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MINIMUM SYSTEM REQUIREMENTS

· 100% Windows® 2000/XP compatible computer system (including compatible 32-bit drivers for DVD drive, video card, sound card and input devices)

· US version of Microsoft Windows® 2000/XP operating system

· Intel Pentium® III or AMD Athlon™ 1.0 GHz processor (2.5 GHz Pentium IV or AMD Athlon recommended)

· 512MB RAM (1 GB or more recommended)

· DVD drive

· 3 GB of uncompressed hard disk space for game files, plus 512MB for Windows® swap file.

· DirectX® 9.0c or higher (included on disc)

· 100% DirectX® 8.0 compatible 32MB video card and drivers (64 MB recommended)*

· 3-D Hardware Accelerator must support pixel shaders 1.0 or higher*

· 100% DirectX® 8.0 compatible sound card and drivers (EAX recommended)

· 100% Microsoft® compatible mouse & keyboard

MULTIPLAYER REQUIREMENTS

· Internet (TCP/IP) and LAN (TCP/IP and IPX) play supported

· Internet play requires a 100% Windows® 2000/XP 56 Kbps modem or LAN connection (broadband with 64Kbps upstream recommended)

INSTALLING BROTHERS IN ARMS

To install Brothers In Arms: Earned In Blood™, follow these simple steps:

1. Start your computer.

2. Insert the Brothers In Arms: Earned In Blood Installation DVD into your DVD-ROM drive. The Autorun menu should appear. (Note: If the Autorun menu does not automatically appear, double-click on the My Computer icon located on your desktop, then double-click on the icon that corresponds to your computer's DVD-ROM drive. The Autorun menu should now appear.)

3. Click on the Install button. The installation wizard will now walk you through each step of the setup and installation process for the game. Once you create a directory for Brothers In Arms, the game will be installed on your hard drive. The game will automatically ask you if you want to install DirectX 9.0c. You cannot play Brothers In Arms without DirectX 9.0c or higher on your computer. If you already have a version of DirectX that is 9.0c or higher, simply click the No button. If you are not sure, click Yes, and the DirectX installer will perform its own verification.

4. After installing the game, select Ubisoft Entertainment/Brothers In Arms/Play Brothers In Arms from your computer's Start menu or double-click the Play Brothers In Arms shortcut on your desktop. Doing either starts the game.

NOTE: THE BROTHERS IN ARMS: EARNED IN BLOOD DVD MUST BE IN YOUR DVD-ROM DRIVE TO PLAY THE GAME.

UNINSTALLING BROTHERS IN ARMS

To uninstall Brothers In Arms: Earned In Blood, follow these simple steps:

1. Start your computer.

2. Insert the Brothers In Arms: Earned In Blood Installation DVD into your DVD-ROM drive. The Autorun menu should appear.

3. When it appears, click on the Uninstall Brothers In Arms button. The uninstall wizard will automatically ask if you really want to uninstall the game. If you are sure you want to remove Brothers In Arms from your hard drive, click the Yes button. If you don't want to uninstall the game, click No, which will cancel the process.

NOTE: YOU CAN ALSO UNINSTALL BROTHERS IN ARMS BY USING THE ADD/ REMOVE PROGRAMS CONTROL PANEL IN WINDOWS. IF YOU UNINSTALL BROTHERS IN ARMS, ALL PREVIOUSLY SAVED CAMPAIGNS AND GAMES REMAIN ON YOUR HARD DRIVE UNLESS YOU ANSWER YES TO THE "DELETE ALL CONFIGURATION AND SAVED GAME FILES?" QUESTION.

QUICK-START GUIDE

Starting a Single-Player Campaign

• Select Story from the Main Menu.

• Choose a difficulty setting – Easy, Normal, Difficult, or Authentic – to proceed to the first chapter.

Starting a Skirmish or Multiplayer LAN Game

• Select Skirmish or Multiplayer from the Main Menu.

• Select LAN Play.

• Choose a LAN match from the menu, and click it to join.

• To create a new match, click Create Match, then select the mission and the number of players and click Begin Match. Choose sides and click Begin Match to start the mission when everyone is ready.

Starting a Skirmish or Multiplayer Game on Ubi.com

• Select Skirmish or Multiplayer from the Main Menu.

• Select Play It On Ubi.com™.

• Log in to your Ubi.com account (or create a new one, then log in).

• Select Find a Game, select a match from the list, and click it to join.

• To create a new match, click Create Match, then select the mission, the number of players, and the server name, and click Begin Match. Choose sides and click Begin Match to start the mission when everyone is ready.

PLAYER CONTROLS

Player Movement (Default Setup)

TURN/AIM	MOUSE
MOVE FORWARD	W
MOVE BACKWARD	S
STRAFE LEFT	A
STRAFE RIGHT	D
JUMP	SPACE BAR
CROUCH (TOGGLE)	C OR CTRL KEY
PAUSE	P OR PAUSE
IN-GAME MENU	ESC

Player Action (Default Setup)

FIRE WEAPON	LEFT MOUSE BUTTON
THROW GRENADE	G
SWITCH WEAPON	TAB OR MOUSE WHEEL
MELEE ATTACK	Q
ZOOM TOGGLE	E OR MIDDLE MOUSE BUTTON
RELOAD/CONTEXT ACTION	F OR R
TOGGLE SITUATIONAL AWARENESS	V

Squad/Tank Commands (Default Setup)

SWITCH SELECTED TEAM/FALL IN (HOLD)	SHIFT KEY
FALL IN	Z
FALL OUT	X
SELECT ASSAULT TEAM	1
SELECT FIRE TEAM	2
COMMAND TEAM OR TANK	PRESS AND HOLD RIGHT MOUSE BUTTON
MOVE TO POSITION	PRESS AND HOLD RIGHT MOUSE BUTTON, DIRECT TO POSITION WITH MOUSE
FIRE ON/SUPPRESS ENEMY	PRESS AND HOLD RIGHT MOUSE BUTTON, DIRECT TO ENEMY
RUSH/ASSAULT ENEMY POSITION	HOLD RIGHT MOUSE BUTTON, DIRECT TO ENEMY, THEN PRESS LEFT MOUSE BUTTON

Situational Awareness Mode (Default Setup)

TILT CAMERA UP/DOWN	W/S (HOLD)
ROTATE CAMERA LEFT/RIGHT	A/D (HOLD)
ZOOM TOGGLE	E OR MIDDLE MOUSE BUTTON
SELECT NEXT	G OR RIGHT ARROW
SELECT PREVIOUS	F OR LEFT ARROW
SELECT OBJECTIVE	O OR UP ARROW
SELECT BAKER	B OR DOWN ARROW
SELECT TEAM/SWITCH TEAM (HOLD)	SHIFT KEY
FIELD PROMOTION (MULTIPLAYER ONLY)	ENTER

Skirmish and Multiplayer (Default Setup)

TEAM REINFORCEMENTS	SHIFT KEY
CHAT	T
TEAM CHAT	Y

PLAYING BROTHERS IN ARMS

When playing Brothers in Arms: Earned in Blood, you step into the boots of Cpl. Joe "Red" Hartsock, the new squad leader of 2nd Squad, and 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.

SINGLE-PLAYER CAMPAIGN

To play a new single-player campaign, select Story 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 story. As you play through each chapter, the game will automatically save your progress to the hard disk 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 ESC 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 ESC button again to resume the chapter.

EXTRAS

Upon completion of each chapter, you will be awarded a medal based on 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.

IN-GAME INTERFACE

COMPASS: Shows 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, 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 – as Hartsock is wounded, the icon changes from green to yellow to red. The icon also changes from a standing to crouching position as Hartsock does.

REMAINING AMMO: Shows the ammunition count in the weapon Hartsock is holding. Press R to reload the weapon when it is out of ammo, and the total number of clips remaining is displayed.

GRENADES: Shows the number of grenades Hartsock is carrying.

COMMAND RING: Appears anytime Hartsock is commanding one of his squads or a tank (defaulted to 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 direct Hartsock through the world using the keyboard and mouse – by default, the mouse controls Hartsock's view, making him look up or down or turn left or right. The W, S, A, and D keys movs Hartsock forward and backward, or strafes to the left or right.

To jump, press the Jump button (defaulted to SPACEBAR). Pressing Crouch (defaulted to C or CTRL), causes Hartsock to crouch down until the button is pressed again. Hartsock moves slower when crouching, but can take cover behind obstacles and presents a smaller target to enemies.

Health

When Hartsock is hit by enemy fire, blood gets in his eyes, splashing from the direction from which the attack originated – this is crucial in determining enemy location. If Hartsock is grazed by a bullet or near miss, a white halo on the edge of the field of vision appears. Watch the health indicator closely in combat – there are no health pickups in the game.

If Hartsock gets too close to an explosion (from a bomb, grenade, or etc), he may be knocked down. It will take a moment for him to regain proper balance and eyesight when he stands up.

Ammunition

Hartsock can carry two weapons, five grenades, and explosives. Switch weapons by pressing the Switch Weapon button (defaulted to TAB or the mouse wheel). He can throw grenades at any time by pressing the Grenade Button (defaulted to G). At the beginning of each mission, Hartsock will be equipped with the set of weapons that are necessary to complete it – however, you will come across American and German weapons and ammunition that Hartsock can acquire. To pick a weapon up, walk over it and hold the Use button (defaulted to F or R) to switch it with the weapon you currently have equipped. Each weapon uses specific ammunition, though some weapons share ammo types (see the Infantry Weapons and Enemy Weapons sections for more info). To pick up ammo, walk over them and Hartsock will automatically pick them up (Hartsock will only pick up ammunition that works with the weapon he is carrying). Remember that specific weapons are sometimes necessary to complete specific missions – manage your weapons carefully.

Squad Command System

Hartsock is a squad leader – since he is a paratrooper in enemy territory, he will often be outnumbered and relies on the men under his command to help him complete mission objectives. His squad is divided into two teams – an assault team and a fire team. The assault team carries lighter weapons and more grenades, and hits the enemy fast and hard. Use them 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. Hartsock will sometimes have tanks under his command as well.

FIRE TEAM

ASSAULT TEAM

TANK

To command a team or tank, press the Team Selector key (defaulted to SHIFT). Hold the Command Key (defaulted to the right mouse button) and the command ring appears on the ground in front of Hartsock. Use the mouse to move the command ring to the objective.

• To move the team: Place the command ring appropriately, then release the Command Key

• To command the team to attack: Direct the command ring to the enemy – when the ring disappears and the command icon turns into a red target over the enemy, release the Command Key.

• To command the team to rush an enemy: Direct the command ring to the enemy – the ring will disappear and the command icon will turn into a red target over the enemy. Push the Fire Key (defaulted to the left mouse button) and release both keys.

• You can command a team to follow Hartsock by pressing and holding the Switch Team button (defaulted to SHIFT). The team will surround Hartsock. To release the team from the "fall in" position, press and hold the Switch team button again (defaulted to SHIFT).

• When any command is issued, Hartsock will verbally issue the command and make a corresponding hand signal to direct his squad. Hartsocks' soldiers will follow his orders, but if they see an enemy solider or are fired on, they will automatically return fire. They will cover each other and seek the best cover for themselves and their teammates when moving.
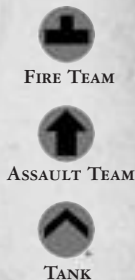
Enemy Suppression

When Hartsock and his squad engage a team of enemies, you will see a suppression indicator above the center of the enemy unit. It will appear red at first, but gradually turns gray as the enemy is fired upon. With enough fire directed at the unit, the indicator will turn completely gray – this indicates that the enemy unit is suppressed and will keep behind the cover, firing only occasionally. This is the best time to flank and attack the enemy position.

UNSUPPRESSED → **SUPPRESSING FIRE** → **SUPPRESSED**

SUPPRESSED → **RECOVERING** → **UNSUPPRESSED**
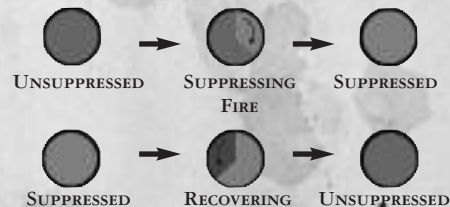
Without additional covering fire, however, the enemy unit will not stay suppressed for long. The indicator will gradually turn a darker grey until the unit is unsuppressed and the indicator becomes red again. At this point, the enemy soldiers will stand up and begin firing again. (Suppression meters can be disabled via the Options menu).

Situational Awareness View

When the paratroopers of the 101st Airborne Division prepared for the invasion of German-occupied 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 V), 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 Sgt. Hartsock, his team members, the chapter objectives, and any enemy forces which have been spotted (defaulted to G and F or the left and right arrows). The enemy forces will only appear in situational awareness if Hartsock 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 focus points by pressing the Zoom button (default is E or the middle mouse button) 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.

SKIRMISH & MULTIPLAYER CONFIGURATION

When playing the Brothers In Arms: Earned in Blood multiplayer game, you can play against players on a LAN or online through ubi.com. You can also sign in to your ubi.com account or change your gameplay options from this menu.

User Profiles

Before playing a Skirmish or 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 game's default settings. Profiles will store your personalized game configuration settings to your computer.

When your profile is created, return to the Main Menu, and then choose the Skirmish or Multiplayer option to select the type of game you want to play.

LAN Matches

To play on a Local Area Network (LAN), select LAN Play from the Skirmish or Multiplayer menu. You can then select from a list of existing matches or create your own match.

Create Match

You can start your own LAN match by selecting Create Match in the LAN Play menu. Then, choose the mission you wish to play and the number of players (2–4). After you have made your selections, click Begin Match to enter the mission briefing.

Next, choose your team and click on Ready. If you decide you are not ready or you want to change teams, click Unready. If you want another player in your game to change teams, you can select that player and press Unready Player. Click Begin Game when you are ready for the mission to begin.

Note: The profile you are playing with must be selected through the Main Menu before starting or joining a LAN game.

Play It On Ubi.com™

Play Brothers In Arms: Earned In Blood online! Ubi.com is an Internet gaming community where you can create a permanent gamer identity, set up a friends lists with other players, see when they're online, and invite them to play.

Connecting to Ubi.com

Before you can use Ubi.com, you need to connect your computer to the Internet and sign up for the Ubi.com service. You can find more information about the ubi.com service at www.ubi.com.

After reading and accepting the User Agreement, enter your ubi.com account name and password. Click the Save Password option if you want the game to remember your password. Validate the Auto-Login option to automatically log in to the game using this ubi.com account. Use the New Profile and Account Management options to create a new account or to change your current account settings.

Note: You may encounter some trouble connecting to ubi.com if you're using a firewall on your computer. Here are the ports you'll have to open to play on Ubi.com:

[TCP] 40000-43000 INCLUDED
[UDP] 44000 INBOUND-OUTBOUND
[UDP] 45000 INBOUND-OUTBOUND
[UDP] 45001 INBOUND-OUTBOUND

Playing a Ubi.com Game

From the Skirmish or Multiplayer menu, select Play It On Ubi.com. You must first sign in to an existing Ubi.com account (using your user name and password) or chose to create a new account. Once you are logged in, you have the following options:

FIND A GAME - This is where you can search and join existing game sessions. First, choose a match from the list. The available game sessions will appear on the left. You can set the filters at the bottom of the screen to sort the existing list of sessions. (You can reload the session list by clicking Refresh.) To join a session, select it and click Join. You will be taken to the mission briefing. When you and the other players are ready (they'll appear white), start the game by clicking Launch.

CREATE MATCH - This is where you can set up a new match by specifying the game settings. You can set the mission you want to play, the number of players, and the server name. You can also set a password on the mission (for private matches – your opponents must also know the password to join). Once you've configured the game, click Begin Match to proceed to the mission briefing. When you and all the players are ready (they'll appear white), launch the game by clicking the Launch button.

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 become 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 (heads-up display). (If your teammate quits the mission, you will receive his unused reinforcements.)

MULTIPLAYER IN-GAME INTERFACE (HUD)

While playing a Brothers In Arms: Earned In Blood 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 that point in 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.

SKIRMISH

PLAYING SKRIMISH GAMES

Skirmish can be played Solo or Cooperative with another player over a LAN or through Ubi.com. Refer to the Multiplayer and Skirmish Configuration section for details..

SKIRMISH SETUP

Select Skirmish from the main menu, then select the type of game you'd like to play. After configuring your game type, you will be able to set the options for your game. Pick your team (American or German), your player or squad (Assault or Fire), select your map and the type of Skirmish game and enemy difficulty level (detailed below).

SKIRMISH TYPES

Each Skirmish Type offers unique gameplay and can be used with all 10 maps.

OBJECTIVE - This Skirmish Type allows for an unmodified game experience, akin to the Single-Player Campaign. Each map has unique mission objectives as described in Skirmish Setup Menu. This Skirmish Type is not scored.

TIMED ASSAULT - Destroy all enemies on a map with a limited time. Time will be awarded for killing enemies, using your squads to do so will award more bonus time. There are no checkpoints. Rank is determined by time left over after completion.

DEFENSE - Test your endurance against repeating waves of opponents. Each wave is tougher than the last. This Skirmish Type is scored by the number of completed waves.

TOUR OF DUTY - The ultimate authentic challenge. Complete all 5 American or German missions with one life and one squad, and unlock the next tour of difficulty. No checkpoints, no save games, and no whining.

ENEMY SKILL LEVEL

Choose the skill of your enemy. Choose from one of 4 skill levels or customize your enemy's ratings of the following:

ACCURACY - Customize how accurately the enemy fires on you and your squad.

TACTICS - Customize the amount of movement the enemy makes on the field, and their likelihood to make aggressive maneuvers.

SUPPRESSION - Customize how much weapon fire is required to keep the enemy's head down.

"RED" HARTSOCK

CPL JOE "RED" HARTSOCK

A family man from Laramie, Wyoming, Hartsock is promoted into the position of squad leader for the loss-heavy second squad. He's a bit of a country boy, but doesn't mess around in battle and cares deeply for the lives of his men.

CAMPBELL

PVT. JACOB CAMPBELL

Campbell acts as 2nd squad's fire team leader under Hartsock. He's a dedicated soldier who wants to prove himself in battle and isn't one for small talk.

PAIGE

PFC. WILL PAIGE

A hot-headed soldier moved into Hartsock's squad. Paige tends to be dry and sarcastic, and doesn't always think his actions all the way through.

MARSHALL

COL S.L.A. MARSHALL

Marshall, an older Colonel, interviews hundreds of airborne troops during the campaign in Normandy. His interview with Hartsock drives the story onward.

McCONNEL

PVT. DERRICK McCONNEL

McConnel is another of the soldiers from 1st squad moved into Hartsock's team. He has an already standing friendship with Paige, also from 1st squad.

BAKER

SGT. MATT BAKER

Somewhat soft-spoken, Missouri native Baker is Red's superior until he becomes the sergeant for second squad; he continues to act in a position of leadership after Red's promotion.

PADDOCK

SECOND SQUAD

PVT. FRANKLIN PADDOCK

Paddock hails from Kansas. Despite being somewhat arrogant and reckless, he is the capable and courageous assault team leader for second squad.

"FRIAR"

PVT. DEAN "FRIAR" WINCHELL

A quiet man who rarely wastes words, "Friar" earned his nickname during an incident with some clippers in training. Through laid back, he can be authoritative and decisive when the situation demands it.

DOYLE

CPL. SEAMUS DOYLE

Corporal from the 82nd Airborne, Doyle was born in Ireland and immigrated as a boy to Boston. He and Hartsock develop a strong friendship during the war.

MARSH

PFC. JAMES MARSH

Marsh has been in service for a few more years than most of the men around him. He served in the end of the African campaign, and is the last remaining private in 2nd squad.

Third Squad

CORRION

Cpl. Sam Corrion
Sam, 26 years old, feels the weight of responsibility for his men heavily. He fears that any slip could cost the lives of the men around him and believes that he should have gotten the promotion to 2nd squad over Hartsock.

ALLEN & GARNETT

Pvts. James Allen & Jeff Garnett
Sharpshooters for the 3rd squad, Allen and Garnett are inseparable friends. Allen hails from Connecticut and Garnett from Kentucky; neither are strangers to practical jokes and light-hearted fun.

DESOLA

Pvt. Michael Desola
Calm and soft-spoken, Desola grew close to Hartsock in training, sharing stories of bar fights. He's a tough talking Philly kid who spent his 20th birthday on a boat in the middle of the ocean, and is complacent even in the face of death.

Squad Support

"MAC" LEGGETT COLE JOHNSON CASSIDY

Plt. Sgt. Greg "Mac" Hassay
"Mac" is the gruff and dedicated commander of the 1st, 2nd, and 3rd squads. He directs Hartsock and Baker to Carentan.

Pvt. Benjamin Leggett
Leggett, dubbed "Bookworm from Brooklyn", is the radio operator for 3rd Platoon.

Lt. Col. Robert Cole
Capable leader of the 3rd Battalion, and later recipient of the Congressional Medal of Honor.

Col. Howard R. Johnson
Commander of the 501st Parachute Infantry Regiment.

Lt. Col. Patrick Cassidy
Cassidy is the commander of the 1st Battalion of the 502nd.

WEAPONS, VEHICLES, AND ENEMIES

U.S. INFANTRY WEAPONS

M1911 Semi-Automatic Pistol
This semi-automatic weapon, with a seven-round magazine, has an effective range of 80 feet. It has been the standard sidearm of choice with American soldiers since the early 1900s.

M1 Carbine Semi-Automatic Rifle
Smaller and lighter than the M1 Garand, the M1 Carbine has twice the capacity of a .45 and is accurate at distances of 600 feet. This .30 caliber shoulder weapon is effective for medium-range light infantry.

M1 Garand Semi-Automatic Rifle
The standard weapon of the U.S. infantry soldier, the M1 Garand is effective at up to 1,300 feet. It is a self-loading shoulder weapon with a clip capacity of 8 .30 caliber rifle cartridges.

M1903 Bolt-Action Rifle
A bolt-action magazine rifle that can be individually loaded with five .30 caliber rounds, this was the Standard U.S. rifle until 1936. This scope-mounted version is primarily used by snipers with deadly accuracy.

M1A1 Submachine Gun
Popularly called the Tommy Gun, this fully automatic weapon fires between 600 and 700 .45 caliber rounds per minute from a 20-round magazine. It is mainly used at close-range. Soldiers carry magazine pouches with three magazines or wear ammo vests that can hold eight.

M1918 Browning Automatic Rifle (BAR)
Effective at up to 1,800 feet, the BAR is fired from the shoulder or hip in bursts for accuracy. This heavy infantry weapon fires up to 450 .30 caliber rounds per minute and requires specialized training to use.

M3A1 Submachine Gun
Referred to as the "grease gun", this weapon could be manufactured more quickly than the Thompson, which was in short supply. The grease gun can fire 300 .45 caliber rounds per minute, and has a capacity of 30 rounds and effective range of about 160ft.

A1 Mark II Fragmentation Grenade
With a killing radius of 15 to 30ft, the "pineapple" contains an explosive charge designed to break the metal body into fragments upon detonation, which occurs four seconds after safety pin removal. They are often thrown less than 100 feet.

EXPLOSIVE DEVICES

During specific chapters in Brothers In Arms: Earned In Blood, 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 (defaulted to F or R) until Hartsock 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: Earned In Blood 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 automatically defend themselves and open fire on enemies they encounter.

MOUNTED MACHINE GUNS

During the course of the game, Hartsock's team will encounter various mounted machine guns, such as the MG42. These powerful weapons pose a dangerous challenge when manned by enemies or a helpful advantage when utilized by Hartsock and his squad.

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 those weapons is currently unknown.

ENEMY TROOPS

CONSCRIPTS

The main enemy force in Normandy and other regions of occupied France. These minimally trained "volunteers" from more than seven countries gain time for German infantry and mobile troops to arrive and repel invading forces.

INFANTRY

Steady, well-trained troops and ferocious defenders, each nine-man squad of the German 91st Infantry Division contains an NCO, five-man rifle element, and three-man light machine gun team. The core of the German infantry forces.

PANZERGRENADIERS

Highly trained mechanized infantry soldiers – able to successfully combine the actions of infantry, armor, and artillery into a combined fighting force. The most firepower and greatest mobility of any German force in Normandy.

FALLSCHIRMJÄGER

Elite of the German infantry, armed with the newest and best weapons in the German army. Fallschirmjäger squads are similar in size to the standard German infantry, but have two extra men carrying a light machine gun. They utilize tanks, assault guns, and anti-tank guns.

Brothers In Arms: Earned In Blood

Executive Producer
Randy Pitchford

Director
Brian Martel

Producer
Mike Wardwell

Task Force Champion
Stephen Bahl

Technical Producer
Sean Reardon

Associate Producer & Localization
Simon Hurley

Writer & Cinematic Director
Mike Neumann

Military Advisor & Historian
Col. John Antal, US Army (Ret.)

Art Director
Matthew VanDolen

Lead Architectural Artists
Shannon Dees & Jennifer Burris

3D Character Artist
Nathan Reinhardt

Lead Weapon Artist
Stephen Bahl

Art & 3D Modeling
Keith Burlison, Joseph Espinoza, Paul LaSalle, Eli Luna, Mike Neumann, Leah Pearl, Matthew VanDolen

Additional Art & Effects
Jeramy Cooke & Joshua Leichliter

Lead Animator & Motion Capture Talent:
Josh Rearick

Animation
James Houchen & Landon Montgomery

Lead Programmer
Patrick Deupree

Game & Platform Programming
Jeff Broome, Nick Chinnici, Ryan Conlon, Patrick Deupree, Charles Kostick, Sean Reardon, Scott Velasquez

Network & Audio Programming
Scott Velasquez

AI Programming
Jeff Broome & Nick Chinnici

UI Programming
Charles Kostick

Additional Programming
Brian Burleson, Sean Cavanaugh, Shawn Green, Neil Johnson, Steve Jones, Stephen Palmer, Jimmy Sieben, Jeff Wofford

Additional Xbox Live Programming
Demiurge Studios

Single Player Game Designer
Mike Wardwell

Lead Single Player Level Designer
Erik Doescher

Lead Multiplayer & Skirmish Level Designer
Patrick Blank

Single Player Level Design & Scripting
Dorian Gorski, Daniel Grafstrom, Ezra Hanson-White, Patrick Krefting, Nathan Overman, Carl Shedd

Multiplayer Level Design
Patrick Blank, Richard Jessup, Johnny Luce, Joe Swinbank

Skirmish Level Design
Mike Davis, Scott Jordan, Jason Reiss, Scott Swearingen, Graeme Timmins

Technical Level Design
Dorian Gorski

Additional Level Design
Matthew Armstrong, Josh Jeffcoat, Demiurge Studios

Business Administration
Stephen Bahl & Landon Montgomery

Human Resources Director
Simon Hurley

Office Manager
Angie Dietrich

PR & Marketing Director
Marc Tardif

Additional Marketing
John Antal

GDS Director
Stephen Palmer

Online Community Management
Allison Berryman & Scott Dudley

Applications Development
Scott Dudley, Fred Echols, Don Eubanks

Network & IT Support
Michael Athey & Ben Henry

Localization
Erik Avalos & Matthew Graham

SDK Producer & Level Design
Ben Nitschke

SDK Programming Support
Joshua Ridenhour & Ryan Sullivan

Demo Producer
Brian Burleson

Historical Research
Erik Doescher & Michael Weber

Game Manual
Allison Berryman, Eli Luna, Alex Flores, Simon Hurley, Brian Martel

Audio Director & Producer
David McGarry

Audio Engineer
Mark Petty

Voice Production
Dallas Audio Post Group

Voice Talent Direction
Jeff Kribs

Voice Talent
Troy Baker, Larry Brantley, Chad Cline, David Dennison, Sean Hennigan, Jonathan Herzog, Ryan Jewel, Neil Johnson, Jeff Kribs, Robert McCollum, David McGarry, Michael Neumann, J.D. Sanders, Jeffrey Schmidt, Ric Speigel, Joel Watson, Sam Williamson

Orchestral Score Performed by
The Prague FILMharmonic Orchestra – Czech Republic

Score Composer
David McGarry

Score Conductor
Adam Klemens

Score Studio Technician
Cenek Kotzmann

Score Sound Engineer
John Timperley

Score Sessions Organizer
Petr Pycha

Score Reader
Milan Puklicky

Lip-Sync
Michael Acevedo, Allison Berryman, John Burris, Paul Carman, Igor Geyfman, Bryan Hrncir, Jeffrey Mahmoudi, Christopher Spencer, Tatum Tippett

QA Director
Evan Birkby

QA Manager
Michael Weber

QA Leads
Ben Nitschke & Justin Miller

Sr. QA Testers
Steven Boaman & Curtis Hart

QA Engineers
Joshua Ridenhour & Ryan Sullivan

QA Testers
Erik Avalos, David Bullen, John Burris, Jason Carlson, Paul Carman, Sean Center, Edmund Chang, Philip Chapman, Brian Cope, Chris Ehling, Igor Geyfman, James Glenn, Matthew Graham, Amanda Harris, James Hood, Bryan Hrncir, Jeffrey Mahmoudi, Casey McLauchlin, Mike McVay, Robert Melzer, Christopher Spencer, Troy Tavis, Tatum Tippett, Erik Van Houten, Chanda Walker, Jan Zegan

Dedicated to the veterans of the Second World War and all the members of the United States Armed Forces - for fighting evil in the world, keeping us safe, and upholding the honor and principles that we hold most sacred. Because of your efforts and sacrifice, we live in a free society today - we humbly salute you all.

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Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support
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