

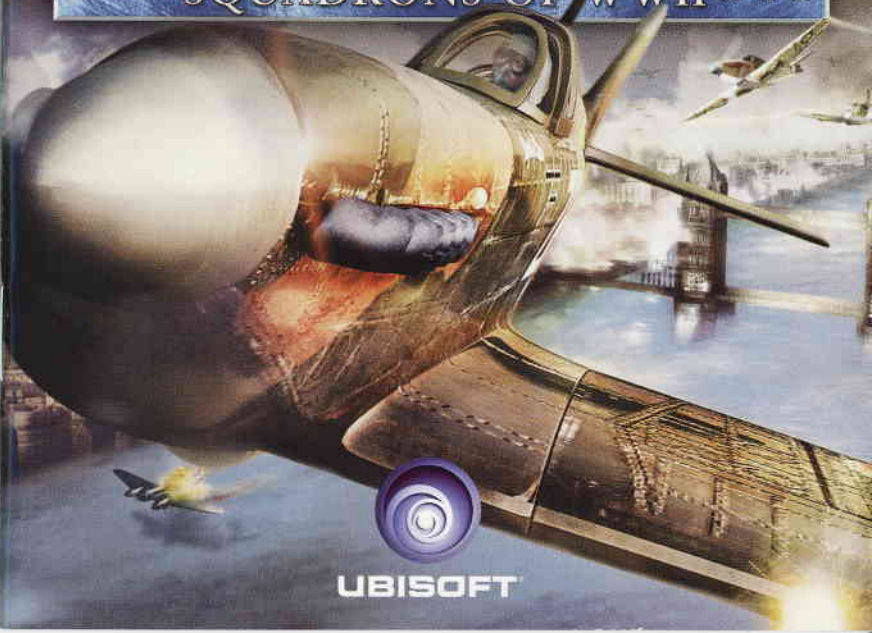
 XBOX 360

XBOX
LIVE



BLAZING ANGELS™

★ ★ ★ SQUADRONS OF WWII ★ ★ ★



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 or call Xbox Customer Support (see inside of back cover).

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 television screen.
- Use a smaller television 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

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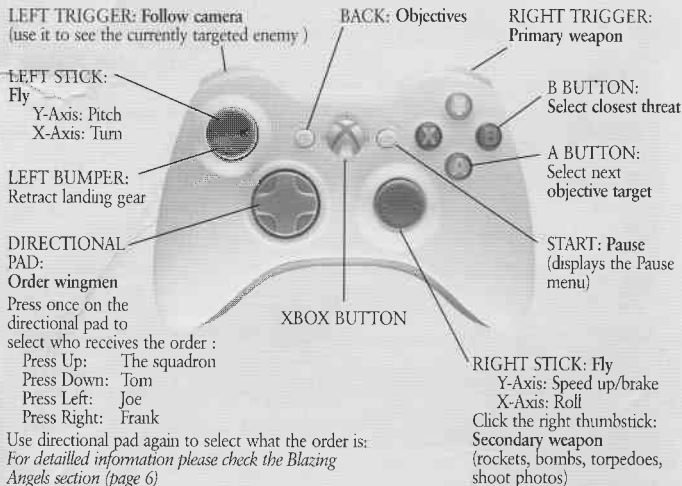
Blazing Angels™ Squadrons of WWII

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INTRODUCTION

Evolve from an innocent rookie to a battle-scarred ace as you and your wingmen fight World War II's most legendary air battles. From the Battle of Britain to the fierce dogfights over the Pacific and all the way to the skies of Berlin, your pilot skills will create history as you lead your squadron of Blazing Angels to victory.

CONTROLLER MAP



MAIN MENU

Campaign: Lead the Blazing Angels in the fiercest air battles of the WWII. This game mode is the heart of the single player Blazing Angels experience.

Standalone modes: Not in a mood for a full-fledged mission? Try this game mode which contains three different challenges – a mini campaign, an arcade-style dogfight and an ace duel.

Campaign and System Link games: Face your friends on Xbox Live®, in Split Screen or System Link.

Player Status: Check your stats, scores and rewards. Your hangar and trophy room can be found here as well.

Options: Customise the game experience, set the controls, music and sound FX.



INTERFACE



The text displayed on-screen falls in one of three categories:

- Orders, confirmations and combat reports (white).
- Important story messages, important warnings or information essential to the progress of the game (yellow).

Enemies are always marked in red, allies are marked in green, and your wingmen are marked in blue.

-  are allied fighters.
-  are enemy fighters.
-  are bombers (either allied or enemy).
-  are armoured ground targets (which can only be destroyed by using the secondary weapon).
-  are "soft" ground targets (which can be destroyed using the primary weapon).

The currently selected target is always surrounded by a white blinking outline.

The crosshairs change shape when your plane gets within firing range of the selected target.

The crosshairs also turn red when your bullets hit something.

Finally, the crosshairs displays a big red X when you're aiming at an allied plane or a wingman.

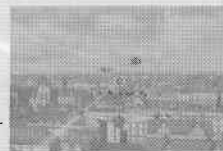
TAKING OFF INTERFACE



Rotate the left stick rhythmically to start the engine, then move the left stick forward to speed up and take off.

ROCKET-LAUNCHING INTERFACE

When the rocket launcher is available as a secondary weapon, a reticle appears around the crosshair. It displays the number of rockets still available; as new rockets are charged in the launcher, the reticle fills up. In this screenshot, the launcher is armed with five rockets.



BOMBING INTERFACE



The reticle on the ground marks the exact location where the bombs will fall.

It also displays the number of charges remaining; in this screenshot, all eight bombs are still available.

TORPEDO INTERFACE

When the crosshairs are close to the currently selected target, the torpedoing system is displayed.

The horizontal line shows the plane's distance from the currently selected target.

The vertical line displays the plane's altitude.

When both lines turn green, the torpedo can be launched by clicking the right thumbstick.

The dotted reticle around the crosshairs displays the number of charges available; in this screenshot, a single torpedo remains.

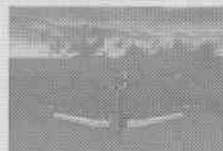


PHOTO INTERFACE



When the selected target is in the area delimited by the markers, the markers turn from black to green. The simplest way to proceed is to use the Follow camera option (pull and hold the left trigger).

When the plane is in the photo shooting range, the upper reticle also turns from black to green.

When both the markers and the reticle are green, you can shoot photos by clicking the right thumbstick; keep the thumbstick clicked until the shooting gauge at the right fills up.

THE BLAZING ANGELS

In Blazing Angels, the squadron is one of the player's most valuable assets.

The player can issue orders to his three wingmen (Tom the "shield", Frank the "hunter" and Joe the "healer") using the directional pad.

The "Up" direction - works as a toggle and allows player to decide for the squadron as a whole the rules of engagement (ROE).

These ROEs are:

- **Offensive** - the wingmen will engage enemies based on proximity and importance for the mission objective
- **Defensive** - the wingmen will engage enemies based on threat to the player or to themselves
- **Formation** - the wingmen will try to maintain formation and will engage enemies only when attacked themselves

The other 3 directions are reserved for ordering individual wingmen to use their special abilities.

The "Right" direction orders Frank to use his "Ace Attack" ability (attack selected enemy group)

The "Left" direction orders Joe to use his "Repair" ability (Joe will send the player a "repair combo" to help fix the damaged plane)

The "Down" direction order Tom to use his "Taunt" ability (all enemies currently engaging the player will engage Tom)

Each wingman has a specific skill reflected in his special order; read each wingman's description to learn more.

Tom's role in the squadron is to be the player's shield.

Tom's special command is Taunt. If the Taunt command is selected, Tom will taunt all enemies so that they temporarily attack him instead of their current target.

This specific command is possible only if Tom's special icon (a shield) is lit.

If Tom's shield icon isn't lit, the Taunt command is unavailable.



Frank

Frank's role in the squadron is the hunter.

Frank's specific command is Ace Attack. If the player gives Frank the Attack command, Frank will go all-out on the target indicated and all the other enemies in the target's formation.

This specific command is possible only if Frank's special icon (a lightning bolt) is lit.

If Frank's lightning icon isn't lit, the Attack command is unavailable.



Joe's role in the squadron is the healer - as a mechanical wizard, he can find new ways to fix the player's plane even during action.

Joe's specific command is Repair. If this command is issued and the player's plane has been heavily damaged, Joe will ask the player to perform a button combo. Each correct selection will repair the plane a little; successfully selecting all the buttons will ensure that the aircraft is as good as new. An incorrect button selection will end the combo.

This specific command is possible only if Joe's special icon (a wrench) is lit.

If Joe's wrench icon isn't lit, the Repair command is unavailable.



QUICK TIPS

1. When you speed up, turning is slow. Brake (move the right stick down) to make tighter turns and then speed up (move the right stick down up) to catch up with your opponents.
2. Learn to use the Follow camera option. To activate the camera, pull and hold the left trigger – this is the best way to find out where your selected target is. If someone shoots at you, press the B button to make the closest threat your target, then press and hold the left trigger.
3. Learn your wingmen's strengths and weaknesses:
 - Tom is a great protector.
 - Frank is a terrific hunter, but he is careless.
 - Joe is the only one who can repair your plane – lose him and the mission will be much harder.
4. The wingmen will give you valuable hints; you need to pay attention to what they say.

"A DATE WHICH WILL LIVE IN INFAMY"



CAMPAIGN

The story of the Blazing Angels covers the whole period of WWII, from the first clashes of the Battle of Britain to Pearl Harbor and to the fall of Berlin, through 18 missions.

OPERATION DYNAMO (DUNKIRK)

Dunkirk was the backdrop of the largest troop evacuation in WWII. As the German armoured troops successfully invaded France through the Ardennes region, they cut off the British, French and Belgian forces, and trapped them against the Atlantic coast, around Dunkirk.

Almost 340,000 troops were evacuated using over 900 ships (including hundreds of fishing boats, yachts and other civilian vessels), despite heavy attacks from the Luftwaffe. During Operation Dynamo, the Luftwaffe lost 132 planes and the Royal Air Force lost 177. It also was the baptism of fire for a boy who would become one of the aces of WWII, and the birthplace of the legendary Blazing Angels squadron.

THE BATTLE OF BRITAIN (LONDON)

In order to successfully invade Britain, the Germans needed to acquire air superiority over the British Channel and the southeast coast. This could only be done by destroying the RAF, in what would become known as the Battle of Britain, the first major battle to be fought entirely in the air.

The Luftwaffe, outnumbering the British by 3 to 1 (about 2,600 German aircraft for the almost 700 British aircraft) started to attack shipping convoys and isolated radar stations on the southeast coast, testing the British defences. Afterwards, the Luftwaffe's plan was to destroy the aircraft of Fighter Command – and massive raids were launched over the British airfields day and night.

When those attacks seemed ineffective the Luftwaffe switched to "the Blitz" – a series of massive attacks over London and other major cities. On September 15, 1940, the Luftwaffe launched an all-out attack on London with more than 800 planes; the results were so poor that the German High Command realised they couldn't win the battle and gradually retired their forces to prepare for the opening of the Eastern Front.

During the conflict, the Luftwaffe lost about 1,900 aircraft while the RAF lost almost 1,600. A legend circulated among the Brit pilots of a crazy American who shot down over 50 planes during the largest bombing raid over London. Perhaps you'll get to know his name.

"A DATE WHICH WILL LIVE IN INFAMY" (PEARL HARBOR)

On the morning of December 7, 1941, 350 Japanese planes attacked the Pacific Fleet of the United States Navy, which was based in Pearl Harbor, Oahu, Hawaii. The attack destroyed or damaged 14 warships and about 400 aircraft, and killed more than 2,400 people. Because the attack was unprovoked and unannounced, the public widely regarded it as treachery and supported the U.S. declaration of war against the Japanese without any reservations.

The attack wasn't as devastating a blow as the Japanese had hoped; the three U.S. Navy Fighter carriers weren't in the harbour during the attack, and the Japanese didn't destroy the oil tank farms and the machine shops on Oahu, thus allowing the U.S. Navy to recover the lost ground in less than a year. What the story doesn't tell us is that this quick recovery was in part the result of the valiant effort of the Blazing Angels.

THE TURNING POINT (BATTLE OF MIDWAY)

Six months after Pearl Harbor, the Japanese were infuriated enough by the Pacific Fleet's aircraft carriers to start a large operation intended to draw out and destroy the fleet. The plan was to launch a surprise attack on the U.S. base in Midway, and then invade the atoll and set up a Japanese air base there.

However, U.S. intelligence had already deciphered the Japanese's JN25 code, and soon knew everything about the Midway operation. The Navy set up an ambush and, on June 4, 1942, the largest carrier battle of WWII started. Despite inferior numbers and firepower, the U.S. Navy forces relied on the determination and guts of their pilots. That, and a large dose of luck, cost the Japanese no less than four valuable carriers, while the Americans only lost one of their three carriers. Long after the war ended, a curious historian gathered all the mission reports of the Midway battle and was astonished to find that one squadron was present at every one of the most important Midway clashes.

THE PACIFIC FORTRESS (RABAU)

The oil and natural gas resources of Papua New Guinea made the islands perfect targets for the Japanese expansion in the Pacific. Unable to protect Rabaul, the British evacuated all the women and children in December 1941; just weeks later, the Japanese finally occupied the island (January 1942).

The Japanese developed Rabaul into a huge fortress and supply base, which became the support base for all their southern Pacific operations. They dug over 500 kilometres of tunnels as shelter from the Allied air raids and built 15 subterranean hospitals, one of them 4 km in length which could accommodate 2,500 patients.

The Allies decided to isolate Rabaul by establishing a ring of airfields on nearby islands and constantly attacked both Rabaul and any Japanese forces trying to close in. It was during these bombing and ground attack runs that the Japanese started telling the story of the crazy Einjeru Gaijin – a squadron of fearless men jumping into the middle of the fiercest battles. Sounds like something we've already heard about...

Cut off from the resupplying lines and constantly bombed by the Allied Air Forces, the Japanese base became a useless fortress. However, the Japanese held Rabaul until war ended in August 1945.

LIBERATION OF PARIS

With the Allies rapidly advancing on Paris, a general strike broke out on August 18, the day on which all Parisians were ordered to mobilise. Despite orders from Hitler that Paris should be set afire, General Dietrich von Choltitz surrendered on August 25, after initial heavy fighting with Leclerc's French 2nd Armoured Division. On the same day, Charles de Gaulle, leader of the Free French Forces made a rousing speech to the people. Victory parades followed a few days later, by which time the city was secure. An obscure episode of the war was the involvement of a lone American squadron in supporting Leclerc's armoured divisions –who knows, maybe without their effort Paris would have indeed been left in flames...

THE END OF WAR (BERLIN)

As the Soviet Army pursued its unstoppable advance towards Berlin, Hitler asked the Germans to keep fighting and declared Berlin a "fortress" that was to be defended until no man was left standing. The final battle for Berlin started on April 16, 1945 – street by street, house by house, more than 1.3 million Russian soldiers faced about 200,000 German troops. The German resistance was bitter and deadly; the Russians took 10 days to surround Berlin and five more days to finally raise their flag over the Reichstag. However, what the history books don't mention is that the end of the Third Reich had been decided weeks before, during one last huge bombing run over Berlin...

New planes will be unlocked along with your campaign progress and they will be available in both offline modes (Campaign and Standalone) and All Multiplayer Modes.

Warning: The unlocked planes will be available only when you are signed in with the profile that you have chosen to play in Campaign and only on the current Storage Device. If you chose to change to another storage device or you are not signed in, these planes will not be available in the Multiplayer Modes and offline modes.

STANDALONE MODES

The standalone game modes offer different challenges from the Campaign. Playing them might give you the upper hand in the Campaign missions as you can earn better aircraft.

MINI-CAMPAIGN

After choosing one of the two mission options – Dogfight or Tactical Bombing – you'll be thrown directly into the middle of the battle. There are six different missions in each option; and you unlock new missions by completing the existing ones. Completing the Dogfight option will upgrade the machine guns and cannons for all planes; completing the Tactical Bombing type will upgrade all the bombs, torpedoes and rockets.

ARCADE

This game mode is like a classic coin-op game – you must fight alone, within time limit, against successive waves of enemies. As you beat them, time and health bonuses allow you to continue playing. Destroying fighters gives you more time. Completing the Arcade mode gives you an improved version of the plane you are flying.

ACE DUEL

Just as the name suggests, you'll fight an enemy ace flying the same model plane as you. The planes you can fight depend on the status of the campaign, and you can unlock more as you progress. Winning a duel earns you a specific "ace" skin for your plane.

CAMPAIGN AND SYSTEM LINK GAMES

- **In Solo mode**, every player plays for himself and tries to defeat all others.
- **In Co-op mode**, all the players fight against the AI.
- **In Squadron mode**, teams of up to eight players compete against each other.

All these game modes can be played on Xbox Live, on System Link (a network of several Xbox consoles) or on Split-Screen.

The Solo game modes are:

- **Dogfight:** The classic deathmatch mode, where each player tries to kill all others.
- **Aces High:** The first player to kill another becomes the Ace. If a player kills the Ace, he becomes the Ace himself. The Ace is the only one whose kills are scored. The game ends when the predetermined time or score limit is reached. This game mode is not available in Split Screen.
- **Seek and Destroy:** To score, a player must kill every player once. At the beginning, all the players are marked as available targets; after you kill one, you no longer see the target as marked. The game ends when the predetermined time or score limit is reached. This game mode is not available in Split Screen.

The Co-op game modes are:

- **Onslaught:** The players must down as many planes as possible in the predetermined time limit; the enemies are large bomber formations escorted by fighter squadrons. Both enemies and players are respawned immediately after being killed; there is no respawn limit.
- **Dogfight:** Straightforward brawl against endless waves of attacking enemy AI planes, with points awarded for staying alive and for killing enemies. Each player has a limited number of respawns; the game ends when all players are dead.
- **Bombing Run:** The players must destroy the AI controlled base, defended by AA guns and enemy fighters. At least one of the players must fly a bomber, as the game ends when the enemy base is destroyed. Points are scored for killing enemy units and destroying the base in record time.

- **Kamikaze:** The enemies are waves of kamikaze fighters; the player's job is to protect a base against their relentless attack. The game is won when all enemy waves are destroyed.
- **Historical Missions:** This game mode allows several players to complete the Campaign missions together by playing cooperatively. New missions are unlocked as they're completed in Campaign mode.

The Squadron game modes are (none are available in split screens):

- **Dogfight:** The classic team vs. team deathmatch, where one team tries to outscore the other. Each kill is scored, and the game ends when the predetermined time or score limit has been reached. Friendly fire is optional.
- **Capture the Base:** Teams fight to control bases (airstrips or carriers). Controlling a base is done by landing a plane, staying on the base for a few seconds, and then taking off. Once the base is "captured," the team starts raking in points, one point per second. At the beginning of the game, all bases except the starting ones are neutral; landing on a base captured by the enemy team returns it to neutral status. The game ends when the score limit is reached.
- **Bombing Run:** Each team must destroy the other team's base by landing enough hits on the target. The game ends when the enemy base is destroyed. There is no respawn limit.
- **Kamikaze:** Each team must destroy the other team's base. Bases can't be damaged unless players dive into the targets, destroying their planes in the process.

MULTIPLAYER SQUADRON COMMUNICATION

COOPERATIVE MULTIPLAYER

(Split Screen, System Link and Xbox Live)

The players can issue requests to the other members of their squadron using the directional pad. Any player can issue a request, any wingman can respond to the request. If no player confirms the request for several seconds, the request is ignored. Successive requests can be made only at 30 seconds intervals.

Press Up: **Repair Me**

A player whose plane needs to be repaired can issue this request; the first player to confirm the request will have to perform a "repair combo" to repair his comrade. As such, the life of the requesting player depends on his wingman performing the repair combo...

Press Down: **Taunt**

A player who feels like he's hunted by too many opponents can issue this request. The first player to confirm the request will be automatically selected as target for all enemies currently engaging the requesting player.

ADVERSARIAL MULTIPLAYER

(System Link and Xbox Live)

As in Cooperative Multiplayer, a player issues a request, another can respond to it. Requests are ignored after a few seconds, and a new request can be made by the same player after a 30 seconds cool down time.

Press Up: **Attack My Target**

The first player to confirm the request will automatically switch selection to the requesting player's currently selected target (or target group).

Press Down: **Defend Me**

The first player to confirm the request will automatically switch selection on the closest threat engaging the requesting player.

PLAYING ON XBOX LIVE

Create Match - Create a game and invite friends to your own game session.

Leaderboard - Ordered list of all players available and their stats

Friends List - Shows the list of all players you have selected as friends. From this screen you can send game invitations, join a friend's game or remove a friend from the list.

Players List - Players in your session and also the last players you played against can be found here. From this screen you can add players to the friends list, mute them or send feedback on them.

Options - You can change your status to appear offline and/or set the Voice through speakers up the voice option output.

Sign-Out - Sign-out from Xbox Live/

Xbox Live

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). 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 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

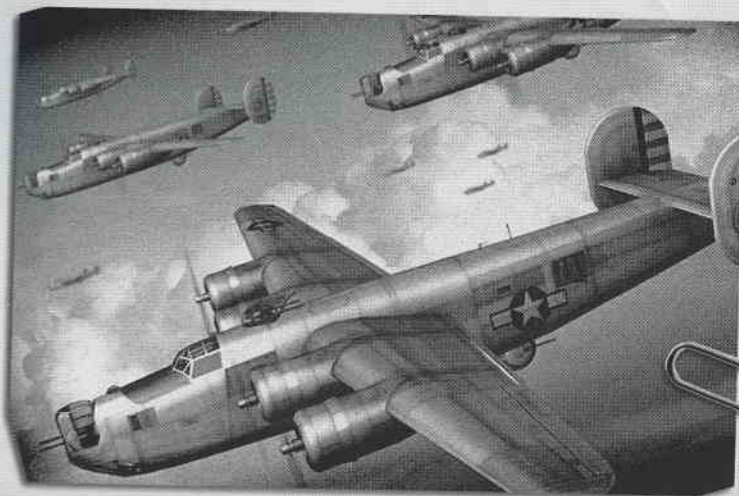
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

PLANES OF WWII

Playing throughout the Blazing Angels campaign offers the chance to fly some of the most famous planes of WWII. Successfully ending each mission will automatically unlock a new plane for the following mission.

Furthermore, for each Allied plane unlocked during campaign, another Axis plane will become available for playing with in Standalone Modes or Multiplayer. Extra bonus planes will be unlocked in certain key missions.

Each plane performance is represented in an easy to understand mode. The plane performances depend on war period and specialty. The playable plane categories are fighters, fighter bombers, dive bombers and torpedo bombers.



BLAZING ANGELS LIST OF PLAYABLE PLANES

GLADIATOR FIGHTER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



HURRICANE FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



SPITFIRE FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



SPITFIRE V FIGHTER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



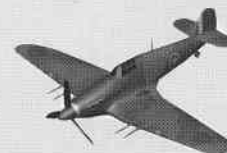
SEAFIRE FIGHTER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



HURRICANE II FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



P-40C WARHAWK FIGHTER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



DEVASTATOR TORPEDO BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



DAUNTLESS DIVE BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



F4F WILDCAT FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



AVENGER TORPEDO BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



F4U1 CORSAIR FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



P47 THUNDERBOLT FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



P-51D MUSTANG FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



FW-190A FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



TEMPEST FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



B-17 FLYING FORTRESS LEVEL BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



P-51H FIGHTER BOMBER

Speed: ★★★★★
 Acceleration: ★★★★★
 Manoeuvre: ★★★★★
 Firepower: ★★★★★
 Hit Points: ★★★★★



Great Britain	United States	Japan	Germany
Gladiator	P-39 Airacobra	A6M2 Zero	Me109 E
Beaufighter	P-40 Warhawk	Ki43 Hayabusa	Me109 G
Hurricane	F4F Wildcat	N1KJ Shiden	Me 109 K
Hurricane MkII	F4U1 Corsair	J2M Raiden	Me110 C
Spitfire	P47 Thunderbolt	Kikka	Me110 E
Spitfire MkV	F6F Hellcat	B5N2 Kate	Me 110 G
Seafire	P51D Mustang	D3A Val	FW190A
Spitfire Mk IX	P51H Mustang		FW190D9
Typhoon	P80 Shooting Star		Me 262
Tempest	Devastator		Ju87B Stuka
Swordfish	Dauntless		
	Avenger		
	B17 Flying Fortress		

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Customer Support, Ubisoft, Chantrey Court, Minorca Road,
Weybridge, Surrey, KT13 3DU

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

TECHNICAL SUPPORT

NEW: To serve you better, UBISOFT is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first!

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If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 - 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

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