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XBOX

LIVE

ONLINE ENABLED

FM 21-100

Brothers In Arms Road to Hill 30™

WAR DEPARTMENT

BASIC FIELD MANUAL
&
SOLDIER'S HANDBOOK

November 7, 1941

Math Baker
502 3/3



UBISOFT

gearbox
SOFTWARE

SAFETY INFORMATION**About Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

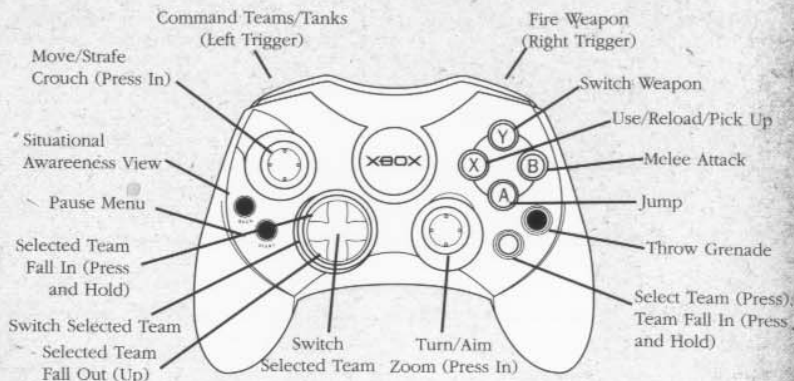
Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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PLAYER CONTROL**Player Movement/Action (Default)**

Move/Strafe	Left Thumbstick
Turn/Aim	Right Thumbstick
Crouch (Toggle) Click	Left Thumbstick
Reload/Pick Up Weapon/Use	X Button (Context Sensitive)
Fire Weapon	Right Trigger
Zoom Weapon (Toggle) Click	Right Thumbstick
Switch Weapon	Y Button
Throw Grenade	Black Button
Melee Attack	B Button
Jump	A Button
Pause Menu	START
Situational Awareness Mode	BACK

Situational Awareness Mode (Default)

Toggle Focus to Fire/Assault Team/Tanks	White Button
Focus on Chapter Objective	Directional-Pad Up
Focus on Sgt. Baker	Directional-Pad Down
Cycle Focus to Next Item	Directional-Pad Left
Cycle Focus to Previous Item	Directional-Pad Right
Zoom on Target (Toggle)	Click Right Thumbstick
Rotate/Tilt Camera	Left Thumbstick
Exit Situational Awareness Mode	BACK Button

Squad/Tank Commands (Default)

Move to Position	Pull and Hold Left Trigger, Direct to Position with Right Thumbstick, Release
Fire Upon/Suppress Enemy	Pull and Hold Left Trigger, Direct to Enemy with Right Thumbstick, Release
Rush/Assault Enemy Position	Pull and Hold Left Trigger, Direct to Enemy with Right Thumbstick, Pull Right Trigger, Release
Switch Selected Team	White Button OR Directional-Pad Left/Right
Fall In	Press and Hold White Button OR Directional-Pad Down
Fall Out	Press and Hold White Button OR Directional-Pad Up

QUICK START GUIDE**STARTING A SINGLE PLAYER CAMPAIGN**

Select BEGIN GAME from the main menu.

Select a difficulty setting, EASY, NORMAL, DIFFICULT, or AUTHENTIC, to proceed to the first chapter.

STARTING A SPLIT-SCREEN MULTIPLAYER GAME

Select MULTIPLAYER from the main menu.

Select SPLIT SCREEN.

Each player presses A to join.

STARTING A SYSTEM LINK MULTIPLAYER GAME

Select MULTIPLAYER from the main menu.

Select SYSTEM LINK.

Choose a system link match from the menu, and press the A button to join. To create a new match, press the Y button, then select a mission and number of players, and press the A button to start the match.

STARTING AN XBOX LIVE MULTIPLAYER GAME

Select MULTIPLAYER from the main menu.

Select XBOX LIVE.

Select your Xbox Live account.

Enter the Pass Code for your account (if you have assigned one to it). Choose an Xbox Live match from the menu, and press the A button to join, or press the Y button to create a new match, select a mission and number of players, and press A to create a new match.

SCREAMING EAGLES

The 101st Airborne Division (Air Assault) of the United States Army, nicknamed the "Screaming Eagles," was activated on August 15, 1942. On August 19, its first commander, Major General William C. Lee, promised his new recruits that the 101st had a "rendezvous with destiny." General Order Number Five, which gave birth to the division, read:

"The 101st Airborne Division, activated at Camp Claiborne, Louisiana, has no history, but it has a **rendezvous with destiny**. Like the early American pioneers whose invincible courage was the foundation stone of this nation, we have broken with the past and its traditions in order to establish our claim to the future."

"Due to the nature of our armament, and the tactics in which we shall perfect ourselves, we shall be called upon to carry out operations of far-reaching military importance and we shall habitually go into action when the need is immediate and extreme."

-Major General U.S. Army
William C. Lee

*Maj. Gen. U.S. Army
William C. Lee*

When I was made
Platoon Sergeant, my
CO. gave this to me
Now I'm giving it
to you - MAC

IN THE SHORT HISTORY OF HUMAN EXISTENCE,
THE COURAGE OF MEN HAS BEEN CALLED UPON
FROM TIME TO TIME TO STOP TYRANNICAL
EVILS FROM STRIPPING AWAY OUR FREEDOMS
AND OUR WAY OF LIFE.

THIS TIME, SADLY, IT'S YET AGAIN AT HAND.
TYRANNY HAS WALKED UP TO OUR DOORSTEP
AND KNOCKED SO LOUDLY THAT IT WOULD
BE IMPOSSIBLE TO NOT ANSWER BACK
WITH A YELL SO POWERFUL THE ENEMY
WOULD HAVE NO CHOICE BUT TO FLEE
IN TERROR.

YOU BRAVE YOUNG SOULS ARE THAT YELL.
YOU BRAVE YOUNG SOULS ARE THAT POWER.
YOU ARE BEING CALLED UPON TO
ANSWER BACK.

CHARACTERS



SGT. BAKER

Sgt. Matt Baker is a soft-spoken young man who grew up in St. Louis, Missouri. When the war started he volunteered to be a paratrooper, but never expected to lead his squad.

STAFF SERGEANT HASSAY

Sgt. Greg "Mac" Hassay is a professional soldier who joined the Army before the war. He is a tough leader and excellent tactician. He tells his men to "Shoot first - it pisses the enemy off long enough to make the second shot count!"

Staff Sergeant Hassay is the platoon sergeant for the 3rd Platoon, Fox Company, 2nd Battalion, 502 PIR (Baker's Platoon).



CPL. CORRIÓN

Cpl. Sam Corrión is a tough worker who spent his days before the war earning a living at a textile mill. He's also a weapons expert who is fluent with both American and German small arms.

WE'LL ALL MAKE IT HOME TOGETHER MATT.

PVT. LEGGETT

Pvt. Kevin "Legs" Leggett is the radio operator hailing from Brooklyn, New York. Leggett is fond of quoting obscure poetry and thinks that all stories should have happy endings. He's just now started to realize that in war, the story often ends differently.



FEAR NOT WHAT WE ARE, BUT FEAR WHERE WE ARE HEADED



CPL. HARTSOCK

Prior to enlisting, Cpl. Joe "Red" Hartsock spent most of his adult life working on his father's land in Laramie, Wyoming. He has a wife, Erma, and a daughter, Carol, back at the family ranch. Red wants to win the war so he can get back home to his family.

PVT. DESOLA

Pvt. Michael Desola has three passions in life; fighting the Germans, playing baseball, and Italian food. He wants to go back to Philadelphia and one day take over his family's Italian restaurant from his father.



PVT. ALLEN

Pvt. Larry Allen joined up right after high school and struck up an immediate friendship with Pvt. Garnett in boot camp. They're rarely seen apart and pride themselves on their ability to find the humor in any situation.

PVT. GARNETT

Pvt. Michael Garnett jokes to everyone he's the "boy from Nowhere, Kentucky." He worked as a dock worker on the Ohio River before signing up for the Army. He met Pvt. Allen his first week in boot camp, and they've been close friends ever since.



PVT. COURTLAND

PFC Jack Courtland is a younger man from Richmond, Virginia who enjoys playing baseball in his offtime. He tells everyone that someday he will be a professional ball player - catcher for the New York Yankees.

PVT. OBRIESKI

Pvt. Stephan "Obi" Obrieski is a Polish immigrant who volunteered for the paratroopers to prove he is an American. He hopes to rescue his family from Poland after the war... if they survive Nazi occupation.



PVT. JOHNNY RIVAS

Pvt. Johnny Rivas is a...
sketchy



SGT. RISNER

Sgt. George Risner was born in St. Louis, Missouri. Risner volunteered for the U.S. Army with Matt Baker after graduating from high school. Because of a knee injury during basic training, Risner was unable to join the paratroopers and was separated from his friend Matt. Risner joined the tank corps instead, and became the commander of an M5 Stuart tank in the 70th Tank Battalion. Risner is scheduled to land at Utah beach and has agreed to link up with Baker in Normandy after D-Day.



MATT,
I CAN'T BELIEVE WE'RE REALLY GOING.
THIS IS IT, MY SCRIBBLE HERE COULD
BE THE ONLY THING YOU'LL HAVE TO
REMEMBER ME BY. JUST REMEMBER I
LOVE YOU LIKE A BROTHER, AND I WAS
ALWAYS BETTER AT BASEBALL.

- 128 - GEORGE



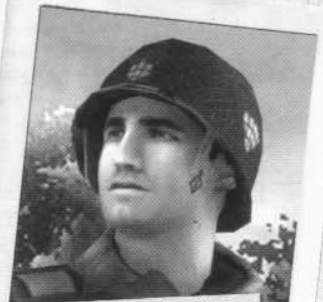
ing his
tever is
s he'll jump
ill always

ALLIED COMMANDERS:**GENERAL EISENHOWER**

General Dwight Eisenhower is the Supreme Allied Commander of the Allied Expeditionary Force. Under his command, the Allies will invade Normandy, France, on D-Day, June 6, 1944.

LT. COLONEL COLE

Lieutenant Colonel Robert Cole is the commander of the 3rd Battalion, 502nd Parachute Infantry Regiment of the 101st Airborne Division.



**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 the world are upon you. The hopes and prayers of liberty-loving people everywhere march with you. In company with our brave Allies and brothers-in-arms on other Fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world.

ALLIED WEAPONS**INFANTRY WEAPONS**

While playing Brothers In Arms: Road to Hill 30, you can carry up to two weapons at a time, such as pistols, rifles, sub-machine guns and rocket launchers. You will start each mission with a set of weapons, but additional weapons can be found at re-supply drops, ammo dumps, or dropped from the hands of fallen comrades or enemy soldiers.

M1911 SEMI-AUTOMATIC PISTOL

The standard sidearm of American soldiers since the early 1900s, the M1911 .45 is the handgun of choice for many paratroopers. It is a semi-automatic weapon with a seven-round magazine, plus one in the chamber, and an effective range of about 80 feet.

M1 CARBINE SEMI-AUTOMATIC RIFLE

The M1 Carbine is a .30 caliber semi-automatic shoulder weapon. The carbine has twice the magazine capacity of a .45, and its accurate range is far greater than any pistol - carbines are accurate to at least 600 feet. It is also smaller and lighter than the M1 Garand, making it an effective medium-range light infantry weapon.

M1 GARAND SEMI-AUTOMATIC RIFLE

The M1 Garand rifle is the standard weapon of the U.S. infantry soldier. It is a semi-automatic, self-loading shoulder weapon fed by a clip that holds eight .30 caliber rifle cartridges. The Garand has a muzzle velocity of 2,760 feet per second, and an effective range of about 1,300 feet.

M1903 BOLT-ACTION RIFLE

The M1903 is a bolt-action magazine rifle that was used by the United States Army during the First World War. It can be individually loaded with up to five .30 caliber rifle rounds. The M1903 rifle remained the U.S. standard rifle until 1936, when it was replaced by the M1 Garand. This scope-mounted version is primarily used by snipers with deadly accuracy.

M1A1 SUB-MACHINE GUN

The M1A1 sub-machine gun, popularly known as the Tommy Gun, is the all-around field weapon of choice for most infantry NCOs. Fully automatic, the M1A1

fires between 600 and 700 .45 caliber rounds per minute from a 20-round magazine. Soldiers carry magazine pouches on their belts that hold up to three magazines; others carry ammo vests that can hold up to eight. The M1A1 is primarily a close-range weapon.

M1918 BROWNING AUTOMATIC RIFLE (BAR)

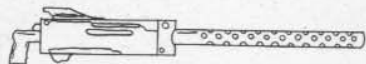
The M1918 BAR is often praised as one of the best weapons ever used by the U.S. Army. It may be fired from the

shoulder or from the hip, and uses the same .30 caliber ammunition as the M1 Garand and M1 Carbine. The BAR can fire up to 450 rounds per minute at an effective range of about 1800 feet, but is usually fired in short bursts for better accuracy. It is a heavy infantry weapon that requires specialized training to use.

M9A1 BAZOOKA

Officially titled the M9A1 Rocket Launcher, this weapon consists of a smoothbore steel tube about 5 feet

long, open at both ends, and equipped with handgrip, shoulder rest, trigger mechanism, and sights. The bazooka was developed chiefly for attacking tanks and fortified positions at short range (less than 350 feet). It launches a 3.5-pound rocket-powered projectile which carries 8 ounces of pentolite, a powerful explosive that can penetrate as much as 5 inches of armor plate. To escape the backblast, the operator holds the bazooka on his shoulder with about half the tube protruding behind him.

M1919A4 BROWNING LIGHT MACHINE GUN

The M1919 is a tripod-mounted light machine gun which uses an air-cooled barrel and operates on a recoil

system to chamber rounds between firing. Fully automatic, the M1919A4 fires 400 to 550 .30 caliber rounds per minute at a range of 1500 feet or more.

MARK II A1 FRAGMENTATION GRENADE

Allied fragmentation hand grenades, or "pineapples," contain an explosive charge in a metal body, designed to break into fragments upon detonation. They have a killing radius of 15 to 30 feet. Normally thrown less than 100 feet, the time delay after pulling the safety pin is about 4 seconds - which usually mean the soldier throwing it has to immediately duck and run to cover.

EXPLOSIVES DEVICES

During specific chapters in Brothers In Arms, you will be required to use explosive devices to destroy key objectives in order to complete your mission. In a mission where explosives are used, you will see a hint message appear on-screen at the point where you need to place your explosive charge. When you see this happen, press and hold the use button (default button is the X button) until Baker has armed the explosive and placed it on the objective. (If you release the button before the explosive is fully armed, it will not be placed.) You do not need to wait for one explosive charge to detonate before setting the next one.

VEHICLES

There are a number of Allied and German vehicles in Brothers In Arms that can be found throughout the various missions. Two of these, at various points in the game, will be attached to your command, and you have the ability to command them in battle in a similar fashion to how you command your infantry teams. Like your infantry teams, tanks will follow your orders, and will also automatically defend themselves and open fire on enemies they encounter.

M5A1 STUART TANK

The 15-ton M5A1 "Stuart" light tank, introduced in early in 1943, has a 37- millimeter gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 37mm cannon, and another .30 caliber machine gun on the top of the turret. This tank is fast and relatively light, and is used primarily for scouting and reconnaissance missions. It is not designed to battle head-to-head with most German tanks, but instead to fight against enemy infantry.

**M4A1 SHERMAN TANK**

The 30-ton American M4 "Sherman" medium tank is the primary tank of the Allied armies. Mechanically reliable, the Sherman has a 75-millimeter gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 75mm cannon, and a .50 caliber machine gun on the top of the turret. The 75mm main gun can fire several types of rounds, including high-explosive anti-tank shells, making it highly useful in fighting and killing enemy Panzers.



ENEMY TROOPS

CONSCRIPTS

German military conscripts are the main enemy force in Normandy and other regions of occupied France. These minimally-trained German troops are expected to fight from behind concrete fortifications and to gain time for the infantry and mobile troops to arrive and repel an invading force. During its conquest of Europe, Germany has conscripted "volunteers" from France, Italy, Croatia, Hungary, Romania, Poland, Finland, Estonia, Latvia, Lithuania, Asian Russia, North Africa, Russia, Ukraine, and even India. These conscripts form the Ost (East) battalions and have been sent to guard the western front in Europe to free better-trained German troops for the fight against the Soviets. Despite their low status, however, these troops have the capability to inflict severe casualties on an invading Allied force.



INFANTRY

The German 91st Infantry Division are steady, well-trained troops who are ferocious defenders. Each 9-man squad is comprised of an NCO, a 5-man rifle element, and a 3-man light machine gun team. At the squad level, teams focus on the MG42 machine gun section. The NCO is also often armed with an MP40 machine pistol. Better-trained than conscripts, these soldiers form the core of the German infantry forces in occupied France.



PANZERGRENADIERS

The Panzergrenadier units are highly-trained mechanized infantry soldiers that work closely with German tanks. The successful military record of the Panzer divisions is due to their ability to combine the actions of Infantry, Armor, and Artillery into a combined fighting force. The Panzergrenadiers provide close support for the German tank divisions. These soldiers have the most firepower and greatest mobility of any German force in Normandy.



FALLSCHIRMJÄGER

The elite of the German infantry, the 6th Parachute Regiment and 3rd Parachute Division (Fallschirmjäger) are the most elite infantry the Germans have in Normandy, and are armed with the newest and best weapons in the German army. A parachute infantry squad consists of eleven men, with three squads per platoon. The Fallschirmjäger squad is similar that of the standard German infantry, but with two extra men who carry a second light machine gun. They also utilize armored elements such as tanks, assault guns, and anti-tank guns.



ENEMY WEAPONS

At the present time, there is little information available regarding German infantry weapons. It is known that the forces occupying Normandy have access to several types of pistols, sub-machine guns, rifles, and anti-personnel/anti-armor explosive devices, but the exact details of those weapons is currently unknown.



GETTING STARTED**MAIN MENU**

When the Brothers In Arms: Road to Hill 30 disc is inserted into your Xbox Console, the main menu will appear once the introductory video has played. The main menu contains the following options:

BEGIN GAME

Choose this option to begin a new single player campaign.

CHAPTERS

Choose this option to play a previously completed chapter in the singleplayer campaign, or to continue your previous campaign from your last saved checkpoint.

MULTIPLAYER

Choose this option to begin a head-to-head Split Screen, System Link, or Xbox Live game against 1-3 additional players. Note: for Xbox Live games, you must first sign in to an existing Xbox Live account. For more on multiplayer games, please see page 21.

OPTIONS

Choose this option to adjust your controller, audio, video, or game-play settings. Any changes to these options will be saved to your profile.

PROFILES

Choose this option to edit your profile settings, or to create a new profile. Your profile can save your controller configuration and game preferences. Multiple profiles can be saved to your Xbox Console.

EXTRAS

Choose this option to view bonus material and content unlocked from the game. You can unlock extras by completing chapters in the single player campaign on various levels of difficulty.

SINGLE PLAYER CAMPAIGN

To play a new single player campaign, select campaign from the main menu. To load a previously completed chapter in the single player campaign, or to continue your previous campaign from your last saved checkpoint, choose chapters from the main menu. As you play through each chapter, the game will automatically save your progress to the Xbox Console at various checkpoints. If you choose continue, you will begin at the last saved checkpoint from your previous session. Choosing chapters from the menu will give you the opportunity to replay a previously completed chapter, but choosing this option will delete your checkpoint progress from the last chapter you played (if that chapter was not completed). When starting a new game, you will have a choice of difficulty levels: easy, normal, difficult, or authentic. In authentic mode, the difficulty is set very high, there are no save checkpoints, and suppression indicators are turned off by default, to simulate battlefield conditions as authentically as possible. (Note: to unlock authentic mode, you must first complete the entire single player campaign on the difficult setting.)

PAUSE MENU

At any point during a chapter in the single player game, you can press the START button to pause the game. From the pause menu adjust the game settings, restart, reload the last saved checkpoint, or quit the chapter. From the pause menu, press the START button again or press BACK to resume the chapter.

EXTRAS

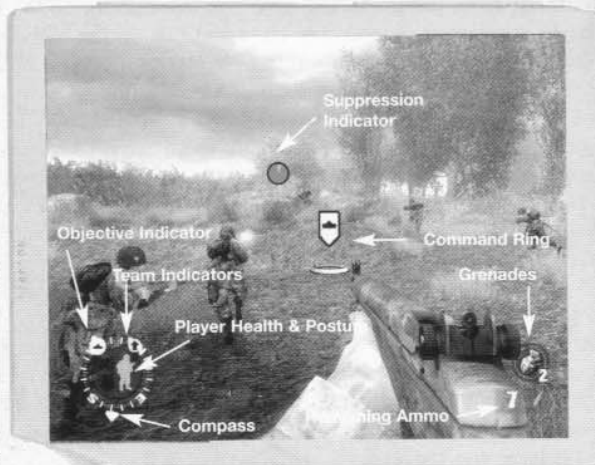
Upon completion of each chapter, you will be awarded a medal based upon the difficulty level you selected. For each medal you receive (each chapter completed on each successively higher difficulty level), you will unlock a new item in the extras menu (accessible from the main menu). The medals you receive will be saved in your profile. To unlock all the extras, you must first complete the campaign on the difficult setting, which will unlock the authentic setting. Completing each chapter on authentic will unlock the remaining extras.

PLAYING BROTHER IN ARMS ROAD TO HILL 30™

When playing Brothers In Arms Road to Hill 30, you will step into the boots of Sgt. Matt Baker and lead the 3rd Squad, 3rd Platoon, Fox Company, 502nd Parachute Infantry Regiment, 101st Airborne Division. The 101st Airborne, the Screaming Eagles, will spearhead the D-Day invasion by jumping into German-occupied France near the Utah Beach invasion area and secure key objectives in Normandy. This is a dangerous mission behind enemy lines, and it will require you to perform as an elite U.S. Army paratrooper as well as to command a squad of fellow paratroopers in a number of engagements with the enemy.

IN-GAME INTERFACE (HUD)

Certain information, such as health, objective locations, team status, and other critical data, is shown in the HUD (heads up display). The HUD has multiple elements that are positioned at different locations around the screen.



Compass: Show you the direction you are facing.

Objective Indicator: Arrows on the outside of the compass point the direction of your next objective in each chapter.

Team Indicators: Shows the direction and relative health of the members of your team(s)/tank for that chapter. Different symbols represent your assault team, fire team, and tanks. When the teams are in the "fall in" position, they will move from the outer ring of the compass to inside.

Player Health & Posture: Shows your level of health in the game - as Baker is wounded, the icon will turn from green to yellow to red. This icon will also change from a standing soldier to a crouching one depending on Baker's current posture.

SOLDIER'S HANDBOOK

Remaining Ammo: Shows the ammunition count in the weapon Baker is holding. When the weapon runs out of ammunition, press the X button to reload it, and the total number of remaining clips of ammunition will briefly be displayed.

Grenades: Shows the number of grenades that Baker is carrying.

Command Ring: This will appear anytime Baker is commanding one of his squads or a tank (default is pull left trigger). The flag over the ring shows the symbol for which unit is being commanded (assault team, fire team, or tank), and the command ring shows where they are being directed.

Suppression Indicator: Shows the location and level of suppression of enemy units. Suppression indicators will appear over the center of the enemy team.

Movement

You can direct Matt Baker through the world by using the two thumbsticks on the controller - by default, the right thumbstick controls Baker's view, making him look up or down or turn to the left or right. The left thumbstick moves Baker in a given direction, forward, backward, strafe left or strafe right. Use the thumbsticks in combination to move fluidly. To make Baker jump, press the jump button (default is A button). By pressing the crouch button (default is clicking the left thumbstick), you can make Baker crouch. He will stay crouched until the button is pressed again. Baker will move slower when crouching, but he can take cover behind various objects and presents a smaller target to the enemy. To make Baker strike an enemy with the butt of his weapon at close-range, press the melee button (default is B button).

Health

When Baker is hit by enemy fire, blood will get in his eyes, splashed from the direction from which he was shot - this can be crucial in determining the direction of attack. Occasionally, Baker will be grazed by a bullet or a near miss - this will show up as a white halo on the edge of the screen. Be sure to watch the health indicator closely when in combat - as in real war, there are no magic health packs or canteens to bring him back to life. During combat, Baker might get too close to an explosion from a bomb, grenade, etc., and be knocked down from the concussion. It will take a moment for his balance and eyesight to return to normal when he gets back up.

Ammunition

Baker can carry up to two weapons, five grenades, and explosives. Baker can switch weapons by pressing the weapon switch button (default is the Y button). He can also throw grenades at any time by pressing the grenade button (default is the B button).



Baker will begin each mission with a set of weapons and grenades that are necessary to complete it - however, as you progress through a mission, you will come across American and German weapons and ammunition that Baker can pick up. To pick up a weapon, walk over to it and hold the use button (default is X button) to switch it with the weapon Baker is currently holding. (Baker can only carry two weapons at a time.) Each weapon Baker carries uses specific ammunition, though some weapons share the same ammo type (see the weapons section on page 10 for more information). To pick up ammunition or grenades, simply walk over to them and Baker will automatically pick them up and add them to his supplies. (Baker will only pick up ammunition if it works in a weapon he is currently carrying.) Remember that specific weapons, such as rocket launchers or sniper rifles, are sometimes necessary to complete specific missions, so manage your weapons carefully.

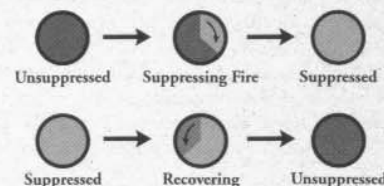
Squad Command System

Baker is a squad leader - since he is a paratrooper in enemy territory, he will often be outnumbered and must rely on the men under his command to help him defeat those enemies and complete the mission objectives. His squad is divided into two teams - the assault team and the fire team. The assault team carries lighter weapons and more grenades, for hitting the enemy fast and hard - use them when you want to assault an enemy or flank his position. The fire team carries longer-range rifles and heavier machine guns - use them to fix an enemy into position and keep them suppressed while the assault team flanks them. At various times, Baker will have teams of soldiers or tanks under his command. To command a team or a tank, first press the team selector button to toggle between the two squads (default is the White button). Then, pull the command trigger (default is the left trigger) and the command ring will appear on the ground in front of Baker. Using the right thumbstick, move the command ring to the objective.

- To move the team: direct the command ring where you want the squad to go, and release the command trigger.
- To command the team to attack: direct the command ring to the enemy to be attacked - when the ring disappears and the command icon turns red, release the command trigger.
- To command the team to rush an enemy: direct the command ring to the enemy to be attacked - the ring will disappear and the command icon will turn red. Pull the fire trigger (default is the right trigger) and then release both triggers.
- You can also command a team to follow Baker by pressing and holding the team switch button (default is the White button), or by using the Directional-Pad. The team will now surround Baker, and re-position themselves whenever he moves. To release the team from the "fall in" position, press and hold the team change button again (default is the White button) or use the Directional-Pad.
- When any command has been issued, Baker will make the corresponding hand signal to direct his squad, and you will hear him issue the command.

Enemy Suppression

When Baker and his squad engage a team of enemy soldiers, you will see a suppression indicator appear above the center of the enemy unit. This indicator will first appear red, but when the unit is fired upon, it will gradually turn gray. With enough fire directed at the unit, the indicator will turn completely gray, indicating that the unit is suppressed and will keep their heads down behind cover, firing only occasionally. This is usually the best time to flank and attack the enemy position - they will respond as real soldiers under heavy fire, and keep their heads down for fear of being shot (unless an opponent gets very close to them). Without additional covering fire, however, the enemy unit will not stay suppressed for long, and the unit's suppression indicator will gradually turn a darker gray until the unit becomes unsuppressed and the indicator turns red again. At that point the enemy soldiers will stand up and begin firing again at an increased rate. (Suppression indicators can be turned off in the options menu.)



Situational Awareness View

When the paratroopers of the 101st Airborne Division prepared for the invasion of France, they extensively studied maps, photos, and sand tables of the Normandy countryside. As the player, you have access to similar information through the situational awareness view. At any time during combat, you can press the button for situational awareness (default is BACK button), which will pause the game and allow you to examine the current mission situation from above. This view will allow you to switch your focus between Sgt. Baker, his team members, the chapter objectives, and any enemy forces which have been spotted (use the left and right directional pad buttons to switch focus). The enemy forces will only appear in situational awareness if Baker has already seen them and knows their location - thus, more soldiers may be present in a location than shows up in the situational awareness view. You can zoom in on focus points by pressing the zoom button (default is click the right thumbstick) and rotate around them by moving the left thumbstick. When you are finished examining the situation, press the situational awareness button again to return to combat.

MULTIPLAYER GAME**MULTIPLAYER MENU**

When playing the Brothers In Arms Road to Hill 30 multiplayer game, you can play Split-Screen on a single Xbox Console, play against players on separate Xbox Consoles through a System Link connection, or play against opponents online through Xbox Live. You can also Sign In to your Xbox Live account or change your gameplay options from this menu.

USER PROFILES

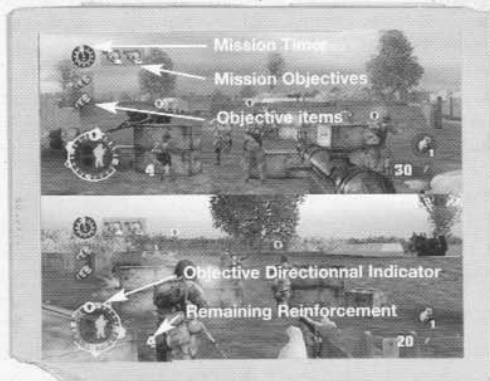
Before playing a multiplayer game, you can first create a profile - choose the profile manager from the main menu, then follow the on-screen instructions for creating a new profile. If you don't choose a profile, you will use the default setting of the game. Profiles will store your personalized game configuration settings. (Note: any profile which is created will be attached to whichever controller is used to select the profile manager. To create a profile for use with the controller plugged into Controller Port 2, for example, use Controller 2 to select the profile manager and that controller's profile will be altered.)

When your profile is created, return to the main menu, then choose the multiplayer menu to select the type of multiplayer game you want to play. To play with 2 players on the same Xbox Console, player 2 must first press start in the multiplayer menu, then use the Directional-Pad to select a profile, select ready from the menu and press the A button to join.

SPLIT-SCREEN GAME

To play a Split-Screen game, select Split-Screen from the multiplayer menu, then select the mission you wish to play from the list on the screen. Press the A button to enter the mission briefing screen, where each player chooses which side to play on and presses the A button. When both sides have been selected, press the A button again to start the Split-Screen game 5-second countdown (press the B button to cancel the countdown and return to the briefing).

(Note: the Split-Screen game type will only be available from the multiplayer menu if there are two controllers plugged into the Xbox Console.)

**SYSTEM LINK GAME**

To play a System Link game (one or two players on one Xbox Console playing against one or two players on another Xbox Console, or four Xbox Consoles with one player each), select System Link from the multiplayer menu. You will proceed to the game selection screen, where you can either join an existing System Link game or create your own.

To join an existing game, choose a game from the game selection screen that you wish to join. Press the A button to enter the mission briefing screen, where each player chooses which side to play on and presses the A button. When both sides have been selected, press the A button again to start the Split-Screen game 5-second countdown (press the B button to cancel the countdown and return to the briefing). The mission won't begin until both players are ready and have picked a team. If necessary, Controller 1 on the Xbox Console that created the match can also press the X button to eject a player from the game.

To create your own game, press the Y button from the game selection screen, then choose the mission you want to play and the number of players for the mission - 2 players (1 vs. 1), 3 players (2 vs. 1) or 4 players (2 vs. 2). Then press the A button to enter the mission briefing screen and proceed.

(Note: the System Link game type will only be available from the multiplayer menu if your Xbox Console is connected to another Xbox Console either directly via a System Link cable or over a Local Area Network (LAN) connection. For more information about connecting your Xbox Console to another via a System Link connection, please refer to your Xbox Instruction Manual.)

XBOX LIVE™**Take Brothers In Arms Road to Hill 30™ Beyond the Box**

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox Console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Playing an Xbox Live Game

To play on Xbox Live, you must first Sign In. From the multiplayer menu, select Xbox Live. One or both players can then Sign In to an existing Xbox Live account that has been set up on that Xbox Console. If your account has been set up to require a Pass Code to Sign In, you will be prompted to enter it.

QuickMatch: To quickly begin an Xbox *Live* game, select this option in the Xbox *Live* menu. An existing Xbox *Live* game will appear on the screen - you can either choose to enter the match by selecting pressing the A button to join, or select a new match by pressing the X button. If no matches that fit your requirements are available, you can create a new match by pressing the Y button.

OptiMatch: To select a specific type of Xbox *Live* game, select this option from the Xbox *Live* menu. Press the A button to find matches, then select the mission you want to play and continue (press the A button). A list of existing Xbox *Live* games that fit your requirements will appear on the screen - you can either press the A button to join or press the X button to refresh the list and find more games. If no games that fit your requirements are currently available, you can create a new match by press the Y button.

Create Match: To create an Xbox *Live* game, select this option from the Xbox *Live* menu. You can select the type of mission you want to play and the number of players, and whether or not you want to play a private match (open only to Friends you send an invite to). If you choose a private match, you can press the Y button to toggle your Players List and to send an invitation to play to any Friend who is currently online. Press the A button to enter the mission briefing screen, where each player chooses which side to play on and presses the A button. When both sides have been selected, press the A button again to start the Split-Screen game 5-second countdown (press the B button to cancel the countdown and return to the briefing). The mission won't begin until both players are ready and have picked a team. If necessary, Controller 1 on the Xbox Console that created the match can also press the X button to eject a player from the game.

Friends List: From this screen you can view your Friends List, send an invitation, send a Friend Request, or add Friends to your Friends List that have sent you invitations for games. (Note: this feature can only be used by a user who has Signed In, not a Guest.) You can also mute a player or send player feedback to them from this screen.

Xbox Communicator: Brothers In Arms Road to Hill 30™ supports the Xbox Communicator in all Xbox *Live* game modes. During the mission briefing, all players in the game can hear and speak with you. During a 3- or 4-player game, only players on your side will hear and speak with you.

Leaderboard: View stats for yourself and other players around the world. (Note: the Xbox *Live* game type will only be available from the multiplayer menu if your Xbox Console is connected to the internet through a broadband modem or a Local Area Network.)

PLAYING MULTIPLAYER GAMES

Mission Objectives: Each mission has a unique objective for each side to accomplish before the mission timer runs out. Follow the on-screen instructions during the mission briefings to determine the mission objective(s) for your side of the engagement.

Field Promotion: When you are killed during a multiplayer game, you can Field Promote a surviving soldier to the new squad leader, and take over playing that soldier.

Reinforcements: When your team members are killed during the multiplayer game, you can order reinforcements. Each player has a limited number of reinforcements for each mission, as indicated on the HUD. (If your teammate quits the mission, you will receive his unused reinforcements.)

MULTIPLAYER IN-GAME INTERFACE (HUD)

While playing a Brothers In Arms Road To Hill 30 multiplayer game, much of the information displayed on screen, such as health, remaining grenades and ammunition, and fire team locations, will be identical to the single-player game. There are several additional items in the HUD (heads up display) when playing a multiplayer game:

Objective Directional Indicators: Arrows on the outside of the compass which point the direction of various objectives in the mission. Yellow arrows indicate destination objectives, orange arrows indicate item objectives, and gray arrows indicate possible item objectives that haven't been discovered yet.

Mission Timer: Counts down the time left for completion of the mission.

Mission Objectives: Shows the status of location-based objectives

Objective Items: Shows the status of objects crucial to the success of the mission. These will sometimes be replaced by a timer in demolition missions.

Remaining Reinforcements: The number to the right of the compass represents the number of reinforcements you have remaining for that game.

CHAPTER X

BROTHERS IN ARMS CREDITS

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 Multiplayer Producer: Marc Tardif
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TECHNICAL SUPPORT

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Australian technical support
Technical Support Info Hotline
1902 262 102

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