



XBOX 360

XBOX  
LIVE

# HEROES

OVER EUROPE



UBISOFT

**⚠ 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](http://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.

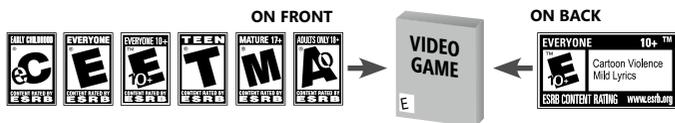
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

## TABLE OF CONTENTS

Game Controls . . . . .	2
Xbox LIVE® . . . . .	4
Introduction . . . . .	4
The Pilots . . . . .	4
The Game . . . . .	5
Multiplayer . . . . .	9
Warranty . . . . .	12
Technical Support . . . . .	inside back cover

# GAME CONTROLS

## Xbox 360® Controller

### Flight Controls

#### Up / Down - Pitch

Raises or lowers the nose of the plane so you can climb or descend.

#### Up / Down - Throttle

Increases or decreases power to the engine, thus changing your speed. Changes in speed are not immediate and there is often a lag before the plane responds to changes in direction.



#### Arcade mode

##### Left / Right - Bank

Turns the plane left and right. This control method is relative to the screen and will only roll the plane 90° without using the right stick to roll past this position.

#### Arcade mode

##### Left / Right - Roll

Rolls the plane through 360° without any limitations.

#### Professional mode

##### Left / Right - Roll

Rolls the plane through 360° without any limitations. To turn hard, roll your plane onto its side then use the pitch control to pull your plane's nose up.

#### Professional mode

##### Left / Right - Yaw

Moves the rudder left and right, allowing you to turn without rolling the plane.

#### RA (Hold)

**Engages Warspeed** – a short burst of extra speed that can be used for a brief period before your engine overheats.

### Combat Controls

#### Fire Secondary Weapon

Fires currently selected secondary weapon. This could be rockets, torpedoes, or flares depending on the aircraft selected.

#### Fire Primary Weapon

Fires machine-guns, cannons (or a combination of the two) depending on the plane type.

#### Look to Target (Hold)

Changes the view to show you the current target in relation to your plane.

#### Next Target

Swaps between all available targets based on which is closest to your gun sight.

#### Ace Kill

When the Ace Kill meter charges to at least half way, press LB to enter Ace Kill.

#### Multiplayer

##### Talk

Press and hold to talk.

#### Multiplayer

##### Scoreboard

Brings up the Multiplayer scoreboard. Press the D-pad right to scroll through the scoreboard. Press left to close the scoreboard.

#### Free Look

Use the left and right sticks to orbit and focus on your plane.

#### Menu

Pauses the game and brings up pause options menu. View the status of your objectives.

#### Zoom

Zooms the view to get a better look at your target.

#### Look Back

Looks behind your plane. Check to see who is on your tail.

#### Cycle Secondary Weapon

If your plane has multiple available secondary weapons, this button will cycle through them.

#### Next Objective

Swaps between mission objectives based on which is closest to your gun sight.

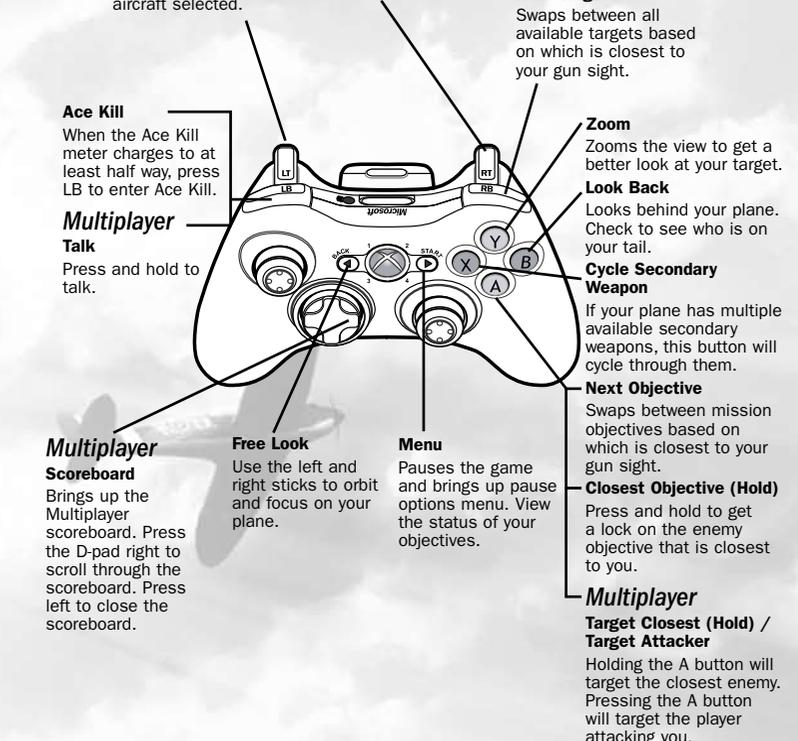
#### Closest Objective (Hold)

Press and hold to get a lock on the enemy objective that is closest to you.

#### Multiplayer

##### Target Closest (Hold) / Target Attacker

Holding the A button will target the closest enemy. Pressing the A button will target the player attacking you.



## XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. 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/countries](http://www.xbox.com/live/countries).

## 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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## Your Gamer Profile

When you play the game for the first time, you will need to sign in by creating a new profile, or selecting an existing profile. Progress is automatically saved to your profile when you advance through the campaign, change options, or unlock achievements. The name of your profile is also used in LAN and multiplayer modes.

## INTRODUCTION

On September 1, 1939, German forces invaded Poland. A storm that had been brewing since the signing of the Treaty of Versailles had broken. There would be no repeat of the Great War's stalemate. A "lightning war" of infantry, tanks, and aircraft raced across Europe, crushing all before it. It seemed the German blitzkrieg would roll on unchecked, until the whole world was plunged into darkness.

Based on their experiences in the Great War, veteran pilots believed that the speed of the new aircraft would make dogfighting impossible. They would be proven wrong. In the burning blue skies over Europe, the marvel of human adaptability would usher in a new age of air combat. It was unlike anything that had been experienced before – or would be experienced again.

## THE PILOTS

Follow the journeys of three singular pilots from different corners of the globe as they battle in the skies over Europe.



### Tom Forester

**Nationality:** American

**Age:** 24

**Aircraft:** Hurricane

American Tom Forester is desperate to emulate the feats of his fighter-ace father and test himself against the state-of-the-art German planes. With no combat experience, he travels into the heart of the storm.



### Danny Miller

**Nationality:** English

**Age:** 26

**Aircraft:** Spitfire

The son of a Liverpool dock worker, Danny Miller sees the RAF as means to escape his working-class upbringing. Danny will find himself battling more than the enemy.



### Will West

**Nationality:** New Zealander

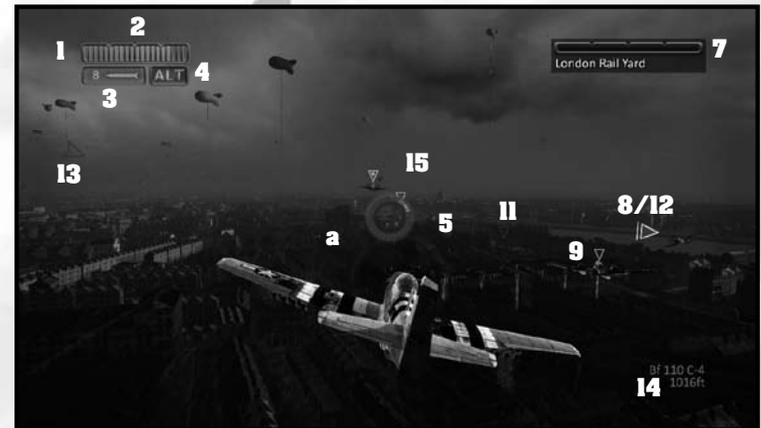
**Age:** 20

**Aircraft:** Mosquito

New Zealander Will West risks it all in daring, precision-bombing raids into Europe. Flying with his co-pilot and best friend Mick Stanhope, they will perform incredible feats that will push their skill and ingenuity to the limit.

## THE GAME

### In-Game Display



#### 1. Damage Bar

Indicates how much damage your plane has taken.

#### 2. Damage Gate

This line indicates the level to which damage can recharge if you are not under attack. Once damage is below this threshold, your damage bar will never replenish above this gate.

#### 3. Secondary Weapon

This icon indicates your currently selected secondary weapon. If you have multiple secondary weapons, cycle them with the **X** button.

#### 4. Low Altitude Warning

The low altitude warning icon appears when the aircraft is close to the ground or on course to hit the ground.

#### 5. Gun Sight

The gun sight provides useful information as to when an enemy is in range, when you are correctly leading the target, and when your attacks will be most effective.

- **Outer red ring:** In Range
- **Inner red fill:** Harmonization (critical damage) range
- **a:** **Ace Kill Lock**

#### 6. Mission Timer

The timer indicates the amount of time remaining before the objective will fail.

#### 7. Objective Status

Blue damage bars represent the status of the objective you are defending. Red damage bars indicate the status of enemies you must destroy.

#### 8. Primary Objective Marker

Yellow with red fill indicates your currently selected primary objective.

The bars and stars in the primary objective markers indicate enemy squad leaders and aces. These pilots have superior skills to their squad members.

#### 9. Not Selected Primary Objective Marker

Yellow with no fill indicates a not selected primary objective.

#### 10. Secondary Objective Marker

Orange with red fill (when selected target).

#### 11. Defend Marker

A blue marker with no fill indicates an objective you must defend. These entities are not targetable.

#### 12. Yellow Offscreen Arrow (Outward facing)

This marker appears when the selected target is off-screen.

- A red fill indicates a selected target.
- Size indicates distance to target.
- Chevrons indicates how far you have to turn to reach the target.

#### 13. Red Enemy Attack Arrow (Inward facing)

The enemy attack arrow appears when an enemy is about to attack.

- Size indicates distance to target.
- Chevrons indicates how far you have to turn.

#### 14. Selected Target Information

Displayed in the bottom right-hand corner of the screen is information regarding your currently selected target type and distance to that target.

#### 15. Lead Target Bead

A red dot ahead of your selected enemy indicates the point to fire at to hit the target.

#### 16. Red Incidental Marker

A small red triangle with red fill indicates a non-objective enemy.

## Main Menu



### Options

Customize the following settings:

- **Display**
- **Audio**
- **Controls**
- **Extras**

## Campaign



### Campaign

Enter the chaos of war as a member of three unique squadrons. Take part in the pivotal aerial engagements of WWII, based on actual events.

### Multiplayer

Put your piloting skills to the test against friends or strangers from around the world.

Battle your way through the major air engagements over Europe. From the early days of the Phoney War, through to the fall of Berlin, see the war unfold from the diverse perspectives of the pilots.

**Squadron/Mission Select:** Choose a squadron and mission to fly. At first, only certain missions will be available. As you progress, new missions and squadrons will be unlocked. Press **X** to view your stats for a completed mission.

**Difficulty Select:** Choose from Rookie, Pilot, or Ace difficulty levels to test yourself against more challenging foes and unlock improved aircraft upgrades.

**Plane Select:** You will initially fly the authentic plane of your selected squadron as you face off against the Axis forces. Replay the mission with any unlocked aircraft.

- **▲/▼:** Select plane variants.
- **◀/▶:** Select plane.
- **X:** See plane specs.

## Weapons and Objects

### Primary

Primary weapons are fired using the right trigger.

### Machine-guns:

Machine-guns fire solid slugs of lead at a high rate of fire. This weapon is good for penetrating light armor but will eventually overheat.

### Cannons:

Cannons have a lower fire rate than machine-guns but the shells deal explosive damage on impact. Cannons will heat up and quickly overheat so use short, controlled bursts of fire

### Heavy Cannons:

Large, slow firing guns that can penetrate heavy armor plate. Heavy cannons are good at tank busting or destroying bombers from a distance. Due to their slow fire rate, heavy cannons do not overheat easily.

## Secondary

Secondary weapons are fired using the left trigger. If your aircraft has multiple secondary weapons, press **X** to cycle secondary weapons.



### Torpedoes:

Temperamental but powerful, torpedoes must be dropped at a low altitude and low speed. A green HUD display indicates optimal speed and altitude for successful release. If the conditions are not met, torpedoes will not engage.



### Rockets:

Deadly against tight formations of enemy planes or strafing ground targets, these solid fuel rockets lack accuracy, but are deadly at close range.



### Bombs:

Used for level or dive bombing attacks, bombs deliver destruction over a large area. The bombing targeting display will appear when the bombing conditions are met. The display turns red when over a target.



### Markers:

Primarily dropped by the lead bomber formation or "pathfinding" fighter groups, markers were used to guide planes to their intended target.



### "Schrage Musik" (upward firing) Cannons:

A diabolical weapon invented by the Germans to attack the exposed underbelly of Allied bombers. Use in conjunction with the look to target button for effective targeting.

## Ace Kill

Ace Kill allows you to experience the up-close nature of WWII dogfighting. With a single-minded focus, an enemy can be brought down with a single burst.

- Close in on an enemy until the Ace Kill Reticule locks around the gun sight.
- Ace Kill will automatically begin charging when the enemy is in range.
- Press **LB** to enter Ace Kill.
- Target the enemy's Weak Points (highlighted yellow) and press the right trigger for an instant kill.

**Note:** On planes with multiple engines and/or gunners, an Ace Kill will not destroy the aircraft, but you will remain in Ace Kill.

- Earn Ace Kill rewards for a Full Charge and targeting different Weak Points. Master these to become a real Ace.

## Diving "Energy" Attacks

Altitude was crucial to fighter pilots. Diving gave pilots the twin advantages of speed and surprise. Against bombers, diving significantly reduced the threat from the turret gunners. Heroes Over Europe rewards the player who has the altitude advantage. Dive at full throttle from above for a devastating "energy" attack.

Speed lines around the reticule indicate when the player can perform an "energy" attack, dealing extra damage.

## Leading the Target

With the pace of modern dogfighting, WWII pilots quickly learned that firing to an enemy's position was pointless. To hit a target, it was crucial for them to "lead" their fire to the enemy plane's predicted position.

A lead target "bead" indicates where to fire ahead of the targeted enemy aircraft. This aid can be switched off, or have its opacity reduced, in the Options menu.

## Health and Damage

The planes and pilots of WWII were hardy. If you can remain out of the firing line, the pilot's confidence will return, as will his ability to take further punishment. However, once the health falls below a Gate it will never rise past that Gate. On Ace difficulty, the health does not regenerate.

## Unlocking and Upgrading Planes

Unlock plane upgrades by completing missions and bonus objectives. Higher difficulty levels reward the player with better upgrades.

# MULTIPLAYER



Selecting Multiplayer from the Main Menu allows you to play online. At the Connection Type screen, select if you would like to play either using System Link or go online with Xbox LIVE. Selecting System Link or Xbox LIVE takes you to the Multiplayer Game Setup screen. From here you can select different options and game modes as Deathmatch or Team Deathmatch.

## System Link Play

If you have your Xbox 360 system connected to a network, you can create or join a System Link session by selecting the System Link option from the Multiplayer menu.

## Xbox LIVE Play

If you have your Xbox 360 system connected to a network, you can create or join an Xbox LIVE session by selecting the Xbox LIVE option from the Multiplayer menu.

## Options

**Ranked Match:** Play a ranked match with friends from around the world and compete for top place on the leaderboard. After selecting a Ranked Match, you'll be taken to the Multiplayer Game Setup screen, where you can choose from the following options: Create Match, Quick Match, and Custom Match.

**Player Match:** Find or host your own game. Invite your friends to dogfight in the skies over Europe. Results from Player matches do not appear in the leaderboards.

**Quick Match:** The fastest way to enter Multiplayer. A search will allocate you to an available game. If no games are available, a new game will automatically be created.

**Custom Match:** Customize your search for online matches by selecting the map and the game mode. After setting your specifications, highlight Search For Match and press **A** to find a match that meets your criteria.

**Create Match:** Customize your very own match by selecting the number of players, the game mode, the map, if you want to play as Allies or Axis, and, finally, choose your type of plane. When your match is set how you'd like it, highlight Create Session and press **A** to continue.

**Friends:** Shows the status of your friends. Invite or edit their status.

**Show Invitations:** Accept any current invitations.

## Modes

### Dogfight

Battle in a massive free-for-all. The number of rounds, kills, or a time limit determine the duration of play.

### Team Dogfight

Battle against another team as either the Axis or Allies. Choose from a range of carefully balanced planes in the plane packs, or to get the authentic feel of World War II dogfighting, by selecting only the planes specific to either the Allies or the Axis.

### Survivor

Be the last man standing over a number of host-determined rounds.

### Team Survivor

As a member of the Axis or Allied team, ensure you, or one of your team mates, is the last man standing over a number of host-determined rounds.

## Plane Packs

Not all planes are created equal. Rapid advances in technology over the course of the war saw planes fly higher, faster, and further than ever before. Heroes offers the player a range of plane packs containing aircraft grouped to provide balanced and competitive dogfighting. From the Rookie Pack through to the Rocket 2 Pack, there is a selection for every player's experience level.

## Controls

The Multiplayer controls contain a number of specific functions:

### D-pad

Brings up the Multiplayer scoreboard. Press the **D** button to scroll through the scoreboard. Press left to close the scoreboard.

### A Button

Holding the **A** button will target the closest enemy. Pressing the **A** button will target the player attacking you.

### Left Bumper

Press and hold **LB** to talk (only if the push-to-talk icon appears).

## Spectator Mode

Spectator mode is available if you have died in Survivor mode. Pressing left on the D-pad will return you to the Scoreboard.

### Enter Spectator Mode

Press the D-pad left or press **D** to enter Spectator mode.

### Cycle planes

**RB** and **LB** will cycle surviving player planes.

### Left and Right Stick

Use the left and right sticks to orbit and focus on surviving player planes.

## Tips

### Overheating

Short controlled bursts prevent guns from overheating.

### Harmonization Range

While weapons could hit a target at over 1000 meters, they were most effective where the fire converged – the Harmonization Range. When an enemy is in range and you are leading correctly, the outer rim of the gun sight will turn red. When you are in Harmonization range, the inner fill of the gun sight will turn red.

### Enemy Squad Leaders

Tougher than their squad members, Squad Leaders not only are superior flyers. Squad Leaders are better at evading attacks and sticking to your tail.

Targeting and destroying a Squad Leader also reduces the effectiveness of the squad members. Watch out for the Squad Leader's unique markings and make it a priority to bring them down.

### Turning

Reduce throttles to tighten turns. Aircraft with lower speeds can out turn their faster opponents. However, throttling back can leave you open to attack.

### Gravity

When diving, your plane will pick up speed. This may be the extra burst you need to shake a persistent foe. You will, however, be left at a lower altitude. Climbing against gravity will cause your plane to lose speed and may make you an easy kill.

Gravity can be your friend – or your enemy. Use it wisely.

## Register Your Game for Insider Access!

It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- A wealth of news updates and pre-release game information
- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

**Just go to [www.ubireg.com](http://www.ubireg.com) to get started.**

Thanks,  
The Ubisoft Team

### Heroes Over Europe

© 2009 Thatgame Pty Ltd. All rights reserved. Heroes Over Europe is a trademark of IR Gurus Interactive Pty Ltd and is used under license. Published and distributed by Ubisoft Entertainment under license from IR Gurus Interactive Pty Ltd. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.



# 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**. 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**. 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.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515

## 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.

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

Tom Clancy's

# H.A.W.X



**AVAILABLE NOW**

**WWW.HAWXGAME.COM**



Alcohol Reference  
Mild Language  
Violence

525837-MNL



**UBISOFT**

© 2009 Ubisoft Entertainment. All Rights Reserved. H.A.W.X, Ubisoft, Ubi.com, the Ubisoft logo, and the Soldier icon are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

Ubisoft, Inc.  
625 Third Street  
San Francisco, CA 94107

Printed in U.S.A.

**UBI Shop**<sup>®</sup>

Download Ubisoft PC games and strategy guides direct from ubi.com.