



BROTHERS ★ IN ARMS ★



PlayStation®2








Ship Date:
Q1 2005

September 2004



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THE GAME

-  **The only WWII “squad-based” combat game made to appeal to both hardcore and mainstream audiences.**
-  **Revolutionary realism and immersion will change the way military shooters are made.**
-  **A rollercoaster of pulse-pounding action scenes interspersed with immersive interactions with characters.**
-  **Target Audience:** Males, Ages 18-34
-  **Genre:** Action/Shooter
-  **Platforms:** Xbox/PC/PS2
-  **Rating:** Pending (“M” expected)






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RETAILER “WHY BUY”

Mixture of Tom Clancy and Medal of Honor

-  **Hardcore and mainstream** - As with Rainbow Six and Ghost Recon, it will be the FIRST WWII shooter to allow players to command their squad of teammates, but it will also have the ease-of-use and other elements to make it appealing to the mainstream audience.
-  **Intelligent Allies and Nazis** – The Germans won't wait for you to come and get them. They will slowly flank using squad tactics. Lucky for you, your squad mates know how to counter them.
-  **Proven quality** – Developed by Gearbox Software, the makers of the Game of the Year Half-Life Opposing Force plus the huge franchises James Bond: Nightfire and Halo, each selling over 500,000 units WW.



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RETAILER “WHY BUY”

Military Shooters Will Never Be the Same

Based on the TRUE story of Sergeant Matt Baker, and how he and his squad of the 101st Airborne were scattered over the countryside during the famous airdrop before the invasion at Normandy. The story unfolds as Baker gathers his displaced soldiers and tries to accomplish the very critical missions that eventually change the war.

-  **Unbelievable realism** – The player will be immersed in the actual events of WWII (characters, battles, environments, everything!)
-  **Brutality of war** – Like the first few moments of the movie *Saving Private Ryan*, it will blow the player away with unparalleled authenticity, imagery, sound, and gameplay.



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RETAILER “WHY BUY”

A Rollercoaster of Action and Camaraderie

-  **Like a movie** – Amazing and immersive scripted events will put the player on a rollercoaster of intensity, from the pulse-pounding action of firefights to the dramatic periods where players develop relationships with the story’s characters.
-  **Series of events** – Players will not just experience one intense battle like the Omaha Beach landing or the fight at Stalingrad; they will face several mind-blowing events over their first eight days in France.
-  **Your brothers**...Players will care about their teammates. Each character will have tons of personality; all will have distinct faces, voices, and reasons to love or hate them.



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EARLY PRESS COVERAGE

- “One of the year’s greatest games” – *PC Gamer*
- “The graphics and gameplay look positively top notch. But the most exciting thing about Brothers In Arms is certainly the level of emotional involvement and historical accuracy that this title wants to bring to the genre.” – *Game Informer*
- “Take notice, this is not ‘just another’ WWII game.” – *IGN*
- “Re-creations of famous battles in games such as COD and MOH may produce dozens of ‘gee-whiz’ moments, but Brothers In Arms may create a sustained ‘oh my god’ moment – one that elevates it above any other shooter.” – *Computer Gaming World*
- “The sheer amount of historical detail and authenticity is amazing, but it’s the squad tactics system and smart AI that impressed us most...The game looks beautiful, and the sound effects sound like they belong in a Hollywood movie.” – *GameSpot*



IGN.com Best of E3 Awards
Brothers In Arms – Best Action PC Game



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