear Joe talking about the military, and will be prompted to select whether to 'go on' or talk later. If you'd like to play a mission in South Asia, choose the option to continue.

Memory 03: Shot Down

Overview: Tom is experiencing his brother's memories on being shot down.

Walkthrough: Start your engines and fly to the first waypoint. Fly at medium height, about 250m over the waypoint to drop leaflets. Turn to the second waypoint and drop leaflets there. The last waypoint is somewhere further away, but after flying for a while your main rotor will be damaged by enemy fire, and you'll have to autorotate. Again, this can be a difficult procedure, so player's that aren't confident can elect to skip this mission and play the tutorial, or a later story mission to learn first.

After you safely autorotate to the ground, get to cover and fight for your life. A small chopper will come to help in a while. Meanwhile, get yourself to the pickup point. Try to move from cover to cover. You don't have to engage any enemies, just survive until the relief comes and get transported back.

05: The Burn Card

Overview: Tom Larkin transports Mr. Haydon from a skyscraper to the airport.

Walkthrough: Start the engines and quickly take off. Mr. Haydon is waiting for you on the top of the roof. Fly to the waypoint but keep a very high altitude or move away from the naval vessels sailing near the downtown area. Safely land on the skyscraper. Mr. Haydon will hop in and you are tasked to get him to the private helipad.

Fly to the waypoint and keep the helicopter steady. Your client is trying to go over his notes and if you mess with him a lot you can easily fail the mission. Rush steadily to the private helipad and land carefully. Mr. Haydon will thank you and inform you that you'll be transporting a business manager for your company. Her name's Michelle Carmichael. Fly her back to your company's helipad. Once there, you will have to wait for another helicopter to take off. You can hover or circle around but don't get too close to the helicopter or you may disturb the take off. Once your landing route is clear-land.

06: The Best Laid Plans

Overview: Tom is transporting PMC's on their training maneuvers.

Walkthrough: Start the engines and fly to the ION compound marked on your compass. You'll hear a conversation explaining an argument between the brothers. Land at the specified pad and turn off the engines. Get out and be briefed by Frost. Get in the helicopter with the PMC's and listen carefully to your new boss. You will perform a low level flight.

The route starts in the valley with a right turn. Frost tells you that he wants to touch the trees and you should keep this in mind. Also your speed has to be above 150km/h. Turn on the analogue gauges and you'll see these limits displayed. Frost will tell you soon enough before each turn. You'll encounter several turns and one hill ascent, always staying below 50 meters high and at a speed of 150km/h. You may find cresting a hill a bit hard but you can override it differently. You don't have to crest the hill just follow the valley (be sure to follow the rules 50 high - 150 fast) and after a while you'll see a smaller hill on the right you can go over it there and you're fine.



Frost will tell you that it's enough and orders you to get them to the firing range. Get to the firing range and land quickly on the ground to unload PMC's. You have to land in a specific direction, according to the task or helper which can be found on the compass gauge in the analogue gauges. Wait or circle around as you will soon be tasked to extract the PMC's. Quickly land and pick them up. Frost will tell you to do a little prank on his colleagues. Hover close above them and then land nearby. After that, you'll get the task to go back to your helipad.

Unfortunately, you don't have enough fuel to get there. Your brother will find you a refuel spot nearby. Land there and turn off the engine. The lady at the refuel spot will ask you to take her up with you. You can understand from the dialog that she wants you to show off a little bit. Show her some maneuvers and finally land on your helipad to end the mission!

07: The Shadow of the Blade

Overview: Tom is transporting material for the next day's veteran show.

Walkthrough: You start in a heavy helicopter on your helipad. You are to transport some material for a veteran show. Start your bird and take off to a safe height (about 75m). Fly towards the waypoint. Your helicopter is a bit overloaded so you might feel a little heavy on the stick. Don't over control the chopper - it might flip easily and you will crash. Land safely at the waypoint. Turn off your engines to have your materials unloaded.

Meet Nichols outside and follow him to the choppers. He will offer you a joy ride in one of the helicopters. He's one pilot short and needs your help. Get in the helicopter and start up. Now you will Take On formation flight! It can be a bit tricky but at the end you'll know it by heart. Keep an eye on the leading helicopter. Nichols will fly at about 40m high and at about 40km/h. He will get into the position where you still have time to get behind him. You should maintain the same speed as Nichols. You can see the speed of his helicopter on your analogue gauges (please refer to the analogue gauges section in the manual). Also your height difference shouldn't be more than 40m and distance from Nichols not more than 80m. Once he is in the position he will now fly about 170km/h and do some turns. Try to keep the distance and speed right. If you fail to do so you will fail the mission.

Once the formation flight is over you will perform some aerobatics.

List of aerobatics: Bow to the crowds: stay in a steady hover, dip your nose down three times in a row without moving in any direction

Strafe: left or right sideways movement without any forward or backward movement

Backwards flight: flying backwards for a while in a straight line

360 hover turn: a steady hover and a 360 degree turn on the spot

Fast 180 turn: quickly bank and turn left or right 180 degrees (doesn't have to be hover)

You have limited time to perform aerobatic maneuvers. You don't have to perform all of them. When the timer reaches zero you will be tasked to land and switch to your original helicopter. Fly back to your helipad and land to end the mission.

08: The Hand that Feeds

Overview: Tom is going to help the tanker.

Walkthrough: You start in a light helicopter on your helipad (by default - you can choose any helicopter in the heliport that you own!). Start your engines and fly to the waypoint. At some point you will be tasked to land nearby and switch to the heavy helicopter. Land nearby, get out and switch to the heavy helicopter.

Start your engines and fly straight to the cargo ship. You will now Take On sling loading! You will be transporting stricken containers. Slowly approach a container in hover and descend to the appropriate height (about 5m). Keep your heli above to load and the load will attach. Ascend and fly off to the compound to unload it.



Fly back and take another one. This one is overloaded so it's tricky to fly and land it without damaging the cargo. Once going back for the last container your damaged helicopter will start to fall. Autorotate safely to end the mission. (autorotation training can be found in the training section in the game or in the manual).

09: The Shakedown

Overview: Tom with his brother are getting some information.

Walkthrough: You start in a light helicopter with your brother. Your task is to pick up Frost who has some important information. He is on the damaged ship which you have been working on in a previous mission. The ship is moving so you have to be extra careful when landing. Try to land with the same direction the ship is moving. Stay away from the sides.

Carefully land and let Frost get in. You are tasked to get him to Downtown but you need the answers. So give him a little shake so he spits it out. Shake your helicopter from left to right or do a barrel roll to make it quicker. Finally, he gives you

the info and you should drop him off somewhere. You can drop him anywhere. Drop him off and go to the meeting point in downtown. Land on the target building and get out. A conversation will go on. Finally you have the data stick. Get in the helicopter and listen to the data on the stick.

Fly back to your helipad. Suddenly your brother is not in very good shape. Turn around and quickly fly to the hospital. Land there safely to end the mission.

10: The Take Down

Overview: Tom needs to take down Mr. Haydon.

Walkthrough: You start in a medium helicopter on your helipad. Start the engines and take off. Fly quickly to the waypoint. Your helicopter is loaded with Swat guys. Hover over the compound and deploy ropes(use action on the spot). Swat will rope in and search the area. It's clear so land and get out of the helicopter.

You have to find the container you were transporting. Look for a grey/blue container on one of the three spots marked in your map. Once you find it you realize it's empty. Hop in the helicopter and fly off to stop Haydon. The route he flies is marked on your map. He is already on the way so estimate the spot where he can be and fly there. Usually it's somewhere near the crossing of the red lines. You should find him. To take him down, fly really close from the left or right side. After a while he will give up and the story ends here.

During the story, you can take on side missions. These are available after you finish 'The Burn Card'.

A Tall Order

Overview: Tom has a job on the Space Needle.

Walkthrough: You start at your own heliport. Start your engines and fly directly to the space needle downtown. Once you get close an old worker will greet you on the spot and guide you on your way to pick up the antenna. Slowly approach the antenna, keep the bird steady and load the cargo. Once you have it fly to the old scrap yard nearby to drop it. On your way back pick up the new antenna and go to the space needle. You will probably be stopped because of some show offs base jumping from the needle. Drop the new load back at its initial position and fly back to your heliport.

A Situation

Overview: Tom has an important job for the police.

Walkthrough: You start on your helipad in a light helicopter. Start your engines and go to the pick up spot. Land near the airfield and get out of helicopter. You will be instructed that a couple of suspects are hiding downtown. Switch to the medium helicopter with fast roping system and wait for the team to mount up. Start the helicopter and fly to the building.



Explore your map carefully and you will see a hiding zone in which you have to approach the building. Approach the building carefully and watch the video feed. Once you get too close shots are fired and the drama starts. Quickly get over to the target building and deploy ropes. Swat will move in but unfortunately one of them is injured. Circle around and watch them finish the action. Go back to the heliport and switch back to your helicopter. Fly all the way back home to end this mission.

Procedural mission

Overview: There are several types of these mission which can be found in the campaign after finishing „A Tall Order“ and „A Situation“ or in challenges (found in the singleplayer main menu.) !!Warning these missions are procedural so they differ with each play through. Here we will describe only one general possibility!!

Walkthrough:

- **A buyer's market** - You are tasked to either pick up a client or show him/her some properties. It is very much like filming a whale herd or showing the golf courses (see above). Simply fly from waypoint to waypoint and show the properties to the potential buyer. After you finish get back to the heliport.
- **Emergency response** - You fly with the medium emergency helicopter supplied with a winch system. Fly off to rescue boat crews. Fly close to the boat and use action to deploy the winch and rescuer on it. Move the wincher to the boat crew one at a time. The wincher will change height according to your flying over the water. Once he gets the crew you are off to fly to the hospital quickly because patients are dying back there. Fly to the hospital on time and then get back to the heliport.
- **Hello Seattle!** - Pick up your client and show him/her the beauties of Seattle. You will be tasked to fly around the Space Needle or famous stadiums. Once you're done get back to the heliport. Be aware of flying over controlled airspace for it may fail the mission.
- **Sling your hook** - You will be transporting cargo today. From one work site to another. To sling the cargo safely see the manual section or play the sling load training accessible from the single player main menu. Sling the first cargo but don't lose it or you may earn less money when playing it in the career mode. After you've transported the cargo be sure to hover close and over the cargo to safely unhook it. After transporting all cargo go back to the heliport to end the mission.
- **The nineteenth hole** - This mission is very much like The Deal found in career. You will pick up the golfer client and show him the golf courses he asked for. It's just simple flying from one checkpoint to another.
- **Troubled waters** - In troubled waters you will play cops and robbers. Get you helicopter over to the search zone and search for a fast boat. Once you get close to the right one they will probably start shooting at you. You may either wait for the coast guard boats to come in or use the downwash to stop the criminals alone. Place your bird over the boat like you want to sling load something. Lower the helicopter to use the downwash effect to stop the criminals. Fly back to your heliport to end the mission.



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