

PlayStation 2



WITH NET PLAY

PAL

BROTHERS ★ IN ARMS ★ ROAD TO HILL 30



16+

EmuMovies



UBISOFT

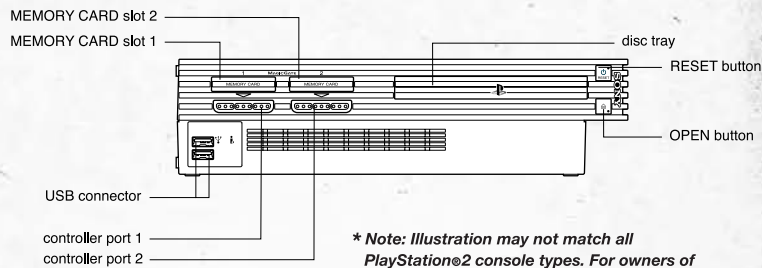
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SOLDIER'S HANDBOOK

TABLE OF CONTENTS

Chapters	Pages
I. Getting Started	2
II. Starting Up.....	3
III. Setting Up for Online Play	5
IV. Quick-Start Guide	6
V. Introduction: Screaming Eagles	7
VI. Characters.....	11
VII. Weapons	15
VIII. Vehicles.....	18
IX. Enemy Troops	19
X. Enemy Weapons.....	20
XI. Game Menus.....	21
XII. Playing the Game	22
XIII. Multiplayer Game.....	27
Technical Support	30
Warranty	inside back cover

CHAPTER 1
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.*

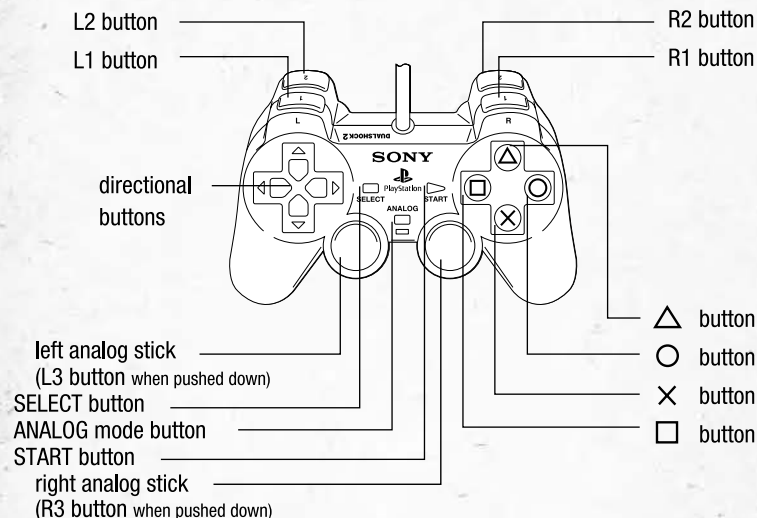
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the Brothers In Arms: Road to Hill 30™ 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®2)

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

CHAPTER II
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the (X) button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the (triangle) button to return to the previous screen.

Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).



Player Movement/Action

left analog stick	Move/strafe
right analog stick	Turn/aim
L3 button	Crouch (toggle)
□ button	Reload
R1 button	Fire weapon
R3 button	Zoom weapon (toggle)
R2 button	Switch weapon
△ button	Throw grenade
START button	Pause menu
SELECT button	Situational Awareness
○ button	Melee
⊗ button	Jump/action

Squad/Tank Commands

Hold L1 button, direct to position w/right analog stick, release	Move to position
Hold L1 button, direct to enemy w/right analog stick, release	Fire upon/suppress enemy
Hold L1 button, direct to enemy w/right analog stick, press R1 button	Rush/attack enemy
down directional button	Squad fall in
up directional button	Squad fall out
left/right directional button or L2 button	Switch squad

Situational Awareness Mode

left/right directional button	Cycle targets
R3 button	Zoom on target (Toggle)
left analog stick	Rotate/tilt camera on target

SETTING UP FOR ONLINE PLAY

Brothers In Arms: Road to Hill 30 Online functions only through a broadband (DSL or cable modem) connection.

Network Configuration

A memory card (8MB)(for PlayStation®2) with a valid your network configuration file is required to play Brothers In Arms: Road to Hill 30 online. Before playing online, a valid network configuration file must be created and saved to the memory card (8MB)(for PlayStation®2) using the Network Adaptor Start-up Disc.

Network Adaptor (Ethernet)(for PlayStation®2)

Install the Network Adaptor (Ethernet)(for PlayStation®2) in your PlayStation 2 console according to the instructions in its Instruction Manual.

Caution: Unplug the AC power cord to your PlayStation 2 console before adding any networking equipment to the system.

Ports 3658 and numbers 10070 to 10080 are used (in UDP protocol) by the game. Ports 40000 to 42999 and 6668 are used (in TCP protocol) for connection to ubi.com™. Ports 41006, 4400, and numbers 45000 to 45001 are used (in UDP protocol) for connection to ubi.com. So if you have a firewall, you must open these ports. If you use a router with a single IP address, you must route these ports to your PlayStation 2 console.

Troubleshooting

If a connection to the network cannot be established:

- The AC power cord for the PlayStation 2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (Ethernet)(for PlayStation®2) is not properly installed in the PlayStation 2 console. Check that the Network Adaptor (Ethernet)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes and try to access the network again.
- Check that the network cable is properly connected.

CHAPTER IV
QUICK-START GUIDE

Starting a Single-Player Campaign

- Create a new profile.
- Select Single-Player and New Game.
- Choose a difficulty setting (Easy, Normal, Difficult, or Authentic) to start the campaign.

Note: Default difficulty setting is Normal.

Starting a Split-Screen Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select Split-Screen.
- Select a Mission to start a game.

Starting a Multiplayer Game on Ubi.com

- Select Play Online.
- Select your network configuration (for more details, read the "Setting Up for Online Play" section).
- Select your ubi.com account or create an account if you don't have one.
- Join a Lobby to join or create a game.

CHAPTER V
INTRODUCTION: 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 critical role to play.

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, IS 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.



Thanks to the incredible team at Gearbox for realizing the vision through synergy and collaboration that far exceeds the initial idea.

Without you guys and gals, there is no Gearbox.

Brothers In Arms Babies: Liam Martel, Maya Wildes, Gabriella & Isabella Velasquez, Katharine Doescher, Ethan Hernandez, Alexander & Evelyn Armstrong, Elanor Wofford.

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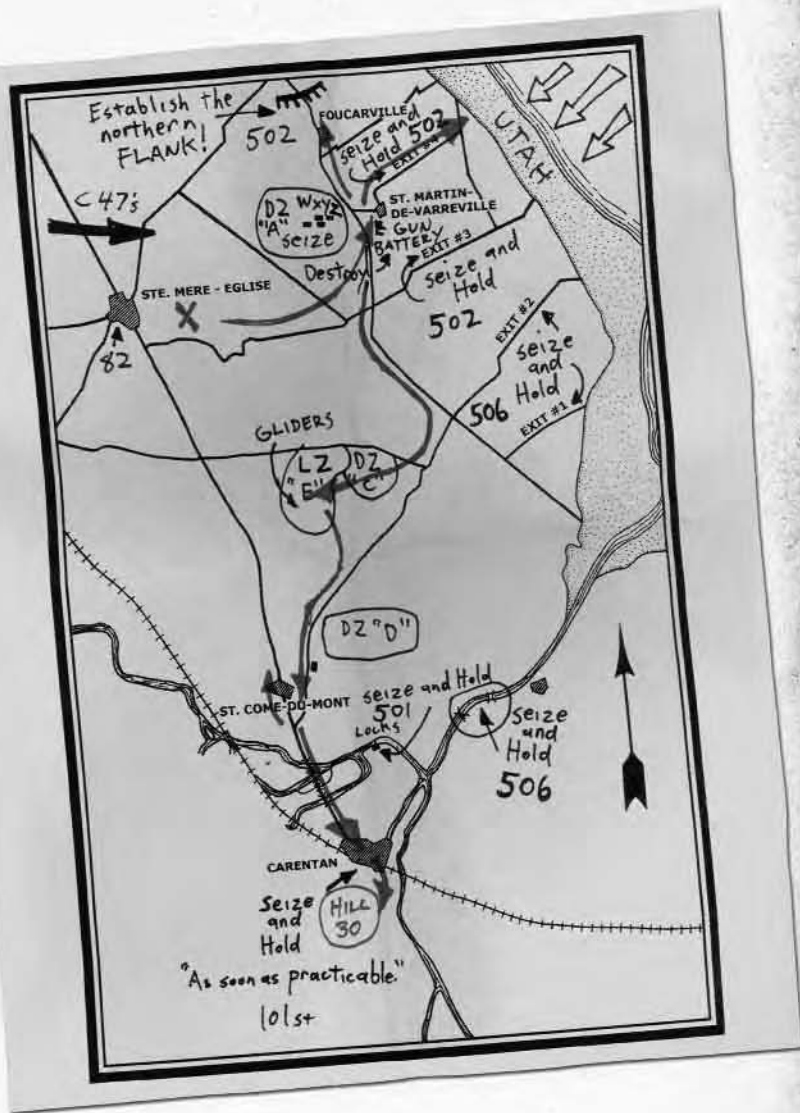
BROTHERS IN ARMS: Road To Hill 30™

Dedicated to:

The veterans of the 101st Airborne

The Greatest Generation, for having the courage to stand against evil and win the war against fascism

And all those who have fought and died in the defense of human freedom



CHAPTER VI
CHARACTERS

Allied Troops



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.



Sgt. 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!"



Cpl. Corrian

Cpl. Sam Corrian 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 knows both American and German small arms.



Pvt. Leggett

Pvt. Kevin "Legs" Leggett is a 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, happy endings are often impossible.



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 that he's the "boy from Nowhere, Kentucky." He was 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.



Cpl. Courtland

Pfc. Jack Courtland is a younger man from Richmond, Virginia who enjoys playing baseball in his off time. 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 the Nazi occupation.

Pvt. Johnny Rivas

Pvt. Johnny Rivas is always seen holding his sketchbook and pencil; he draws whatever is around him. Rivas has said many times that he'll jump with more pencils than ammo, so he will always remember what he sees around him.



Pfc. Tom Zanovich



Sgt. Risner

Sergeant 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 paratroops and was separated from his friend. Risner joined the tank corps instead, and became the commander of an M5 Stuart tank in the 70th Tank Battalion. Matt was reunited with George in England, but they were separated during the invasion - the paratroopers went in by air, the tanks by sea. The friends will meet again on the battlefields of Normandy.



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.
-GEORGE

Allied Commanders



General Eisenhower

General Dwight Eisenhower was the Supreme Allied Commander of the Allied Expeditionary Force that invaded Normandy, France, on D-Day, June 6, 1944.



Lieutenant-Colonel Cole

Robert Cole was 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.

CHAPTER VII

WEAPONS

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

.45 Semi-Automatic Pistol



The standard sidearm of American soldiers since the early 1900s, the .45 is the handgun choice of many soldiers. 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 (many times the range for a pistol). 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 was the standard weapon of the U.S. infantry soldier in World War II. 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 was used by the United States Army during the First and Second World Wars. 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 was primarily used by snipers during WWII, with deadly accuracy.

M1A1 Submachine Gun



The M1A1 submachine gun, popularly known as the Tommy Gun, was 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 30-round magazine. Soldiers carried magazine pouches on their belts that held up to three magazines; others carried ammo vests that would hold up to eight. The M1A1 is primarily a close-range weapon.

M1918 Browning Automatic Rifle (BAR)



The BAR (M1918) 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 450 rounds per minute at an effective range of about 1,800 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 that carries 8 ounces of pentolite, a powerful explosive that can penetrate as much as 5 inches of armor plate. To escape back blast, the operator holds the bazooka on his shoulder with about half the tube protruding behind him.

M1919A4 Browning Light Machine Gun



An Allied weapon, the M1919A4 is a tripod-mounted light machine gun that 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 1,500 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 the charge exploding. They have a killing radius of 15 to 30 feet. Since they are normally thrown less than 100 feet, the thrower should duck until they explode.

The time delay after pulling the safety pin is about four seconds.

Explosive Devices

During specific missions 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 on the screen when you reach a point where you need to place your explosive charge. When you see this happen, press the Action button (default is the ⊗ button) until Baker has armed the explosive and placed it on the objective.

CHAPTER VIII
VEHICLES

A number of Allied and German vehicles can be found throughout the various missions in Brothers In Arms. Two vehicles will be attached to your command, and you can command them in battle in a fashion similar to how you command your infantry squads. Like your squads, tanks will follow your orders, but 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 37mm 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 a .30 caliber machine gun on top of the turret. This light tank is fast and light and used primarily for scouting and reconnaissance missions. It is not designed to battle head-to-head with most German tanks.

M4A1 Sherman Tank



The 30-ton American M4 "Sherman" medium tank was the primary tank of the Allied armies. Mechanically reliable, the Sherman has a 75mm 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 could fire several types of rounds, including high-explosive, shot, and white phosphorus shells.

CHAPTER IX
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 can inflict severe casualties on invading Allied forces.

Infantry

The troops of the German 91st Infantry Division are steady, well-trained, ferocious defenders. Each nine-man squad includes an NCO, a five-man rifle element, and a three-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.

Panzergranadiers

The Panzergranadier 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 Panzergranadiers 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 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 11 men, with three squads per platoon. The Fallschirmjäger squad is similar to 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.



CHAPTER X 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, submachine guns, rifles, and anti-personnel/anti-armor explosive devices, but the exact details of these weapons is currently unknown.



TOP SECRET -- BIGOT -- NEPTUNE

To all personnel:

Regarding German Weapons:
The following chart was created from captured weapons over the past few months of the latest missions by special forces units.

It is imperative that you learn every weapon to memory....your life may depend on it.



CHAPTER XI GAME MENUS

Main Menu

With the Brothers In Arms: Road to Hill 30 disk inserted, the Main Menu will appear once the introductory video has played. The Main Menu contains the following options:

- **Single-Player:** Choose this option to begin a new single-player game, continue your previous campaign from the last saved checkpoint, or load a previously completed level.
- **Multiplayer:** Choose this option to begin a split-screen game or a ubi.com online game.
- **Options:** Choose this option to adjust your controller, audio, video, or general game settings.
- **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 game at various levels of difficulty.

Single-Player Menu

To play the Brothers In Arms: Road to Hill 30 single-player game, select the Single-Player menu. From here you can begin a New Game, Continue from your last played mission, or choose Chapters to replay a previously completed chapter.

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 and suppression indicators are turned off by default, to simulate battlefield conditions as faithfully as possible.

Pausing the Game

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, you can restart the chapter, reload your previously saved checkpoint, or quit the chapter (losing any saved progress from your last checkpoint). Press the START button again to resume the mission.

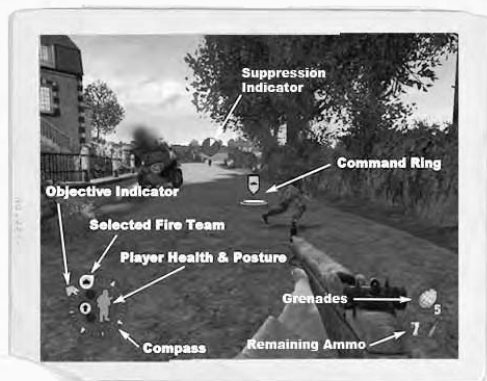
Upon completion of each chapter, you will be awarded a medal based on your performance as a soldier and a squad leader. Once you have completed a chapter, you can go back at any time and replay that chapter from the Load menu to attempt a better score. Anytime you replay and complete a chapter, the game will automatically save the best score to your profile.

CHAPTER XII
PLAYING THE GAME

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 – spearheaded the D-Day invasion by parachuting into German-occupied France near the Utah Beach invasion area and securing key objectives in Normandy. This is a dangerous mission behind enemy lines, and will require you to not only perform as an elite U.S. Army paratrooper, but also to command a squad of fellow paratroopers in a number of engagements with the enemy.

In-Game Interface (HUD)

You will play Brothers In Arms: Road to Hill 30, through the eyes of Baker. Certain information will be displayed on-screen, such as health, objective locations, fire team status, and other data that is critical to gameplay. The HUD (heads-up display) has multiple elements that are positioned at different locations on the screen.



Compass

Shows you the direction you are facing.

Objective Indicator

Arrows on the outside of the compass point in 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, base of fire team, and tank. When the teams are in the "fall-in" position they will move from the outer ring of the compass to the inside.

Player Health and Posture

Shows your level of health in the game – if 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.

Ammo

Shows the ammunition count in the weapon Baker is holding. When the weapon runs out of ammunition, Baker will automatically reload it, and the total amount of ammunition will be briefly displayed.

Grenades

Shows the number of grenades that Baker is currently carrying.

Command Ring

You can make this appear anytime Baker is commanding one of his squads (or a tank) by pressing the Command button (the default is the 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.

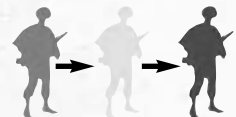


Movement

You can direct Matt Baker through the world by using the two analog sticks on the controller – by default, the right analog stick controls Baker's view, making him look up and down or turn to the left or right. The left analog stick moves Baker in a given direction: forward, back, left, or right. Use the analog sticks in combination to move fluidly. By pressing the Crouch button (default is the L3 button), you can make Baker crouch. He will stay crouched until the button is pressed again. Baker will move more slowly when crouching, but he can take cover behind various objects and presents a smaller target.

Health

When Baker is hit by enemy fire, he will be wounded. 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, a near miss that shows up as a white halo on the edge of the screen. Be sure to watch the Health Indicator closely when in combat – just as in real war, there are no magic health packs or canteens to bring him back to life. If Baker is wounded severely, he will die.



At certain times during combat, Baker might get too close to an explosion from a bomb, grenade, etc., and be knocked down from the concussion. After a few moments, he will clear his head and get back up, though it might take a second or two for his balance and eyesight to return to normal.

Ammunition

Baker can carry up to two weapons, five grenades, and explosives during a chapter. Baker can switch weapons by pressing the Switch Weapon button (default is the R2 button). He can also throw grenades at any time by pressing the Grenade button (default is the \triangle button).

Baker will begin the mission with the set of weapons and grenades necessary to complete his mission. However, as you progress through a mission, you will come across dropped Allied or enemy weapons or ammunition that Baker can pick up. To pick up a weapon, walk over to it and press and hold the \square 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, although some weapons will share the same ammo type (see the Weapons section 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 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 the 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 him suppressed while the assault team flanks him.

To command a team, first press the Team Selector button to toggle between the two squads (default is the left/right directional button). At various times, Baker will have to command one team, two teams, or a team and a tank. After selecting the team, press the Command button (default is the L1 button) and the command ring will appear on the ground in front of Baker. Using the right analog stick, move the command ring to the objective.

- **To move the team:** Move the command ring where you want the squad to go, and release the button.
- **To command the team to attack:** Move the command ring over the enemy to be attacked. When the ring disappears and the flag turns red, release the Command button.
- **To command the team to rush an enemy:** Move the command ring over the enemy to be attacked. When the ring disappears and the flag turns red, press the Fire button (R1 button).



Fire Team



Assault Team



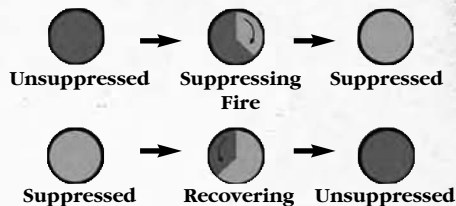
Tank

You can also command a team to follow Baker by pressing the Fall-In button (the default is the down directional button). The team will now surround Baker and reposition themselves whenever he moves. To release the team from the Fall-In position, issue a movement or attack command, or press the Fall-Out button (default is up directional button). When any command has been issued, Baker will make the corresponding hand signal to direct his squad.

Like any good soldiers, Baker's squad will follow his orders, but if they see an enemy soldier or are fired upon, they will automatically open or return fire. They will also cover each other, and when moving, they will seek the best cover for themselves and their teammates to avoid being shot.

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 enemy unit is fired upon, it will gradually turn gray. With enough fire directed at the unit, the icon 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.



Without additional covering fire, however, the enemy unit will not stay suppressed for long. Unless fire is continually directed at them, the unit's icon will gradually turn a darker gray, until the unit becomes unsuppressed and the icon turns red again, at which point the enemy will 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 Normandy, they extensively studied maps, photos, and sand tables of the French countryside. 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 the SELECT 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 among Matt Baker, his squad members, his objective, and any enemy forces that are standing in his way. Enemy forces, however, will only appear in Situational Awareness View if Baker has already seen them and knows their location; thus, more soldiers may be present in a location than show up in the Situational Awareness View. You can zoom in on various points (Baker, enemies, objectives, squad, etc.) by pressing the Zoom button (default is the R3 button) and can rotate around them by moving the left analog stick. When you are finished examining the situation, press the Situational Awareness button again to return to combat.

CHAPTER XIII
MULTIPLAYER GAME

Multiplayer Menu

When playing the Brothers In Arms: Road to Hill 30 multiplayer game, you can play split-screen on a single console or against opponents online through ubi.com.

User Profiles

Before starting a multiplayer game, you will first have to set up a profile. You can set up or load a profile when entering the game.

Split-Screen Game

To play a split-screen game (two players on the same console, one at the top of the TV screen and one at the bottom), select Split-Screen from the Multiplayer menu. Select the game mission you wish to play from the list on the screen.

Note: The split-screen game type will only be available from the Multiplayer menu if two DUALSHOCK®2 analog controllers are plugged into your PlayStation 2 console.

Play Online at Ubi.com

Before accessing the general ubi.com menu, you must select a network. Validate your choice with the button. You will also have to choose or create an account on ubi.com. Once this has been done, you can choose a lobby, access your Friends List, or consult the statistics stored on the ubi.com server. Press the L1 button or R1 button to choose.

- **Lobbies:** Choose one of the lobbies available to create/join a game.
- **Friends:** Access your list of friends, join their lobbies or games, or send them messages.
- **STATS:** View the top-ranked players on ubi.com and check your statistics and rank.



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Brothers In Arms: Road to Hill 30™



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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.