

PLAYER CONTROLS

Player Movement (Default Setup)

Turn/aim	Mouse
Move forward/back	W/S
Strafe left/right	A/D
Jump	Spacebar
Crouch	(toggle) Ctrl
In-game menu/pause	Esc

Player Action (Default Setup)

Fire weapon	Left mouse button
Throw grenade	G
Switch weapon	Tab
Melée attack	Q
Zoom	(toggle) E or middle mouse button
Reload/context action	F or R
Situational Awareness	(toggle) V
Command Squad	Hold C or hold right mouse button

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FERAL  LEGENDS

BROTHERS IN ARMS® DOUBLE TIME



Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

Precautions to take during use

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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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
and security for ourselves in a free

INTRODUCTION

Brothers in Arms: Double Time® contains two games, *Road to Hill 30* and *Earned in Blood*. These games are separate, but tell related stories about the D-Day landings and the Normandy Invasion. We recommend that you start by playing *Road to Hill 30*.

In order to avoid you having to read two manuals we have combined the instructions in to just one manual, which is primarily based on *Road to Hill 30*. The game play is very similar in both games, but you may notice a few small differences in the menu names in *Earned in Blood*.

The manual often refers to the Squad leader, this is either Baker or Hartsock depending on which game you are playing.

PLAYING BROTHERS IN ARMS: ROAD TO HILL 30™

When playing *Brothers in Arms: Road to Hill 30*™, you will step into the boots of Sgt. Matt Baker and lead the 3rd Squad, 3rd Platoon, Fox Company, 502nd Parachute Infantry Regiment, 101st Airborne Division. The 101st Airborne, the Screaming Eagles, spearheaded the D-Day invasion by parachuting into German-occupied France near the Utah Beach invasion area and secured key objectives in Normandy. This was a dangerous mission behind enemy lines, and will require you to not only perform as an elite US Army paratrooper, but also to command a squad of fellow paratroopers in a number of engagements with the enemy.

PLAYING BROTHERS IN ARMS: EARNED IN BLOOD™

Earned in Blood continues the *Brothers in Arms* story from the viewpoint of the newly-promoted Sergeant Joe "Red" Hartsock. The game unfolds in three parts - the first part is a recollection of Hartsock's time in Sergeant Matt Baker's squad during the initial D-Day invasion. The second part picks up when he takes command of 2nd Squad, 3rd Platoon during the liberation and defense of Carentan, and the eventual link up between 82nd and 101st Airborne Division. The final part takes place in and around Saint-Sauveur-le-Vicomte, 15 days after D-Day.

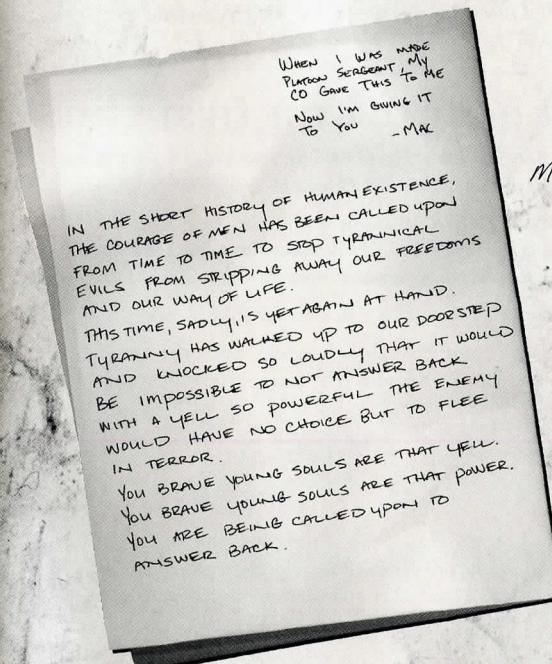
SCREAMING EAGLES

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

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

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

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



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

INSTALLING THE GAME

1. Insert the **Brothers in Arms: Double Time** DVD into the DVD drive and wait for the **Brothers in Arms: Double Time** DVD icon to appear on your desktop.
2. Double click on the **Brothers in Arms: Double Time** DVD icon to open it.
3. Before doing anything else, read the file called **ReadMe** found in the **English** folder.
4. Drag the **Brothers in Arms Double Time** folder onto the alias of the Applications folder that appears next to it. It will start to copy across. Once the copy has finished, the *Brothers in Arms: Double Time* installation is complete.
5. Once installation is complete, double click on the **Road To Hill 30** application icon in the **Brothers in Arms Double Time** folder, which is found in the **Applications** folder on your hard drive. The game will launch.

Installation is a one-time process that will only take a few minutes.

Note: The installation will install *Brothers in Arms: Road to Hill 30*™ and *Brothers in Arms: Earned in Blood*™ at the same time. We recommend you start by playing *Road to Hill 30*.

PLAYING THE GAME FOR THE FIRST TIME

1. Insert the **Brothers in Arms: Double Time** DVD into the DVD drive and wait for the **Brothers in Arms: Double Time** DVD icon to appear on your desktop.
2. Double Click on the **Road To Hill 30** application icon, the game will launch. By default this is to be found in the **Brothers in Arms Double Time** folder within the **Applications** folder on your computer's hard drive.
3. The pre-game options screen will appear. Click on the **Play** button.
4. After the loading screens the profile screen will appear. Enter the name you wish to play under, and click on **Done**. The main menu will appear.
5. Select **Begin Game**.
6. Select the level of difficulty.

The game will begin.

The opening missions of the game are designed to help you master all of the controls you need to direct both Matt Baker and the rest of your squad.

GETTING STARTED

Main Menu

When you start *Road to Hill 30* or *Earned in Blood* on your computer, the main menu will appear once the introductory video has played. The main menu contains the following options:

Begin Game

Choose this option to begin a new single player campaign.

Chapters

Choose this option to play a previously completed chapter in the single-player campaign.

Multiplayer

Choose this option to begin a multiplayer game against 1-3 additional players on a Local Area Network (LAN) or on the Internet through GameRanger.

Note: for GameRanger games, you must first sign in to an existing GameRanger account. For more on multiplayer games, please see page 24.

Options

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

Profiles

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

Extras

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

SINGLE-PLAYER CAMPAIGN

To play a new single-player campaign, select **Begin Game** 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 menu. 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

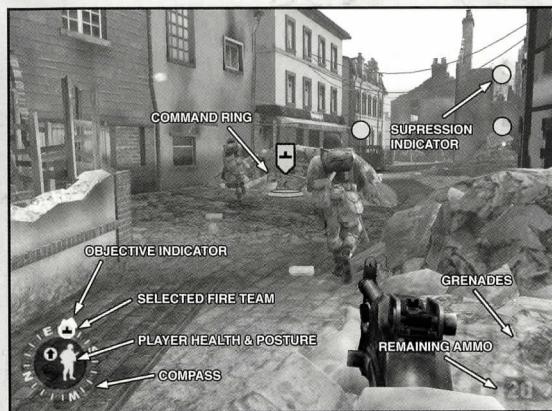
At any point during a chapter in the single-player game, you can press the ESC button to pause the game. From the Pause menu, adjust the game settings, restart, reload the last saved checkpoint, or quit the chapter. From the Pause menu, press the ESC button again to resume the chapter.

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) or 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 inside, from the outer ring of the compass.

Player Health & Posture: Shows your level of health – as the squad leader is wounded, the icon changes from green to yellow to red. The icon also changes from a standing to a crouching position as the squad leader does.

Remaining Ammo: Shows the ammunition count in the weapon the squad leader 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 the squad leader is carrying.

Command Ring: Appears anytime the squad leader is commanding one of his squads or a tank (defaulted to the right mouse button or C). The flag over the ring shows the symbol for the unit 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 centre of the enemy team. See page 12 for more information about suppression.



Movement

You direct Baker and Hartsock through the world using the keyboard and mouse – by default, the mouse controls their view, making them look up or down or turn left or right. The W, S, A, and D keys move them forward and backward, or strafe to the left or right. To jump, press the Jump button (defaulted to SPACEBAR). Pressing Crouch (defaulted to CTRL), causes the squad leader (Baker or Hartsock) to crouch down until the button is pressed again. They move slower when crouching, but can take cover behind obstacles and present a smaller target to enemies.



Health

When the squad leader 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 the squad leader has a near miss or is grazed by a bullet, a white halo appears on the edge of the field of vision. Watch the health indicator closely in combat – there are no health pickups in the game.

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

Ammunition

The squad leader can carry two weapons, five grenades, and explosives. Switch weapons by pressing the Switch Weapon button (defaulted to TAB). He can throw grenades at any time by pressing the Grenade Button (defaulted to G).

At the beginning of each mission, the squad leader 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 the squad leader can acquire. To pick a weapon up, walk over it and hold the Use button (defaulted to F or R) to exchange it with the weapon you currently have. Each weapon uses specific ammunition, though some weapons share ammo types (see the Weapons section on page 20 for more info). To pick up ammo, walk over it and the squad leader will automatically pick it up (he will only pick up ammunition that works with the weapon he is carrying). Remember that specific weapons may be necessary to complete certain missions – manage your weapons carefully.

Squad Command System

Baker and Hartsock are squad leaders – since they are paratroopers in enemy territory, they will often be outnumbered and rely on the men under their command to help them complete mission objectives. Their squads are 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. The squad leader will sometimes have tanks under his command as well. To command a team or tank, press the Team Selector key (defaulted to SHIFT). Hold the Command Key (defaulted to the right mouse button or the C key) and the command ring appears on the ground in front of the squad leader. Use the mouse to move the command ring to the objective.

Note: Command Key here is an in-game term and is not referring to the Apple/Command key on Mac keyboards.

- To move the team: Place the command ring appropriately, then release the Command Key
- To command the team to attack: Direct the command ring towards 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: Move the command ring towards 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 the squad leader by pressing and holding the Switch Team button (defaulted to SHIFT). The team will surround the squad leader. 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, the squad leader will do it verbally and make a corresponding hand signal to direct his squad. The squad leader’s soldiers will follow his orders, but if they see an enemy soldier or are fired at, they will automatically return fire. They will cover each other and, while moving, seek the best cover for themselves and their team-mates.



Fire Team



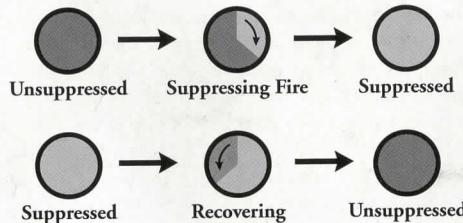
Assault Team



Tank

Enemy Suppression

When the squad leader and his squad engage a team of enemy soldiers, you will see a suppression indicator above the centre of the enemy unit. It will appear red at first, but gradually turns grey as the enemy is fired upon. With enough fire directed at the unit, the indicator will turn completely grey – 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.



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 between the squad leader, 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 the squad leader 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 pressing the movement keys. When you are finished examining the situation, press the Situational Awareness button again to return to combat.

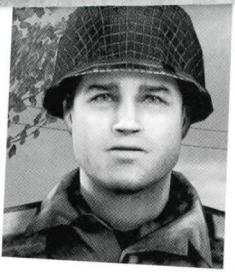
Note: The Situational Awareness feature moves of its own accord in the skirmish and multiplayer modes. Unfortunately this problem was an issue in the original PC version of the game, and we have been unable to fix it for the Mac release.

CHARACTERS

One of the things that makes *Brothers in Arms* a distinctive gaming experience is the powerful bonds of loyalty between the members of your squad. These are the men who you will command and on whom you will depend. Let's meet them.



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.

Appears in *Road to Hill 30* and *Earned in Blood*.

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.

Appears in *Road to Hill 30* and *Earned in Blood*.



“RED” HARTSOCK

COURTLAND



Pfc. Courtland

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

Appears only in *Road to Hill 30*.

“OBI”



Pfc. Obrieski

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

Appears only in *Road to Hill 30*.

“MAC” LEGGETT



Pfc. Kevin Benjamin Leggett

Leggett, dubbed “Bookworm from Brooklyn”, is the radio operator for 3rd Platoon.

Appears in *Road to Hill 30* and *Earned in Blood*.

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 got the promotion to 2nd squad over Hartsock.

Appears in *Road to Hill 30* and *Earned in Blood*.

PVT. MICHAEL DESOLA

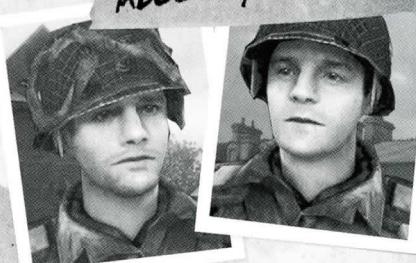
Calm and soft-spoken, Desola grew close to Hartsock in training, sharing stories of bar fights. He's a tough talking Philly kid who spent his 20th birthday on a boat in the middle of the ocean, and is complacent even in the face of death.

Appears in *Road to Hill 30* and *Earned in Blood*.

DESO LA



ALLEN & GARNETT



Pvts. Larry James Allen & Michael 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.

Appears in *Road to Hill 30* and *Earned in Blood*.

PLAYER CONTROLS

Player Movement (Default Setup)

Turn/aim	Mouse
Move forward	W
Move backwards	S
Strafe left	A
Strafe right	D
Jump	Spacebar
Crouch	(toggle) Ctrl
Pause	P
In-game menu	Esc

Player Action (Default Setup)

Fire weapon	Left mouse button
Throw grenade	G
Switch weapon	Tab
Melée attack	Q
Zoom	(toggle) E or middle mouse button
Reload/context action	F or R
Situational Awareness	(toggle) V

Squad/Tank Commands (Default Setup)

Switch selected team/fall in	(hold) Shift
Fall in	Z
Fall out	X
Select assault team	1
Select fire team	2
Command team or tank	Hold C or hold right mouse button
Move to position	Hold C or hold right mouse button, direct to position with mouse

Squad/Tank Commands (Default Setup)

Fire on/suppress enemy	Hold C or hold right mouse button, direct to enemy
Rush/assault enemy position	Hold C or hold right mouse button, direct to enemy, then press left mouse button

Situational Awareness Mode (Default Setup)

Tilt camera up/down	(hold) W/S
Rotate camera left/right	(hold) A/D
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 squad leader	B or down arrow
Select team/switch team	(toggle) Shift
Field promotion (multiplayer only)	Enter

Skirmish and Multiplayer (Default Setup)

Team reinforcements	Shift
Chat	T
Team chat	Y

This manual is written assuming that you are using a three-button mouse with a scroll wheel. If you are using an Apple Mighty Mouse please make sure you have enabled the 2nd mouse button by setting it to **Secondary Click** in the mouse options in System Preferences.

If your mouse does not have a mouse wheel and/or is only a one-button mouse, don't worry. There are straightforward alternative controls. If you are using a one-button mouse, simply click when the manual indicates a left-click and use the alternate keys listed above for actions involving the right or middle mouse buttons.

Cpl. 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.
Appears only in Earned in Blood.

PAIGE



Pvt. 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.
Appears only in Earned in Blood.

CAMPBELL



Pvt. Derrick McConnel

McConnel is another of the soldiers from 1st squad moved into Hartsock's team. He already has a standing friendship with Paige, also from 1st squad.
Appears only in Earned in Blood.

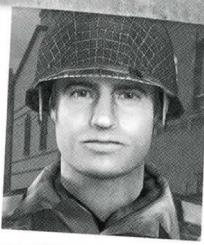
PADDOK



Cpl. Franklin Paddock

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

McCONNEL



Pvt. Dean « Friar »

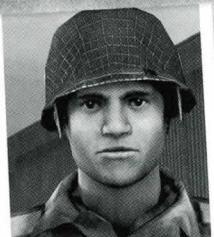
Winchell

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

"FRIAR"



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.
Appears only in Earned in Blood.

Cpl. Risner

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 Matt. 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 then separated during the invasion – the paratroopers went in by air, the tanks by sea. They will meet again on the battlefields of Normandy.

Appears only in Road to Hill 30

RISNER



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.
Appears only in Earned in Blood.

Appears only in Earned in Blood.

ALLIED COMMANDERS

COLE JOHNSON CASSIDY



Lt. Col. Robert Cole

Capable leader of the 3rd Battalion, and later recipient of the Congressional Medal of Honour.
Appears in Road to Hill 30 and Earned in Blood.

Col. Howard R. Johnson

Commander of the 501st Parachute Infantry Regiment.
Appears in Road to Hill 30 and Earned in Blood.

Lt. Col. Patrick Cassidy

Cassidy is the commander of the 1st Battalion of the 502nd.
Appears in Road to Hill 30 and Earned in Blood.

EISENHOWER



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.
Appears only in Road to Hill 30

WEAPONS

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

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 calibre 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 eight .30 calibre rifle cartridges.



M1903 Bolt-Action Rifle

A bolt-action magazine rifle that can be individually loaded with five .30 calibre 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 calibre 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 calibre rounds per minute and requires specialised 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 calibre rounds per minute, and has a capacity of 30 rounds and effective range of about 160 feet.



A1 Mark II Fragmentation Grenade

With a killing radius of 15 to 30 feet, 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.

Mounted Machine Guns

During the course of the game, the squad leader'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 used by the squad leader and his squad.

Explosive Devices

During specific chapters in *Brothers in Arms: Double Time*®, 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 faint message appear onscreen 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 the squad leader 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: Double Time*® 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.

M5A1 Stuart Tank

The 15-ton M5A1 "Stuart" light tank, introduced in early in 1943, had a 37-millimeter gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 37mm cannon and a .30 caliber machine gun on the top of the turret. This light tank is fast and light, and used primarily for scouting and reconnaissance missions. It was 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 had a 75-millimeter gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 75mm cannon and a .50 caliber machine gun on the top of the turret. The 75mm main gun could fire several types of rounds, including high explosive, shot and white phosphorus shells.



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 mechanised infantry soldiers – able to successfully combine the actions of infantry, armour, 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 use tanks, assault guns, and anti-tank guns.

SKIRMISH & MULTIPLAYER

Once you have mastered the tactical elements of *Brother in Arms: Double Time* you may find that you want to test your skills against other players over a network or online.

In Multiplayer mode you will be able to play an adversarial mission with up to three other players.

Earned in Blood has an additional "Skirmish" mode where you can try a number of challenging cooperative scenario's with one other player or on your own.

Configuration

When playing the *Brothers in Arms: Road to Hill 30* or *Earned in Blood* multiplayer game, you can play against players on a Local Area Network (LAN) or online through GameRanger.

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 be assigned the game's default settings. A profile stores your personalised game configuration settings to your computer.

Once you have created a profile, 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 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. For Multiplayer games you can also select the number of players. 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 Match** 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.

PLAYING ONLINE GAMES

Important: To play *Brothers in Arms: Double Time* online you will need to have GameRanger installed. GameRanger is a Mac utility that allows you to find other *Brothers in Arms: Double Time* games over the internet. You can download a copy free at <http://www.gameranger.com>

If you wish to play *Brothers in Arms: Double Time* online make sure you have an account with GameRanger. Once you have downloaded GameRanger, this is simple to set up and free.

From the Multiplayer menu, select **Play It On GameRanger**. This will close the current game you are playing and launch the GameRanger application. Once you are logged into GameRanger you will have the following options:

Join a Game – To join an existing game of *Brothers in Arms: Road to Hill 30* or *Earned in Blood*, search through the list of games available in the Game List. Once you have found an available game, double click on it to join and then wait for the host to start the match.

Host Match – This is where you can set up a new match by specifying the game settings. Here you will be able to select the required game, the maximum number of players and the name of the game room. You can also set a password for the server to prevent unwanted players from joining your game (your partners will also have to know the password in order to access the game room). Once you have finished configuring the GameRanger lobby click on **OK** and wait for other players to join. After all players have joined the lobby, click on **Start** to open the specified *Brother in Arms: Double Time* game. Click on **Play** in the Options window to start the game.

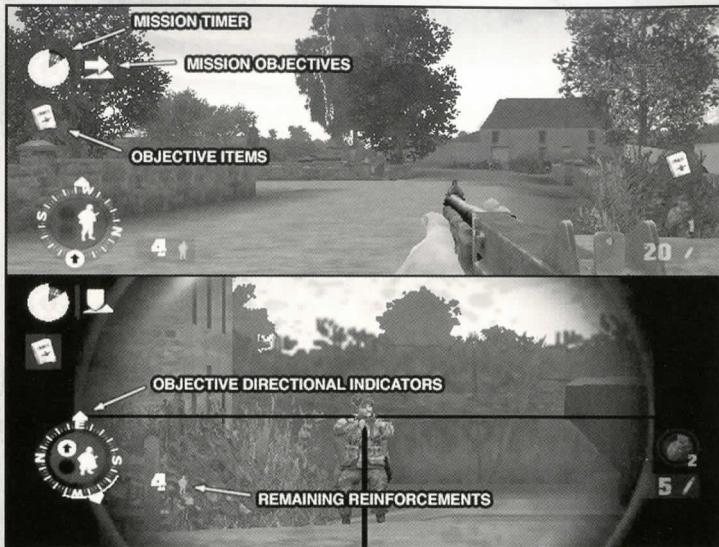
The first menu that appears will give you the options to play either Skirmish or Multiplayer. If you wish to play cooperatively with one other person then choose **Skirmish** (more information on this game mode can be found on Page 27). For games with more than 2 players select **Multiplayer** to play in the adversarial game mode. You will then be asked to select from the available multiplayer maps, once you have chosen one click on **Begin Game** and wait for the other players to arrive before starting the game.

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 as 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 team-mate quits the mission, you will receive his unused reinforcements.)



MULTIPLAYER IN-GAME INTERFACE (HUD)

While playing a *Brother in Arms: Road to Hill 30* or *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 towards various objectives in the mission. Yellow arrows indicate destination objectives, orange arrows indicate item objectives, and grey 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.

PLAYING SKIRMISH GAMES

Playing Skirmish Games

Skirmish can be played Solo or Cooperatively with another player over a LAN or through GameRanger. 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 character, 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 the Skirmish Setup Menu. This Skirmish Type is not scored.

Timed Assault – Eliminate all enemies on a map within 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.

Defence – 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 the likelihood that they will carry out aggressive manoeuvres.

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

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CREDITS

Originally developed by: **Gearbox Software, LLC**

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This book belongs to:
Lieut Col. S. A. Marshall, D.S.
Navy Branch, 6-2, WD65
Washington, D.C.

and should be returned to:
Lieut Col. S. A. Marshall, D.S.
H.Q. ETOUSA, United States Army

This narrative was begun on 11 July 1944 and the last work was done on 29 July, at which time the HQ began work on 82nd's operations. The narrative is not complete. As much was done as was possible in the time available, the HQ getting no assistance in the work. The notes do cover in main the principal operations of the parachute regt, including the drop and assembly details of most of the chief elements. Other groups were passed up. So too was the work in detail of the glider units, engineers, artillery, medical corps, and others. There is nothing here about planning, and preparation. The reasons are obvious. Some of this material may be recovered later on.

With the support of General Taylor and with the unreserved help, and even the enthusiasm of his unit commanders, we undertook these researches principally to find out what happens to parachute bns in the course of collecting for battle. The Bn Commanders themselves wanted to know.

At the conclusion of two weeks of this work, it seemed perfectly clear that there is more to be learned in small unit action from the study of a parachute bn during any 72 hrs than from an average line bn in a month of fighting.

SLAMarshall

TECHNICAL SUPPORT

Every effort has been made to make *Brothers in Arms: Double Time*® compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information MUST be obtained BEFORE contacting Support:

1. The error message displayed when the problem occurred (if any).
2. Depending on which game you are experiencing the problem with, you will get a **Road to Hill 30 Report.txt** file or a **Earned in Blood Report.txt** file. Both files contain:
 - An Apple System Profiler Report of your Mac.
 - Any Crash logs that exists.
 - List of all the files in the relevant game folder.

All the information required can be obtained by loading either game and clicking on the Support tab in the pre-game Options window. In the support tab click on the **Generate Report** button; this will grey out and a progress wheel and status message will appear below it. Once the report is generated it will appear as a file on your desktop. Now click on the **Create Email** button. Remember to attach the report file to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with *Brothers in Arms: Double Time*®.

CONTACT US

Online support

Visit our website at www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-mail support

If you cannot find an answer to your question on the website; email to the following address: doubletimesupport@feralinteractive.com

The subject line of your e-mail must include the words "**Brothers in Arms: Double Time**". Remember to attach the report file to your e-mail.

Phone support

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in the UK – Tel: **020-8875-9787**

If you are outside the UK – Tel: **+44-20-8875-9787**

Telephone support is available between 9 am and 6 pm GMT. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.

Please do not contact Feral's technical support staff in search of game hints. They are neither permitted nor qualified to supply such information.