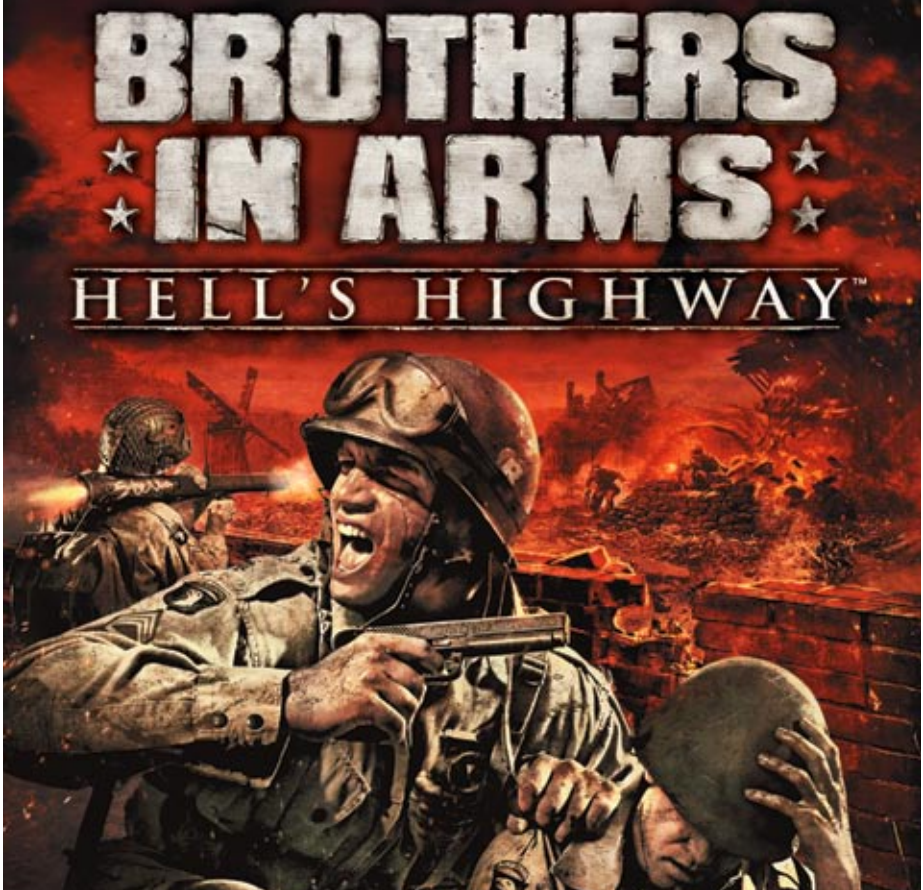
XBOX 360

LIVE

BROTHERS IN ARMS

HELL'S HIGHWAY™



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play 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.

CONTENTS

game introduction.....2
player controls.....4
getting started.....6
how to play.....8
basic training.....10
squad leader training.....13
tactical map.....16
tanks.....17
brothers.....18
arms.....20
multiplayer.....22
community.....26
credits.....28
more.....31
warranty.....36
techical support .....inside back cover

INTRODUCTION

Operation Market-Garden

was a bid to destroy Nazi Germany before Christmas, 1944.

The plan was ambitious – it was the largest airborne invasion in the history of the world. They planned to capture a corridor through Holland to punch through the German lines. Paratroopers of the 101st Airborne and other divisions dropped from the sky in mid-September to seize and hold the corridor by surprise. The surprise attack was a bust. Hitler's best units were in the area and immediately counter-attacked and crushed the corridor. To the Allied paratroopers who fought there and lost brothers in arms, the corridor became known as Hell's Highway.

It was the last great Nazi victory. It was hell for Sgt. Baker and his squad.

As Sgt. Baker, you are the squad leader of a Recon unit of the 101st Airborne. You survived D-Day, but many of your squad did not. Your squad contains veterans and replacements and it's up to you to lead them in battle. Their lives are in your hands.

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PLAYER CONTROLS

DEFAULT CONFIGURATION

Brothers in Arms Hell's Highway is a first person, squad combat shooting game. If you've ever played a first person shooter before, you'll find the controls are comfortable. However, Brothers in Arms Hell's Highway does have some unique features with special buttons, so take note of the normal control setup.

NOTE: If the default controls aren't comfortable for you, be sure to check out the options screen where you can select from alternate control schemes and do some custom configuration of controls.

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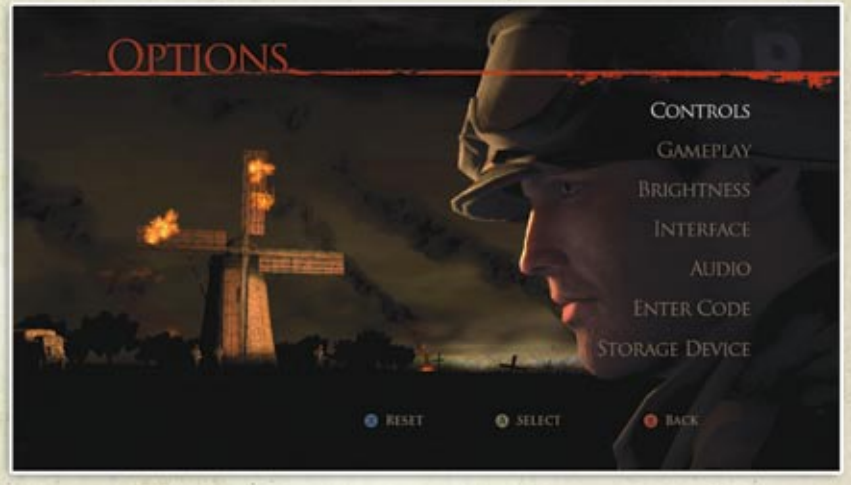
GETTING STARTED

Main Menu

The main menu is where you can choose to play the single player or multiplayer games and adjust settings and options.

The Chapters Select Option in the Main Menu will allow you to choose to play any section of the game that has already been completed.

Options Menu



Difficulty Levels

CASUAL - For skilled gamers who know how to use tactics, keep their heads down and aim quickly and accurately when under fire. The AI is unforgiving and your prolonged exposure to fire is a deadly risk.

VETERAN - For veteran FPS players who know how to handle themselves under fire. Exposing yourself to fire is a very deadly proposition.

AUTHENTIC - Completing the game unlocks the AUTHENTIC DIFFICULTY. When playing on Authentic, all HUD elements are disabled, giving you an unaltered view of the battlefield. You will have to watch enemy movements to determine their suppression level, and you won't have a crosshair to assist your aim. Your enemies are also crack-shot accurate. Good luck, Soldier!

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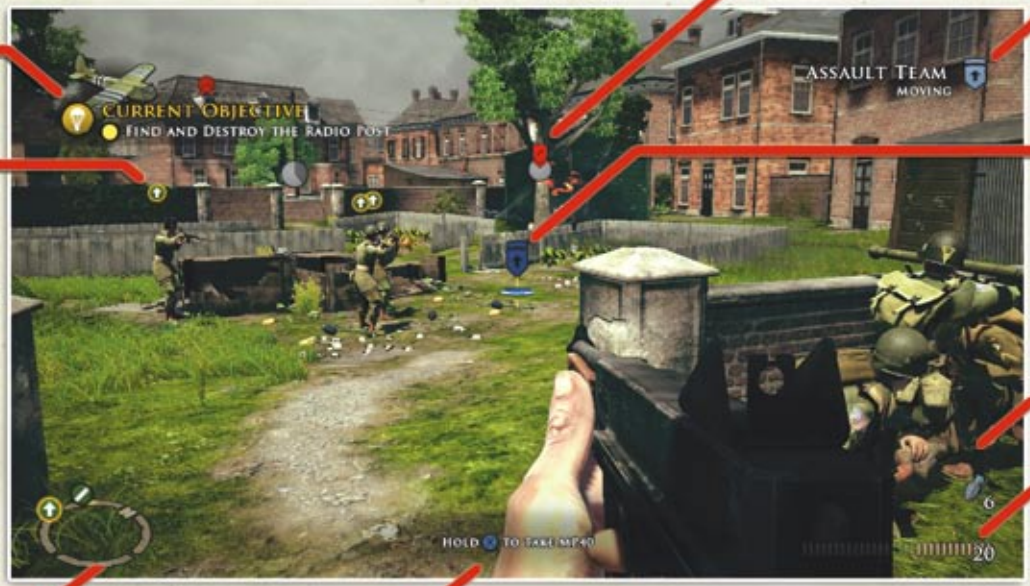
Heads-Up Display



OBJECTIVES DISPLAY

FIRE TEAM ICONS

COMPASS RING

CONTEXT ACTION PROMPT

SUPPRESSION ICON

SQUAD STATUS DISPLAY

COMMAND RING

GRENADES REMAINING

AMMUNITION REMAINING

There are some differences in the On-Screen Information elements between the single player game and the multiplayer game. Skip ahead a bit in this book to learn about the On-Screen Information elements for multiplayer games.

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Iron Sights View

You can aim with precision by lining up the iron sights to strike your target accurately. Press R to use iron sights.

Being still will steady your shot when aiming down the sights.

Threat Indicator

As you take fire, your screen will turn blurry and red. Get to safety quickly because one of those bullets is bound to have your name on it.

BASIC TRAINING

Dig In

When in combat, dig-in behind walls and hard objects to remain safe from enemy fire. Once dug-in,lean around the cover to aim at the the enemy.

Press LB to "Dig-In" behind cover.

Press LB up to pop over low height cover.

Press LB left or right to lean out from cover.

Press A to vault over cover.

Press LB again or LB down to exit cover and return to first-person view.

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BASIC TRAINING

Context Use

The Use Button Ⓧ has several functions. Besides reloading your weapon or picking up new weapons from the battlefield, the Use Button Ⓧ allows you to interact with various things in the environment.

ACTIVE MOMENTS

Some cinematic events can happen in the middle of the action. When you see the "active moment" prompt on-screen, you can press and hold Ⓧ to shift your view and watch the event unfold.

RECON POINTS

Recon Points present a vantage for important or interesting information on the situation. Press Ⓧ to survey the point of interest and also unlock a Recon Report to view using your Tactical Map.

KILROY WAS HERE

The legend of Kilroy differs depening on who you talk to, but among the American soldiers, he was always "the first one in, and the last one out". If you find him, press Ⓧ to make your mark on the legend.

SQUAD LEADER TRAINING

Your Paratrooper Squad

Brothers in Arms Hell's Highway is a game where success depends greatly upon your ability to utilize authentic fire and maneuver tactics.Your squad consists of a squad leader (you) and one, two or three teams under your command. Depending on the mission, you could command any or all of the following units:

FIRE TEAM:
Equipped with longer range, higher caliber weapons designed for suppression.

ASSAULT TEAM:
Equipped with lighter, shorter range weapons for maneuvering.

SPECIAL WEAPONS TEAM:
Equipped with either a Bazooka or a Machine gun, depending upon the situation.

	SUPPRESSION	WOOD COVER	SANDBAG COVER	STONE COVER	ARMOR AND ARTILLERY
SMALL ARMS	★	★	–	–	–
MACHINEGUN	★★	★★	–	–	–
BAZOOKA	★★	★★	★★	–	★
GRENADE	★★	★★	★	–	–

Each Team has a different kind of effectiveness in various roles and against various targets. Use the right team for the right purpose and you can be most successful!

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The Four F's

1 Find Him
Locate your target and position your squad!

2 Fix Him
Suppress the enemy!

3 Flank Him
Surround him from his exposed side!

4 Finish Him
Kill the enemy quickly and without remorse!

Commanding Your Squad

LT Command — Hold the LT to target an order for your squad. Release the LT to issue the command to your squad.

B Select Team — Each B button press toggles the active team. You can also select a team by pressingleft, right or up on the Directional Pad

Selected Team Not Selected Team

Fall In — Press down on the Directional Pad to command your squad to Fall-in. You can also command a unit to Fall-In by holding down the B button.

SQUAD LEADER TRAINING

The Command Ring

The Command Ring appears whenever you hold the LT and is used to issue different orders to your squad depending upon what you are targeting.

Move Order

Tell the Active Team to move to that location. Your squad will automatically attempt to take cover nearby.

Fire Order

Tell the Active Team to shoot at the enemy under the red Command Ring. This will suppress the enemy.

Destroy Order

Tell the Active Team to use its weapons to shoot at the cover. If they're using the right weapon, they will destroy it.

Suppression

In combat, suppression icons appear over targets. Shoot at the enemy RT to make him take cover instead of returning fire!

Suppressing

Recovering

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TACTICAL MAP

At any time, press the Back button BACK to access the Tactical Map. The map shows objectives, squad status and enemy positions.

TANKS

At times, you'll be able to take command of a Sherman tank! The tank has a main gun and a machine gun and as the commander, you'll be able to sit outside of the top hatch, or button up inside the tank

Bonus content in the form of Recon Reports can be accessed from the Tactical Map by pressing X at any time. As Recon Points are discovered in-game, more Recon Reports are unlocked.

Tank Controls:

1. Move the tank with the left stick and adjust the camera with the right stick.
2. Press the Left Bumper LB to switch between standing up in the open hatch and buttoning up.
3. The Right Trigger RT fires the main cannon.
4. The Left Trigger LT fires the deck mounted machine gun.

When standing up in the hatch, you can use the top-mounted machine gun, but you're very exposed to small arms fire from the enemy. If you're being shot at, button up with the Left Bumper LB

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BROTHERS

These are just some of the characters in Brothers in Arms Hell's Highway. You'll meet and fight with other characters and important figures throughout the game.

S/Sgt. Matthew Baker

Age: 24 **Hometown:** St. Louis, Missouri
Preferred Weapon: M1 Garand

Baker enters Holland fully accepting his responsibility as squad leader. Losing half of his original squad in Normandy still weighs heavily on him, but he is determined to not let another man die under his command - a goal that could border as much on insanity as idealism.

S/Sgt. Joe "Red" Hartsock

Age: 24 **Hometown:** Laramie, Wyoming
Preferred Weapon: M1A1 Thompson

A corporal under Baker's command, Hartsock was promoted to Sergeant after the battle in Carentan. Unlike Baker, Red understands that war "doesn't make any god-damned sense," and is prepared to make the tough decisions required of a squad leader. In combat, men die - all he can do is minimize the casualties.

Cpl. Sam Corrion

Age: 26 **Hometown:** Augusta, Georgia
Preferred Weapon: M1A1 Thompson

Corrion was a corporal with Baker and Hartsock before the jump into Normandy, and much to his dismay, is still a corporal going into Holland. Sam excelled as supervisor at a textile mill back home, and believes he would be a better leader than either of his compatriots - if only given the chance.

Cpl. Tom Zanovich

Age: 29 **Hometown:** Princeton, New Jersey
Preferred Weapon: M1918A2 BAR

The "old man" and veteran of the squad, Zanovitch served in the French Foreign Legion for years before enlisting in the U.S. Army. Despite all the combat he's seen, Tom remains good natured and has a strong sense of humor - even when the situation doesn't exactly call for it.

Pfc. Jack Courtland

Age: 21 **Hometown:** Richmond, Virginia
Preferred Weapon: M1A1 Thompson

A bit of a hot-head, Jack joined the paratroopers with dreams of glory - and wooing French girls with his tales of valor. His eagerness to be a hero quickly faded after being lost for days in Normandy. Now, Courtland just wants to get back home, and fighting for the man next to him is the best way to do it.

Pfc. Mike Dawson

Age: 24 **Hometown:** Gainsborough, England
Preferred Weapon: M1 Carbine

Though a newcomer to the squad, Mike served as a pathfinder for the 502d PIR in Normandy. A strong believer in fate, Dawson finds a particular interest in Baker and the stories behind his "cursed pistol". His inquiries have made him a pariah, as the other members would rather not re-live those events.

Pvt. Frank Laroche

Age: 19 **Hometown:** Norfolk, Massachusetts
Preferred Weapon: M3 Grease Gun

As the only "replacement" in Baker's Reconnaissance section, "Franky" is the only soldier without any real combat experience. However, he excelled in training and is a natural with most any firearm. Young, and filled with heroic ideals, he is eager to rush into action - and all too willing to put his life on the line.

T/5 Nathan Holden

Age: 23 **Hometown:** San Diego, California
Preferred Weapon: M1 Garand

Holden is the squad's new radioman - a job that fits him perfectly. Nathan is constantly concerned with efficiency of both communications and tactics, and is quick to question the squad's methods or orders. The others don't take him too seriously though, as his logic rarely applies when things go FUBAR.

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ARMS-ALLIED SMALL ARMS

M1918A2 B.A.R.

A design by John M. Browning, the Browning Automatic Rifle (B.A.R.) is a cross between a standard infantry rifle and a squad support automatic weapon. This fully automatic rifle uses a 20-round magazine of full-size .30-06 ammunition to suppress and destroy enemy positions.

M1 Garand

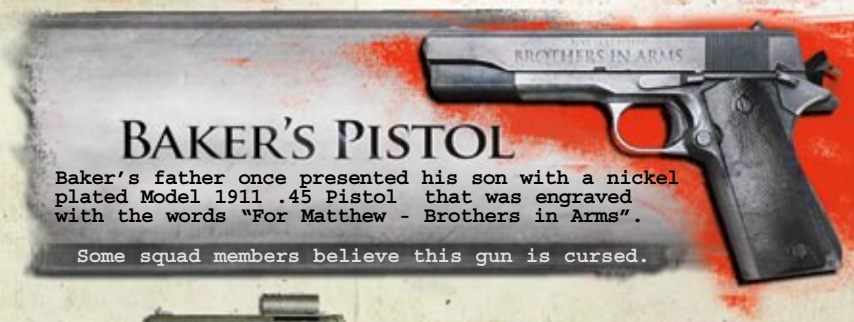
Developed by John C. Garand, the M1 Rifle is the standard-issue firearm for all of the U.S. ground forces. Its .30-06 round is powerful enough to drop a man in one shot, and its gas-operated mechanism allows a soldier to empty its 8-round magazine faster than any other rifle on the modern battlefield.

M1A1 Thompson

Developed after WWI by General John T. Thompson, this fully automatic weapon spits out .45 ACP rounds from its 30-round magazine at a terrifying rate. The A1 variant has been streamlined and compacted to endure the rigors of ground warfare on the battlefield.

M1A1 Carbine

Designed by Ed Browning and David M. Williams, this Winchester-made carbine is a lighter, smaller alterntive to the .30-06 M1 Rifle. The carbine sports a 15-round magazine of smaller .30 cal carbine ammunition. The A1 variant features a folding wire stock designed for paratroopers.



BAKER'S PISTOL

Baker's father once presented his son with a nickel plated Model 1911 .45 Pistol that was engraved with the words "For Matthew - Brothers in Arms".

Some squad members believe this gun is cursed.

M3 Grease Gun

A modern submachine gun designed by G. Hyde at GMC, the M3 is quickly replacing the larger, heavier M1 Thompson model as standard issue. The M3 utilizes the same .45 ACP round and 30-round magazine, yet fires at a slower rate for better control and ammo consumption.

M1919A6 L.M.G

The belt-fed .30-06 light machine gun designed by John M. Browning is the fire support weapon for all U.S. ground forces squads. The A6 variant is specially designed for paratroopers, utilizing a detachable butt stock and bipod instead of the standard tripod mount.

M9 Bazooka

The M9 "Bazooka" is an improved version of Lt. Edward G. Uhl's original M1 design. Capable of being disassembled into two halves, the M9 is lighter and easier to handle than its predecessor. This makes the weapon a capable anti-armor weapon for mobile infantry.

Remember that you can also pick up any weapon dropped by an enemy. Try using the MG-42 machine gun after you defeat the gun crew.

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Xbox LIVE®

Play anyone and everyone, anytime and anywhere on Xbox LIVE®. Build your profile (your gamercard). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Starting a Multiplayer Game

To play the Brothers in Arms Hell's Highway Multiplayer game, select Multiplayer from the Main Menu, then select either the Xbox LIVE or System Link connection type.

Xbox LIVE

Playing on Xbox LIVE will allow you to play alongside and against other players on the global Xbox LIVE network. Selecting Xbox LIVE from the Multiplayer menu will present you with three options:

- Player Match – Play against other players on Xbox LIVE regardless of ranking or skill level.
- Ranked Match – Play against players close to your skill level to place your name on the global Leaderboard and raise your TrueSkill score.
- Leaderboard – View your ranking and stats in Ranked Matches against players from around the world.

Match Settings

You can specify match settings when either searching for a Custom Match or creating your own match. Some settings may not be available in Ranked Matches.

- Map – Choose one of the six available multiplayer maps.
- Maximum Players – Sets the maximum player limit available in the match.
- Private Slots – Sets the number of player slots only available to friends or people you invite.
- Capture Limit – Sets the number of capture points necessary to win the match.
- Match Time Limit – Sets the maximum time allotted for the match.
- Round Time Limit – Sets the time limit for each round.
- Round Prep Time – Sets the time allowed in the Preparation phase for each round.
- Voice Availability – Determines when players can use voice chat.
- Friendly Fire – Determines whether allies can harm each other.
- Squad Assignment – Determines whether player assignment in the squads will be handled through the automated Rotating method or the manual Fixed method.

Playing the Game

Multiplayer for Brothers in Arms Hell's Highway is a round-based tactical game that pits an American Airborne squad against a German Fallschirmjäger squad.

The Objective

The Goal of the game is to win rounds by successfully attacking or defending the territory. The attackers win by either raising their nation's flag over one of the two capture points or eliminating the defenders before the round expires. The defenders win if they prevent the attacking squad from completing either objective.

Squad Formation

Both the American and German squads consist of three 3-man Fire Teams (Able Team, Baker Team, and Charlie Team) and one Squad Leader, fielding up to 10 players on each squad.

Squad Roles

Each player is able to take up one of three roles in the squad, offering varying styles of play.

Note: A player can opt out of any of the roles using the Player Preferences option in the Lobby or in-game menu.

- **Squad Leader** - The Squad Leader has the ability to issue orders to his three fire teams in-world using the Command Ring, or via Tactical Map to issue orders that are not in line-of-sight. He can also use the Tactical Map to call in air support to recon enemy positions or flush them out with an air-to-ground bomb.
- **Specialist** - One soldier in each Fire Team is a Specialist. The Specialist fields one of the three special weapons for his squad. He can choose between a Light Machine Gun, a Bazooka, or a Sniper Rifle.
- **Tank Crew** - When attacking, the soldiers in Charlie Team will man a medium tank. The tank crew consists of a Driver, a Gunner, and a Spotter. While powerful when fully manned, the tank is very vulnerable without a full crew.

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Tactical Map

1. Player Icon - The player's icon is highlighted and larger than other icons.
2. Fire Team Icons - Color-coded by Fire Team, these icons represent the location of squad mates.
3. Squad Leader Cursor - Orders and Air Support requests are issued at the cursor's location.
4. Order Marker - These icons display the ordered destinations for allied fire teams.
5. Enemy icons - When seen by a teammate or Air Recon plane, enemy positions show up on the Tactical Map.
6. Squad GamerTags - Displays the names of each player in the squad. The Flag Carrier is shown by a Flag Icon by his name.
7. Fire Team Status - Displays the fire team's color, name, and status. Also displays order buttons for the Squad Leader. The picture displays players' weapons and current status as Active (Colored), KIA (Grey), or MIA (Sketched).
8. Air Support - Displays the Air Support options available to the Squad Leader.
9. Squad Information - Displays the current attacking squad and both squads' capture score.
10. Round Timer - Displays remaining round prep time and round time.

MULTIPLAYER

Heads-Up Display

1. Player Status - The Player Stance indicator is accompanied by a numerical health indicator. When the player's health reaches 0, he is killed.
2. Compass Ring - The Compass Ring displays the directions of important elements of the game e.g. team members, the flag, orders, etc.
3. Player Role - This display indicates the player's current role and assigned fire team.

   Note: The player's role will change to reflect certain actions (e.g. pick up the flag, climb inside the tank, etc.).
4. Order Marker - This icon displays the location and distance of the player's current order destination.

   Note: The Squad Leader's HUD will display markers for each team he has given orders to.
5. Objective Display - This display updates to show the player's immediate goal.
6. Squad Mate Icons - On-screen squad mates display their Icon along with their GamerTag (Player name)
7. Squad Information - Displays the current attacking squad and both squads' capture score.
8. Round Timer - Displays the time remaining in the round. If this timer hits 0, the defending squad wins the round.
9. Death Messages - Displays the Killer, the weapon, and the Victim of each kill.
10. Current Speaker - The names of squad mates currently using voice chat are displayed here.

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COMMUNITY

Gearboxity

Gearbox Software has an ever-growing online community and we want you to be a part of it! Our community hub, Gearboxity, and our forums are great places to interact with Gearbox developers and other fans of our games.

gearboxity.com

- Exclusive feature articles
- Blogs written by GBX Developers
- Latest Gearbox news
- Contests, interviews, and more
- See what the inside of a game studio is like

Forums

Register FREE, for the "Gearbox Fan" Achievement!

gbxforums.gearboxsoftware.com

- Read posts from developers
- Discuss Gearbox games
- Ask questions and post comments
- Meet and play with other Gearbox fans

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Multiplayer

Rockstar New England

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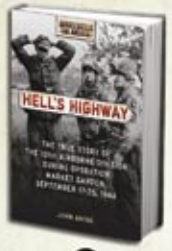

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