

# MEDAL OF HONOR ALLIED ASSAULT™

# WAR CHEST



**M 15+**

MEDIUM LEVEL  
ANIMATED VIOLENCE



# TABLE OF CONTENTS

<b>SYSTEM REQUIREMENTS .....</b>	<b>1</b>
<b>DISK PREPARATION .....</b>	<b>2</b>
<b>INSTALLING THE GAME.....</b>	<b>3</b>
<b>STARTING THE GAME .....</b>	<b>6</b>
<b>UNINSTALLING/RE-INSTALLING THE GAME.....</b>	<b>6</b>
<b>INTRODUCTION .....</b>	<b>7</b>
<b>COMPLETE CONTROLS .....</b>	<b>8</b>
<b>SETTING UP THE GAME .....</b>	<b>11</b>
<b>MAP ROOM (MAIN MENU) .....</b>	<b>11</b>
<b>NEW GAME.....</b>	<b>12</b>
<b>OPTIONS.....</b>	<b>12</b>
<b>PLAYING THE GAME .....</b>	<b>15</b>
<b>MULTIPLAYER .....</b>	<b>19</b>
<b>JOIN GAME .....</b>	<b>19</b>
<b>START GAME .....</b>	<b>20</b>
<b>MULTIPLAYER OPTIONS .....</b>	<b>24</b>
<b>CAMPAIGNS AND MISSIONS .....</b>	<b>25</b>
<b>LOAD/SAVE &amp; MEDAL CASE .....</b>	<b>25</b>
<b>MEDAL OF HONOR .....</b>	<b>26</b>
<b>PROBLEMS WITH YOUR SOFTWARE? .....</b>	<b>27</b>
<b>CREDITS .....</b>	<b>32</b>
<b>TECHNICAL SUPPORT.....</b>	<b>35</b>
<b>WARRANTY .....</b>	<b>37</b>



# SYSTEM REQUIREMENTS

## MINIMUM CONFIGURATION

- ✧ Windows® XP, Windows Me, Windows 2000, Windows 98, or Windows 95
- ✧ 733 MHz Intel® Pentium® III or 700 MHz AMD® Athlon™ processor
- ✧ 128 MB RAM
- ✧ 8x CD-ROM/DVD-ROM drive
- ✧ 3 GB free hard disk space plus space for saved games (additional space required for Windows swap-file)
- ✧ 16 MB OpenGL capable video card using an NVIDIA™ TNT2, GeForce™ or greater; ATI® Rage 128, Radeon® or greater; or PowerVR Kyro II with OpenGL and DirectX 8.0 compatible driver
- ✧ DirectX 8.0 compatible sound card
- ✧ Keyboard; Mouse

## RECOMMENDED

- ✧ 1 GHz or faster Intel Pentium III or AMD Athlon processor
- ✧ 32 MB or greater supported OpenGL capable video card with OpenGL and DirectX 8.0 compatible driver

## REQUIRED FOR MULTIPLAYER GAMES

### INTERNET (2-32 PLAYERS)

- ✧ 56 Kbps or faster Internet connection
- ✧ 1 disc/player per computer

### NETWORK (2-64 PLAYERS)


- ✧ TCP/IP compliant network
- ✧ 1 disc/player per computer

# DISK PREPARATION


Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk, Disk Defragmenter, and Disk Cleanup.

ScanDisk searches your hard drive for lost allocation units as well as cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly, thereby helping to prevent corrupt data. Disk Cleanup clears unnecessary files from your system, freeing up disk space and preventing conflicts that might stop the game from installing correctly.


## To run ScanDisk (Windows Me, 98, or 95):

1. Left-click the  **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**
3. In the Run dialog box, type **scandisk**, then click OK. ScanDisk opens.
  - ✦ Make sure a check mark appears in the **Automatically fix errors** box, then select the drive to which you are installing the game (e.g., C:).
4. Click **START** to begin ScanDisk.

## To run Disk Defragmenter:

1. Left-click the  **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**
3. In the Run dialog box, type **dfrg.msc** (or **defrag** if using Windows Me, 98, or 95), then click OK. The Select Drive dialog box appears.
4. Select the drive to which you are installing the game.
5. Click **Defragment** (or OK) to begin Disk Defragmenter.

## To run Disk Cleanup:

1. Left-click the  **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**
3. In the Run dialog box, type **cleanmgr**, then click OK. The Select Drive dialog box appears.
4. Select the drive to which you are installing the game, then click OK. The Disk Cleanup window appears.
5. In the Files to delete: field, make sure a checkmark appears in the **Temporary files** box (if present). If any other boxes are checked, uncheck them.
6. Click OK to begin Disk Cleanup.
7. A prompt appears asking for verification to delete files. Click YES.

# INSTALLING THE GAME

**NOTE:** You must have *Medal of Honor Allied Assault*™ installed on your computer in order to install the *Medal of Honor Allied Assault*™ *Spearhead* or *Medal of Honor Allied Assault*™ *Breakthrough* Expansion Packs.

**NOTE:** If you are using Windows XP, you must have administrator rights to install and run *Medal of Honor Allied Assault*.

## To install *Medal of Honor Allied Assault*:

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (see *General Performance/Lockups* on p. 28 for more info).
3. Insert *Medal of Honor Allied Assault* disc 1 into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

**NOTE:** If the Autorun menu does not automatically appear, left-click the

Start button from the Windows Taskbar and select **Run....** Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

4. Click **INSTALL** to initiate the Setup program. The Wizard opens. Click **NEXT** to continue.

**NOTE:** The game installer will now detect whether you need to install DirectX 8.0 or Gamespy Arcade (required only if you plan to play Internet multiplayer). Choose **YES** or **NO** based on whether you wish or need to install these components.

5. You are now prompted to enter your serial number, which can be found on the back of your *Medal of Honor Allied Assault*™ *War Chest* CD case. Click **OK** to continue.
6. The Choose Destination Location window appears. This is the location where *Medal of Honor Allied Assault* is installed. Click **NEXT** to accept the default.
  - ✧ If you choose to install DirectX 8.0, you must now accept the EULA provided. Click **YES** to continue.
  - ✧ To change the destination folder, click **BROWSE...**, select the location, and click **NEXT**.
7. The Choose Setup Type window appears. Choose **COMPLETE** which will install all programs and data files needed to play *Medal of Honor Allied Assault* without requiring the *Medal of Honor Allied Assault* CD-ROM to remain in the drive after the game is launched to the Main Menu. Click **NEXT** to continue.
8. Select the folder in the Start menu from which you want to run *Medal of Honor Allied Assault* and click **NEXT**.
9. Choose whether or not you wish a *Medal of Honor Allied Assault* shortcut to appear on your desktop.

**NOTE:** If you have chosen to install Gamespy Arcade you will be prompted now to begin that install. Click **OK** to begin and click **NEXT** at each step.

10. Game files are copied onto your hard drive. While the files are transferring is a good time to pick up the game's manual and become familiar with the controls. When the prompt appears, insert *Medal of Honor Allied Assault* disc 2 into your CD-ROM/DVD-ROM drive and click **OK** to continue installation.

11. If you wish to view the ReadMe file and register your copy of *Medal of Honor Allied Assault*, check the appropriate boxes and click FINISH.
- ✦ If you installed DirectX 8.0 you will be prompted to reboot and step 12 will be skipped. Launch the registration program from the game's Program folder (**Start > Programs > EA GAMES > Medal of Honor Allied Assault > Register MOHAA**) to register.
12. If you choose to register your software, select either REGISTER NOW or REGISTER LATER from the prompt.
- ✦ **Register Now:** The registration form appears. Complete the form and return it to Electronic Arts. Setup is complete.
  - ✦ **Register Later:** The registration prompt closes and the setup is complete.
- NOTE:** You must register your software to be eligible for technical support.

### To install *Medal of Honor Allied Assault Spearhead*:

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (see *General Performance/Lockups* on p. 28 for more info).
3. Insert the *Medal of Honor Allied Assault Spearhead* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.


**NOTE:** If the Autorun menu does not automatically appear, left-click the **Start** button from the Windows Taskbar and select **Run...** Type **D:** \autorun.exe in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

4. Click INSTALL to initiate the Setup program.
  5. You are now prompted to enter your serial number, which can be found on the back of your *Medal of Honor Allied Assault War Chest* CD case. Click OK.
  6. If your version of *Medal of Honor Allied Assault* is out of date, the program launches a patch installation. Click OK and follow the on-screen prompts. The patch is installed and the Choose Destination Location screen appears.
  7. Choose the location where you wish the *Medal of Honor Allied Assault Spearhead* files to be copied. Click NEXT to accept the default.
    - ✦ To change the destination folder, click Browse..., select the location, and click NEXT.
  8. Select the folder in the Start menu from which you want to run *Medal of Honor Allied Assault Spearhead* and click NEXT.
  9. Choose whether or not you wish a *Medal of Honor Allied Assault Spearhead* shortcut to appear on your desktop. Game files are now copied onto your hard drive
  10. If you wish to view the ReadMe file and register your copy of *Medal of Honor Allied Assault Spearhead*, check the appropriate boxes and click FINISH.
  11. If you choose to register your software, select either REGISTER NOW or REGISTER LATER from the prompt.
    - Register Now:** The registration form appears. Complete the form and return it to Electronic Arts. Setup is complete.
    - Register Later:** The registration prompt closes and the setup is complete.
- ✦ You must register your software to be eligible for technical support.



## To install *Medal of Honor Allied Assault Breakthrough*:


1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (see *General Performance/Lockups* on p. 28 for more info).
3. Insert the *Medal of Honor Allied Assault Breakthrough* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

**NOTE:** If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows Taskbar and select **Run....** Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

4. Click **INSTALL**. The CD-KEY window appears.
5. Enter the CD-KEY number found on the back of the *Medal of Honor Allied Assault War Chest* CD jewel case and click **NEXT**. The Welcome screen appears. Click **NEXT** here as well to continue to the Destination Folder screen.
6. The installer automatically chooses your destination folder based on where you have installed *Medal of Honor Allied Assault*.
  - ✧ *Medal of Honor Allied Assault Breakthrough* cannot be installed to a folder that does not contain *Medal of Honor Allied Assault*.
7. Click **NEXT**. The Program Group screen appears.
  - ✧ The default Start menu Program folder is **EA GAMES / Medal of Honor Allied Assault Breakthrough**. Select a different folder from the list of existing folders if you want to change this.
8. Click **NEXT** to begin copying the game files.
9. After all the files have copied, click **FINISH** to complete the installation. The game is installed.


# STARTING THE GAME

## To start a game (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *General Performance/Lockups* on p. 28 for more info).
2. Left-click the  **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault** > **Medal of Honor Allied Assault** or **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault Spearhead** > **Medal of Honor Allied Assault Spearhead** or **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault Breakthrough** > **Medal of Honor Allied Assault Breakthrough**.

## To start a game (without disc already in drive):


1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (see *General Performance/Lockups* on p. 28).
3. Insert *Medal of Honor Allied Assault* disc 1 or the *Medal of Honor Allied Assault Spearhead* disc or the *Medal of Honor Allied Assault Breakthrough* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

**NOTE:** If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows Taskbar and select **Run....** Type **D:\autorun.exe** in the Run dialog box, then click **OK** (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

# UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

## To uninstall *Medal of Honor Allied Assault*:

1. Start the Windows operating system.
2. Left-click the  **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault** > **Uninstall MOHAA** or **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault Spearhead** > **Uninstall MOHAAS** or **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Allied Assault Breakthrough** > **Uninstall MOHAAB**.
3. Follow the on-screen instructions to complete the uninstall process.

**NOTE:** Files that were created after the installation of *Medal of Honor Allied Assault*, such as saved games, will remain on the hard drive after completing the uninstall process. If you wish to continue to use these files, simply re-install the game to the same directory.

## To re-install *Medal of Honor Allied Assault*:

- ✧ Follow the *Installing the Game* instructions on page 4.



# INTRODUCTION

You're going in first. That's what they told you and deep below decks you and your platoon got your gear ready hours before the rest of the 1st Ranger Battalion. A covert agent has been compromised, and you're going to get him back, before Nazi interrogators force him to spill the beans about the invasion. It's America's first step into the European theater, and you're the one to take it. Because you're the leader of one tight squad of Rangers. Because your superiors have been watching you. Because your country needs it done.

*Medal of Honor Allied Assault* drops you into history at the cusp of the European Campaign of World War II. Through a variety of missions, you march across the sands and fields of history towards victory over Germany. In richly detailed environments featuring realtime dynamic lighting and authentic military details and costuming, you engage in rescue, reconnaissance, demolition, and assault missions for the Rangers and, in time, for the newly formed Office of Strategic Services. The OSS needs field agents who can get to places that no one else can. Alone or as part of a team, you penetrate enemy installations as the Allied forces move closer and closer to the greatest mission of all: Operation Overlord, otherwise known as D-Day.

This manual covers all the action of the original *Medal of Honor Allied Assault* plus the *Medal of Honor Allied Assault Spearhead* and *Medal of Honor Allied Assault Breakthrough* Expansion Packs. The gameplay, controls, and setup options for the original game and the two Expansion Packs are for the most part the same—any differences are noted in this manual.

✧ FOR MORE INFO about this and other titles, check out EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com).

# COMPLETE CONTROLS

In addition to the following complete set of default keyboard controls, you can completely configure how you control *Medal of Honor Allied Assault*.

**NOTE:** Options listed here are default keyboard settings. You can configure these settings through the Options screen (see *Options* on p. 12).

- ✧ For all commands except Look/Aim Weapon and Pause Game, you may set the alternate command within the game.

## MOVEMENT

- ✧ None Set indicates that choices can be set from within the game, although none is set by default.
- ✧ Free Look lets you control your view directly by moving the mouse to face in any direction. It combines the functionality of Turn Left/Right, and Look Up/Down.

ACTION	PRIMARY
Look/Aim Weapon	Mouse
Move Forward/Backward	W/S
Jump	SPACEBAR
Crouch/Prone	Left CONTROL
Turn Left/Right	None Set
Look Up/Down	None Set
Center View	None Set
Strafe Left/Right	A/D
Run/Walk (hold key)	Left SHIFT
Always-Run Toggle	None Set
DM Lean Left/Right	Z/C

**NOTE:** Deathmatch (DM) commands apply only to Multiplayer sessions.

# WEAPONS

**NOTE:** Some weapons do not have a secondary attack.

ACTION	PRIMARY
Primary attack	Mouse button 1
Secondary attack	Mouse button 2
Use (Action)	<span>E</span>
Reload Weapon	<span>R</span>
Holster Weapon	<span>Q</span>
Next/Previous Weapon	Mouse wheel Up/Down
Select Pistol	<span>1</span>
Select Rifle	<span>2</span>
Select Submachine Gun	<span>3</span>
Select Machine Gun	<span>4</span>
Select Grenade	<span>5</span>
Select Heavy Weapon	<span>6</span>
Use Papers/Binoculars	<span>7</span>
DM Drop Weapon	<span>H</span>

**NOTE:** DM commands apply only to Multiplayer sessions.



## OTHER

- ✧ None Set indicates that choices can be set from within the game, although none is set by default.

ACTION	PRIMARY
Pause Game	PAUSE
Review Objectives/Scores	TAB
QuickSave	F5
Load Last QuickSave	F9
Select DM Team	U
Select DM Primary Weapon	P
DM Quick Message	Y
DM Quick Team Message	T
DM Voice Message Main	V
DM Voice Message Squad	None Set
DM Voice Message Commands	None Set
DM Voice Message Responses	None Set
DM Voice Message Taunts	None Set
DM Voice Message Team Taunts	None Set

**NOTE:** DM commands apply only to Multiplayer sessions.

## CONTROLLABLE ARTILLERY AND VEHICLES

To use controllable artillery or vehicles, press the Use (Action) key (**E**) to mount the weapon. Once in control of the weapon, steer and fire it using the same controls as you would on foot. When finished, press the Use (Action) key (**E**) again to dismount the weapon.

# SETTING UP THE GAME

From the Map Room, you can go to any adventure in the world of *Medal of Honor Allied Assault*. Play a single-player game, or join thousands of other *Medal of Honor* players online. You can also load a previously saved game or change your gaming options before setting off on a new mission.

If you are playing *Medal of Honor Allied Assault Spearhead* or *Medal of Honor Allied Assault Breakthrough* and you want to play the single player adventure of the original *Medal of Honor Allied Assault* game, click QUIT and re-launch using the *Medal of Honor Allied Assault* shortcut.

## MAP ROOM (MAIN MENU)

Before you head for North Africa, get familiar with the available resources in the Map Room, which is the Main menu of the game. From here, you can set gaming options, enter Internet multiplayer games, review your briefings and medals, load or save games, or set off on a new adventure.

**New Game:** See *New Game* on p. 12. If you have already started a new game, this option reads Continue Game.

**Options:** Set control, audio, and video options in the game. See *Options* on p. 12.

**Load/Save & Medal Case:** Load or save games, and review the medals that you have earned. See *Load/Save & Medal Case* on p. 25.



**Briefing Room:** Go to the Briefing Room to replay an unlocked mission at any time or to visit Basic Training. See *Briefing Room* on p. 12.

**Multiplayer:** Set up for multiplayer and then join or create a multiplayer game. See *Multiplayer* on p. 19.

**Quit:** Exit the game and return to Windows.

**Credits:** See who brought the game to life.

# NEW GAME

Start a new game.

- ✧ To start a new game, click **NEW GAME**, which takes you to the Briefing Room. If you are new to the game, we suggest you take a run through Basic Training to gain a fundamental understanding of the skills you will need.
- ✧ To verify you are ready for the field you can visit Basic Training by clicking the clipboard next to the map.
- ✧ To restart a different saved game, select **LOAD/SAVE & MEDAL CASE** in the Map Room. See *Load/Save & Medal Case* on p. 25.
- ✧ To return to the Map Room, click **BACK**. See *Map Room (Main Menu)* on p. 11.

## SELECT DIFFICULTY

When starting a new game, you set the difficulty level for your game after clicking **ARZEW** on the map.

**EASY** Health packs are more plentiful and enemies are easier to defeat.

**MEDIUM** Enemies are more difficult to kill and health packs are harder to find.

**HARD** Enemies are deadly and health packs are very sparse. Don't get hit.

- ✧ After selecting your difficulty level, you will be briefed by Colonel Hargrove. He will give you the latest situation intel on the area and describe your objectives. When the briefing is complete, or if you choose to skip it, the level is loaded. When prompted, click **CONTINUE** to enter the action.

## BRIEFING ROOM

You can replay any mission you have already played from the Briefing Room.

- ✧ To begin a mission, click its location on the map (which will begin the briefing for that mission).

## OPTIONS

Set audio, video, and controls options in the Options screen.

- ✧ To change a set of options, click the appropriate button on the screen.
- ✧ To accept the changes, click **APPLY**.
- ✧ To restore default settings, click **DEFAULT**.
- ✧ To return to the Map Room without making changes, click **BACK** or press **[ESC]**.

**NOTE:** Default settings, where applicable, are bold.

## CONTROLS

### KEYBOARD

You can map any game action to any key on the keyboard (as well as mouse buttons). Depending on how you like your configuration, you can also use the secondary function key to perform the same action.

- ✧ To remap a keyboard (or mouse) control, double-click under the appropriate column for the keyboard control that you want to change. When prompted, press the new key or mouse button. To cancel the remapping, press **[ESC]**.

## MOUSE

You can change the sensitivity and the directional control of your mouse.

- ✧ To change the sensitivity of your mouse, set the speed with the slider bar.
- ✧ To invert the controls of the mouse, click the checkbox next to Invert Mouse.

**NOTE:** Some gamers prefer to invert the mouse controls. With the mouse inverted you push forward to look down and pull back to look up.

- ✧ To smooth the effects of moving the mouse, click the checkbox next to Smooth Mouse.
- ✧ To always run in the game, click the checkbox next to ALWAYS RUN.
- ✧ If you choose to Always Run in the game, you can still walk by holding down the Run/Walk key.

## AUDIO

You can toggle and set the volumes for the music and all sound in the game. You can also set the data quality of audio playback though higher settings may affect game performance.

- ✧ To set the master volume or music volume, adjust the appropriate slider bar.
- ✧ To set sound quality, choose LOW, MEDIUM, or HIGH.
- ✧ To define your speaker configuration for the game, select TWO SPEAKERS, QUAD SPEAKERS, HEADPHONES, or SURROUND.

## VIDEO

Your video settings can have a dramatic effect on the speed and quality of your gaming experience. Experiment with these settings to get the best balance for your system between realism and frame rate in the game.

### SCREEN RESOLUTION

Set the screen resolution for your monitor: 512 x 384, 640 x 480, 800 x 600, 1024 x 768, 1152 x 864, 1280 x 1024, or 1600 x 1200. Higher settings for screen resolution may decrease the game's frame rate.

### COLOR DEPTH

Define the basic color depth in the game: DEFAULT, 16-BIT, or 32-BIT.

- ✧ The default for Color Depth is based on the specifications of your system. It is recommended that you accept whatever is the displayed setting.

### TEXTURE DETAIL

You can configure the level of detail of displayed textures in the game: LOW, MEDIUM, or HIGH.

### TEXTURE COLOR DEPTH

Set the color depth for game textures: DEFAULT, 16-BIT, or 32-BIT.

- ✧ The default for Texture Color Depth is based on the specifications of your system. It is recommended that you accept whatever is the displayed setting.

### TEXTURE FILTER

Set the type of texture filter to BILINEAR or TRILINEAR.

- ✧ Trilinear filtering improves visual quality yet impacts performance. Try both to figure out the optimal setting for your system.

### WEATHER EFFECTS

Toggle display of weather effects in the game ON/OFF.

### WALL DECALS

Toggle display of decals (explosion scorch marks, bullet holes, etc.) in the game ON/OFF.

### TEXTURE COMPRESSION

Toggle the use of texture compression in the game ON/OFF.



- ✧ Video cards that support texture compression can take advantage of textures stored at higher resolutions. By using the better textures and built-in hardware compression, better visual effects can be achieved. See your video card documentation for details on texture compression.

## **MONITOR CALIBRATION**

The Monitor Calibration screen calibrates the brightness level of your monitor so that the game's colors and appearance are accurate. Available in *Medal of Honor Allied Assault Spearhead* and *Medal of Honor Allied Assault Breakthrough* only.

- ✧ To change the brightness of the levels in the game, use the Brightness slider bar.

## **ADVANCED**

The advanced visual and gaming settings let you configure the details of your game. Some of these settings may have significant effects on game performance.

### **VIEW MODEL**

What part of the model of your player should be displayed in the game? NONE, GUN ONLY, or FULL.

### **SHADOWS**

Set the level of shadowing in the game. NONE, SIMPLE, or COMPLEX.

### **TERRAIN DETAIL**

Adjust the level of detail for the terrain in the game: LOW DETAIL, MEDIUM DETAIL, HIGH DETAIL, or MAX DETAIL.

### **MODEL DETAIL**

Set the level of detail for the models in the game at LOWEST, LOW, MEDIUM, HIGH, HIGHER, or HIGHEST.

### **EFFECTS DETAIL**

Toggle and set the display of special effects in the game: MINIMUM, LOWER, LOW, MEDIUM, HIGH, HIGHER, or MAX.

### **CURVE DETAIL**

Smoother but slower curved surfaces. LOWEST, LOW, MEDIUM, or HIGH.

### **SUBTITLES**

Toggle display of English subtitles in the game ON/OFF. Non-critical German dialogue will not be subtitled even with this ON.

### **STATIC DECALS**

When ON, adds an extra level of detail such as dirt and shadows at the cost of some performance.

### **REAL DYNAMIC LIGHTING**

When ON, the dynamic lighting is better-looking but can slow down the action. This affects spotlights, weapons and explosions.

### **FULL ENTITY LIGHTING**

Toggle ON for slower but better-looking lighting on characters.

### **VOLUMETRIC SMOKE**

Toggling this ON results in slower but more detailed smoke effects.

### **CROSSHAIR**

Toggle display of the aiming crosshair in the game ON/OFF.

### **CONSOLE**

Toggle the ability to bring down the console ON/OFF. With this option ON, use the tilde (~) to bring down the console.

### **WEAPONS BAR**

Toggle the display of the Weapons Bar when switching weapons ON/OFF.



# PLAYING THE GAME

You can't get it done with just a gun, as Colonel Hargrove likes to say. The best field agents use their weapons only when necessary.

## GAME SCREEN



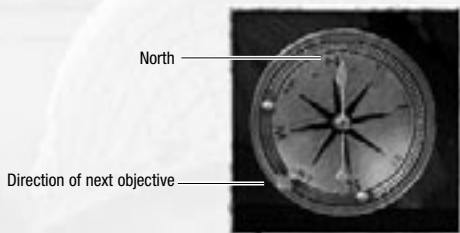
## MISSION OBJECTIVES

A field agent must prepare to complete the objectives of the mission, yet he must be able to adapt to changing circumstances in a heartbeat. When possible, Colonel Hargrove provides updates via radio or messenger. If you are unsure of your mission objectives, be sure to check with the current list.

✧ To pull up the list of **mission objectives**, press **[TAB]**.

## COMPASS & NAVIGATION

In the top-left corner, the compass assists you in navigation. An arrow in the outer rim points in the direction of your next objective. Two ball bearings on either side of this arrow will get closer together as you near the objective. Keep in mind that twists and turns in corridors and streets may force you to veer off of this heading in order to reach the waypoint. In some situations, the objective may be directly above or below you, but the compass does not indicate whether you should go up or down.



Your compass can also inform you from which direction you have been hit. When a bullet hits you, a quadrant on the compass briefly flashes red to indicate the direction from which the bullet came.

## HEALTH AND THE HEALTH METER

Of primary concern to OSS is the health of our agents in the field.

To restore your health, look for the following items:

<b>Medicinal Canteen</b>	Restores 25% of your total health
<b>First Aid Kit</b>	Restores 50% of your total health
<b>Field Surgeon Pack</b>	Restores 100% of your health

**EA TIP:** If you find a first aid kit or a field surgeon pack when you are at or near maximum health, you may not want to grab it. Instead, remember its location in case you need it after the next firefight.

## WEAPONS

OSS field agents are trained to use virtually any weapon that may be found during a mission.

- ✧ You must have the weapon type designated by the number key in your possession to use it, see *Weapons* on p. 9.
- ✧ To **aim**, use the mouse.

**NOTE:** If you prefer, you can invert the controls on the mouse. For more information, see *Mouse* on p. 13.

- ✧ To attack with your weapon's **primary fire attack**, press the left mouse button.
- ✧ To attack with your weapon's **secondary fire attack**, press the right mouse button.
- ✧ To **strafe left or right**, press [A] or [D].
- ✧ To **reload your weapon**, press [R].
- ✧ To **holster your weapon**, press [Q].
- ✧ To cycle through all available **weapons**, use the **mouse wheel up** or **mouse wheel down**.
- ✧ To switch instantly to a given **weapon**, press [1] through [6].

## 'COOKING' FRAGMENTATION GRENADES

Experienced soldiers preferred the method of 'cooking' frag grenades for maximum impact to the enemy. Cooking grenades allows for the explosion of the grenade to occur while it's airborne, showering fragment pieces in all directions.

To cook a grenade, hold down the primary fire. This pulls the pin on the grenade, setting off the fuse, and activating the device. You now have approximately 5 seconds to throw the grenade before it detonates.

## USING ITEMS

Do not hesitate to use unconventional methods and tools to accomplish your mission.

- ✧ To **pick up an item**, move over it or place your cursor over it and press **[E]**.
- ✧ To **use a collected item**, move into the proper position for its deployment and press **[E]**.
- ✧ To **open a door or gate**, press **[E]**.

## PAPERS

In the field you may need to acquire enemy papers to pass through secured checkpoints. After securing a uniform, you should be able to move freely among the enemy, as long as your weapon is holstered.

- ✧ To **show your papers**, press **[7]**.
- ✧ To **holster your weapon**, press **[Q]**.

## BINOCULARS

As you approach secured areas, use a set of field glasses to assess the situation from distance. Then, select your approach and execute the plan. Binoculars can also be used to call in air strikes and artillery strikes on certain targets.

- ✧ To **raise the binoculars**, press **[7]**. Use the left mouse button to call in an airstrike.

## ALARMS

Even though you are entering occupied territories, the Axis powers have quickly established sophisticated security systems to catch intruders.

- ✧ To **disable or activate an alarm**, move in front of it and press **[E]**.

## IN DISGUISE

When you are in disguise and attempting to blend among the enemy troops, keep a few things in mind:

- ✧ Stay away from officers, they will recognize your disguise.
- ✧ You may be required to show papers. Acquire papers from enemy personnel.
- ✧ You must keep your weapon holstered while in disguise. Anyone with a drawn gun receives attention.

## PAUSING THE GAME

During gameplay, you can pause the game and return to the Map Room to set audio, video, and gameplay options or exit to Windows.

- ✧ To pause the game, press **[PAUSE]**.
- ✧ To pause the game and return to the Map Room, press **[ESC]**. For more information, see *Map Room (Main Menu)* on p. 11.
- ✧ To QuickSave the game during gameplay, press **[F5]**.

# REWARDS AND MEDALS

To receive rewards is not the purpose of a military campaign. However, it is important to acknowledge those individuals whose service and accomplishments have gone beyond the call of duty.

**NOTE:** Campaign medals are not awarded for simply doing your duty. They are awarded for completing secret objectives that require extra initiative above and beyond the call of duty. When you receive a medal, you can review your commendation by clicking the medal in the Medal Case.

✧ For more information on the Congressional Medal of Honor, the highest individual achievement in the U.S. Armed Forces, see *Medal of Honor* on p. 26.

## CAMPAIGN MEDALS

You can earn one medal in each campaign based on a unique, meritorious action you perform during that campaign. The following medals may be earned during your campaigns:

**The Legion Of Merit** is awarded to any member of the U.S. Armed Forces for exceptionally meritorious conduct in the performance of outstanding services and achievements.

**The Norwegian War Cross With Sword** is awarded to Norwegians and allies who aided in the defense of Norway. It was bestowed to soldiers for the most conspicuous bravery and leadership before the enemy.

**The American Campaign Medal** is awarded for service in the U.S. Armed Forces within American Theaters of Operations during the Second World War.

**The Good Conduct Medal** is an award to any enlisted personnel that honorably serves in the armed forces for a pre-determined period of time while the country is in a state of war.

**The Distinguished Service Medal** is a commendation for exceptionally meritorious service to the government in a duty of great responsibility.

**The Army Commendation Medal** was inaugurated on December 7, 1941 to acknowledge heroism, meritorious achievement, or exceptional service in the U.S. Army.

## CAREER MEDALS

When you have completed all of your campaigns successfully, you may be eligible for one of the following medals:

**The Bronze Star** is received for meritorious achievement in service not involving aerial flight in operations against an opposing armed force. It's awarded for completing the game on Easy skill.

**The Silver Star** is an award for gallantry in action against an opposing armed force. It's awarded for completing the game on Medium skill.

**The Distinguished Service Cross** is second highest military award in the US Armed Forces and is given for extraordinary heroism in connection with military operations against an opposing force. It's awarded for completing the game on skill level setting HARD.

# MULTIPLAYER

Through the Multiplayer Room, you can enter a new world of online gaming. Play in cooperative objective-based games or free-for-all death match games with *Medal of Honor* fans from all over the world.

Players entering a multiplayer game are automatically invulnerable for three seconds each time they spawn. This invulnerability is meant to give players a chance to take cover if there happens to be enemy fire at the time they spawn. The effect is negated early if the player fires his weapons.



✧ You can play as any kind of Allied or Axis soldier in the game. For more information, see *Multiplayer Options* on p. 24.

**NOTE:** If you have been playing the campaign, you must click **Disconnect from game** before starting or joining a multiplayer game.

## JOIN GAME

In the Join Game screen, you can review all of the available Internet or LAN games.

- ✧ Choose JOIN LAN GAME to open an in-game browser that will allow you to find any hosted games on your network.
- ✧ Choose JOIN INTERNET GAME to connect to a known server (enter the IP address and click CONNECT TO IP ADDRESS) or to use GAMESPY to find available public servers.
- ✧ To return to the Multiplayer screen without making changes, click BACK.

# START GAME

In the Start Game screen, you can create your own multiplayer game and open it to the network community.

Select the type of game that you want to play:

## FREE FOR ALL

Every man for himself. No teams. No goals other than destruction and mayhem.

## TEAM MATCH

Play team-based deathmatch games against friends and enemies. Then, switch sides and do it again.

## ROUND BASED MATCH

Compete in rounds to a pre-determined number of points. Then, replay on the same map or move to a new one.

## OBJECTIVE BASED MATCH

Complete a variety of objectives to win the game.

## TUG OF WAR

Both teams have up to five objectives they must complete. The first team to complete all of their objectives wins the round. Available in *Medal of Honor Allied Assault Spearhead* and *Medal of Honor Allied Assault Breakthrough* only.

## LIBERATION

Each team controls a small jail near their starting point. Upon being shot and killed, players respawn with no weapons inside the enemy's jail, where they remain trapped until freed by a teammate. Available in *Medal of Honor Allied Assault Breakthrough* only.

✧ To return to the Multiplayer screen without making changes, click BACK.

## TUG OF WAR

Tug of War (TOW) is an objective-based style of multiplayer gameplay that is only available in *Medal of Honor Allied Assault Spearhead* and *Medal of Honor Allied Assault Breakthrough*.

- ✧ One of the primary objectives is to defend (or attack) team spawn locations. If one side is able to destroy their enemy's spawn area, that team quickly gains an advantage. Their teammates continue to spawn into battle if they are killed, whereas enemies do not. Other objectives include taking top-secret aircraft, stealing a submarine, or fighting to control Berlin.
- ✧ Teamwork and communication are vital in determining when the proper time to attack the enemy's base is, and when it's better to stay home and defend.

## LIBERATION

The ultimate goal of Liberation is to capture the entire opposing team.

Each time a player is killed he or she remains in a POW jail until freed by teammates. Once outside, players regain their previous weapons.

Teamwork helps in this mode, but even if you're the last free soldier on your team, you can still rescue your whole squad and be the hero.

You may also choose to play as a minesweeper capable of placing and detecting landmines.

## GAME SETUP SCREEN

In the Game Setup screen, you configure the type of game that you have selected.

- ✧ To give a name to your game server, click in the text box next to Game Server Name. Enter a name and press **ENTER**.
- ✧ To increase the speed of the game for all users, you can make the host computer a dedicated server. To make the host system a dedicated server, check the appropriate box.

**NOTE:** A dedicated server cannot have a player playing the game from its keyboard.

- ✧ To use GameSpy gaming service for Internet-based multiplayer games, check the appropriate box.
- ✧ To host a non-default map, click **SELECT MAP**. Select a new map from the drop-down list. To exit without changing your current map, click at the top of the window.
- ✧ You can rotate between multiplayer maps. For more information, see *Map Rotation* on p. 22.
- ✧ To return to the Start Game screen without making changes, click **BACK**.

<b>INACTIVE SPECTATE</b>	Set the time in seconds after which an inactive player becomes a spectator and is not automatically re-spawned. <b>60</b> seconds is default.
<b>INACTIVE KICK</b>	Set the time in seconds after which an inactive player is kicked out of the game. <b>900</b> seconds (15 minutes) is default.
<b>MAX PLAYERS</b>	Configure the maximum number of players in the game. This should be set according to the speed of the Internet connection of the server. Only servers with T1 or equivalent connections should host a 32-player server.
<b>FRAG LIMIT</b>	(All except TOW and Liberation games) This sets the score at which the player or team wins the current map.
<b>TIME LIMIT</b>	(All except TOW and Liberation games) This sets the elapsed time at which the game ends, the winner being the player with the highest score at that time.
<b>ROUND RESET TIME</b>	(Round, Objective, TOW, and Liberation only) This sets how long each round takes, in minutes. This can be smaller than the map rotation time, but not larger.
<b>MAP ROTATION TIME</b>	(Team, Round, Objective, TOW, and Liberation only) This sets the minimum amount of time spent in a particular map. The length of the actual round is based on the map chosen.
<b>TEAM SPAWN DELAY</b>	(Team, TOW, and Liberation only) This sets a delay in seconds between spawns. This is useful if you would like the player spawned in batches, rather than one at a time.
<b>DEDICATED SERVER</b>	Check the <b>DEDICATED SERVER</b> box to increase the speed of the multiplayer game by making the host computer a server-only machine. You will not be able to play the game on a machine that is set up as dedicated.
<b>USE GAMESPY</b>	To use the GameSpy gaming service for Internet-based multiplayer games, check the <b>USE GAMESPY</b> box.

## MAP ROTATION

You can rotate your game between some or all of the multiplayer maps.

**NOTE:** *Medal of Honor Allied Assault Spearhead* supports, and plays, all *Medal of Honor Allied Assault* maps as well as *Medal of Honor Allied Assault Spearhead* maps. However, people running *Medal of Honor Allied Assault Spearhead* may not join servers that were started with *Allied Assault* and vice versa. If you wish to join an *Allied Assault* server, please QUIT *Medal of Honor Allied Assault Spearhead* and relaunch the game using the *Medal of Honor Allied Assault* shortcut.

**NOTE:** *Medal of Honor Allied Assault Breakthrough* supports, and plays, all *Medal of Honor Allied Assault* maps and *Medal of Honor Allied Assault Spearhead* Expansion Pack multiplayer maps, as well as *Medal of Honor Allied Assault Breakthrough* maps. However, people running *Medal of Honor Allied Assault Breakthrough* may not join multiplayer servers that were started with *Medal of Honor Allied Assault*, and vice versa, but they may join multiplayer servers started with *Medal of Honor Allied Assault Spearhead*. If you wish to join a *Medal of Honor Allied Assault* multiplayer server, please QUIT *Medal of Honor Allied Assault Breakthrough* and relaunch the game using the *Medal of Honor Allied Assault* shortcut.

- ✧ To set the rotation of maps during the multiplayer game, click in the text box. Enter the name of each map, separated by a space. Then press **[ENTER]**.
- ✧ To rotate between all available multiplayer maps, click **DEFAULT MAP ROTATION**.
- ✧ To start the game as it is configured, click **START GAME**. Play begins on the selected map when players have joined and (if needed) selected teams.

## GAME OPTIONS

### HEALTH DROP

When checked, eliminated players drop a health pickup that other players can use if they are hurt.

### REALISTIC MODE

When checked, weapons cause more damage and are in general, less accurate. Select this for the ultimate combat experience.

### FAST RUN SPEED

When checked, the speed at which players can run through levels is increased. Leaving it unchecked defaults to *Medal of Honor Allied Assault's* run speed.

### TEAM DAMAGE

When checked, you can harm or kill your teammates, whether by accident or on purpose.

### HEAL RATE

Determines how fast players heal when they use a health pickup.



## DEDICATED SERVER TECHNOLOGY

This product contains Dedicated Server Technology that you may use to host tournaments using *Medal of Honor Allied Assault*, *Medal of Honor Allied Assault Spearhead*, and *Medal of Honor Allied Assault Breakthrough*.

Electronic Arts (EA) does not provide Technical or Customer Support for the Dedicated Server Technology Tool.

- ✧ You may not run a commercial business using the Dedicated Server Technology we provide for multi-player gaming. You may not distribute this tool to others. Our dedicated server technology is a separate tool that we provide with this product to demonstrate how to set up a host server for multiplayer tournaments. This tool is accompanied by a Tools End User License Agreement ("**License Agreement**") which we require you to accept before you use it.
- ✧ When hosting a tournament, you may not use our logos or trademarks (including game logo treatments, the name Electronic Arts, EA, EA SPORTS, EA GAMES, EA SPORTS BIG, or the logos or names of our licensors) to promote your tournament or web site. However, you may state that your tournament is run using a specific Electronic Arts game title.
- ✧ You may not suggest that your tournament or web site is endorsed by or approved by or affiliated with EA or our licensors in any way.
- ✧ You must include the following notice at the bottom of any page on your web site or other materials mentioning our products: **"This site is not endorsed by or affiliated with Electronic Arts or its licensors. Trademarks are the property of their respective owners. Game content and materials copyright Electronic Arts Inc. and its licensors. All Rights Reserved."**

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Thank you for your support of Electronic Arts.

Good Luck and Enjoy!

# MULTIPLAYER OPTIONS

What kind of soldier do you want to be? You can choose the type of model that you want to be in the game, including Axis military models.



- ❖ To change your name in the game, click in the Player Name textbox and enter a new name. When finished, press **[ENTER]** and then click APPLY.
- ❖ To select a different Allied model, click ALLIES PLAYER MODEL and select a new model from the drop-down list. To exit without changing your current model, click the top border of the drop-down list.
- ❖ To select a different Axis model, click AXIS PLAYER MODEL and select a new model from the drop-down list. To exit without changing your current model, click the top border of the drop-down list.
- ❖ To force everyone in the game to appear on your computer as the same team model that you selected, check FORCE MODELS.
- ❖ If your system has the minimum amount of recommended RAM, you may improve performance by using Force Models.
- ❖ To specify the speed of your net connection, click the arrow and choose the appropriate speed. This may optimize your system's performance in multiplayer games.
- ❖ To apply the changes and return to the Multiplayer screen, click APPLY.
- ❖ To return to the Multiplayer screen without making changes, click BACK.

# CAMPAIGNS AND MISSIONS

Your missions in the OSS may carry you to every front on the Atlantic seaboard and beyond. While these overviews of the currently active campaigns are subject to change under battlefield conditions, you should be knowledgeable about these areas, the terrain, the enemy forces and possible resources.

Go to <http://www.mohaa.ea.com> for detailed information on the missions.

## LOAD/SAVE & MEDAL CASE

In the Load/Save Game screen, you can load a game, save your current one, or delete old saved games. In the Personal Records screen, you can review the honors you have received during combat.

### LOAD/SAVE GAME

- ✧ To save your current game, click SAVE.
- ✧ To load a saved game, click the name of the game in the list. Then, click LOAD.
- ✧ To delete a saved game, click the name of the game in the list. Then, click DELETE. To confirm deletion, click YES. To cancel, click NO.
- ✧ To see games not displayed on the screen, use the scroll bars on the right side of the screen.
- ✧ To return to the Load/Save and Medal Case screen, click BACK.

### PERSONAL RECORDS

Review your medals, honors and commendations that you have earned across North Africa and Europe.

- ✧ If you have been awarded a medal, click it to read the commendation.
- ✧ To return to the Load/Save Game and Medal Case screen, click BACK.

# MEDAL OF HONOR

"For conspicuous gallantry and intrepidity at the risk of life, above and beyond the call of duty, in action involving actual conflict with an opposing armed force," the Congressional Medal of Honor is the highest award bestowed by the United States on members of its Armed Forces. Awarded by the President of the United States in the name of the Congress, the Medal of Honor acknowledges the greatest achievements and sacrifices of individual soldiers in the uniforms of our country.

Inaugurated in 1862 in the middle of the Civil War, the founding legislation sought to create 2,000 Medals of Honor to be presented "to such non-commissioned officers and privates as shall most distinguish themselves by their gallantry in action, and other soldier-like qualities, during the present insurrection." Since the awarding of the first Medal of Honor to Army Private Jacob Parrot in 1863 for crossing Confederate lines to destroy a railroad, after millions of men and women have served their country through the six subsequent major wars, only 3,459 individuals have risen to the challenge to embrace the qualities that warrant this great distinction.

## ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Medal of Honor Society was formed to uphold the qualities of the Medal of Honor and to provide assistance to indigent recipients. Whether they became millionaires or laborers in peacetime, the CMOHS seeks to promote a brotherhood between recipients, for there are no "winners" of the Medal of Honor and no victories on the battlefield without brothers to protect. In so protecting, a number of recipients have given the ultimate gift to their brothers and their country. In their memory and those who have subsequently passed on, the CMOHS retains the record of their valiant actions. For living recipients, the CMOHS seeks to promote full and vibrant lives in peace for these living symbols of what it means to be an American. In times of duress, Americans need to look no further than the Congressional Medal of Honor Society for the values of valor, respect and honor across the spectrum of American backgrounds—the values that make this country great.

Electronic Arts™ is privileged to participate in the Society's continuing education and awareness efforts on behalf of the Congressional Medal of Honor and its recipients. You can learn more about the Society and the recipients at the Society website: [www.cmoHS.org](http://www.cmoHS.org).

# PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- ✧ Please make sure you have read thoroughly the *System Requirements* and *Installing the Game* sections. It is essential that your system meets the Minimum Configuration requirements for the game.

If you followed the directions and are still having trouble installing or operating the software, below are some troubleshooting tips that might help solve the problem.


## DIRECTX PROBLEMS

One of the most important aspects of trouble-shooting your system will be determining its compatibility with Microsoft's DirectX. DirectX is an Application Programming Interface (API) that gives Windows based applications high-performance access to your system's hardware. This makes the DirectX API well suited for Windows games. *Medal of Honor Allied Assault War Chest* uses DirectX 8.0.

There are two considerations to be made. First, you must be sure that you have DirectX 8.0 (or higher) installed on your computer. Second, you must make sure that your existing hardware (your video and sound cards) has "drivers" that are *fully compatible* with the version of DirectX that you have installed. A "driver" is the software provided by your hardware manufacturer that allows your hardware to communicate with DirectX and Windows. It is essential that your video and sound drivers are fully up to date.

Three DirectX components, DirectDraw™, Direct3D, and DirectSound™, may require updating your video card and sound card drivers for proper operation. Using video card and sound card drivers that do not support DirectX, or that were written for an earlier version of DirectX, will result in various performance, display, and audio problems when running DirectX based applications.

### To check your system's DirectX compatibility (to see if your video card and sound card drivers have DirectX support):

1. Left-click the  **Start** button on your Windows Taskbar, then click **Run....**
2. In the Run dialog box, type **dxdiag** then click **OK**.
3. Click on the Display and Sound tabs for the video and sound devices that you will be using to run the game.

The Drivers section of each tab displays the driver version number and whether or not your driver is Certified (or Signed) by Microsoft as supporting DirectX 8.0.

- ✧ If the Certified or Signed field states "No" in this section, you should contact your manufacturer to obtain updated drivers that support DirectX 8.0. This can usually be accomplished by visiting the manufacturer's website and downloading the proper files. Contact your manufacturer directly for assistance in updating your drivers.
- ✧ If the Certified or Signed field states "Yes" in this section, your video card or sound card supports DirectX 8.0 and should work properly in DirectX 8.0 applications.
- ✧ You should also make sure that the driver version number is 4.13.xx.xxxx or higher (for example: 4.10.00.0000 would be good, while 4.03.00.0000 would indicate that the driver needs to be updated.)
- ✧ Finally, refer to the Notes field at the bottom of each tab. These will provide useful information about the status of the drivers.

# GENERAL PERFORMANCE/LOCKUPS

In some cases, programs that are running on your system can monopolize resources that the game needs in order to install, load and run properly. Not all of these programs are immediately visible. There are a number of programs, called “background tasks”, that are always running on your system.

**IMPORTANT NOTE:** While shutting down background tasks will optimize your system for running *Medal of Honor Allied Assault War Chest*, these background tasks’ features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Medal of Honor Allied Assault War Chest* by restarting your computer.

## ANTI-VIRUS/CRASH GUARD PROGRAMS

If your system is running Anti-Virus or Crash Guard programs you will need to close or disable them to run *Medal of Honor Allied Assault War Chest*. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select “close”, “disable”, or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

## GENERAL BACKGROUND TASKS

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks.

### To view and close background tasks (Windows XP):

1. Hold down **[CTRL]** and **[ALT]**, then tap **[DEL]**. The Windows Task Manager appears.
2. Click the **Applications** tab. This tab displays a list of all background tasks running on your system.
3. To end a background task, click on its name in the list, then click the **End Task** button.
4. Repeat this process until **all** the background tasks are closed.

**NOTE:** The Task Manager allows you to close “Processes” in addition to Applications. Many of the listed Processes are necessary Windows functions that should not be closed. Therefore, we recommend you only close Applications and do not close any Processes.

### To view and close background tasks (Windows 2000):

1. Hold down **[CTRL]** and **[ALT]**, then tap **[DEL]**. The Windows Security pop-up appears.
2. Select **Task Manager**. The Windows Task Manager appears.
3. Click the **Applications** tab. This tab displays a list of all background tasks running on your system.
4. To end a background task, click on its name in the list, then click the **End Task** button.
5. Repeat this process until **all** the background tasks are closed.

It is important to remember that the next time you restart your computer, all of the background tasks that you ended will reactivate.

**NOTE:** The Task Manager allows you to close “Processes” in addition to Applications. Many of the listed Processes are necessary Windows functions that should not be closed. Therefore, we recommend you only close Applications and do not close any Processes.

## To view and close background tasks (Windows Me, 98, or 95):

1. Hold down the **Ctrl** and **Alt** keys on your keyboard, then tap the **Delete** key. The Close Program window appears. Inside this window is a list of all background tasks running on your system.
    - ✧ It is important that you DO NOT CLOSE the background tasks named Explorer and Systray. All other background tasks may be ended.
  2. To end a background task, click on its name in the list, then click the **End Task** button.
  3. The Close Program window closes and the task is ended.
  4. Repeat until only Explorer and Systray remain.
- It is important to remember that the next time you restart your computer, all of the of the background tasks that you closed /ended will return/reactivate.

## MOTHERBOARD CHIPSET

If you are continuing to have performance problems and have already ensured that your system is completely compatible with DirectX 8.0 (see *DirectX Problems* on p. 27), you should check with your system manufacturer for the availability of updated motherboard chipset drivers. Updating your motherboard drivers will usually enhance the performance and functionality of your system's video, hard drive, and CD-ROM/DVD-ROM drive controllers. Please consult your system manufacturer or motherboard documentation for assistance.

## CD-ROM/DVD-ROM PROBLEMS

A 8x-speed or faster CD-ROM/DVD-ROM drive is required to run *Medal of Honor Allied Assault War Chest*.

### Receive "File not found" error message when installing or running the game

- ✧ Make sure the disc is in the CD-ROM/DVD-ROM drive. The disc must be in the drive to install or run the game.
- ✧ Make sure the disc is clean and not scratched or damaged.

### CD-ROM/DVD-ROM Performance Problems

- ✧ Make sure you are using a 32-bit native Windows driver to control your CD-ROM/DVD-ROM drive.

## To verify that you are using 32-bit drivers (Windows Me or 98):

1. Left-click the **Start** button from the Windows Taskbar and select **Settings > Control Panel**.
2. From the Control Panel, double-click **System**. The System Properties appear.
3. Click the **Performance** tab.

**NOTE:** If the Performance Status states that your system is configured for optimal performance, you are using 32-bit Windows native drivers and do not need to update them. If not, you may need to update your CD-ROM/DVD-ROM drivers. Contact your manufacturer for assistance.

- ✧ Do not use a DOS-based 16-bit driver to control your CD-ROM/DVD-ROM drive (loaded in CONFIG.SYS) as it may significantly reduce performance.

# VIDEO PROBLEMS

*Medal of Honor Allied Assault War Chest* requires a video card capable of 640x480 resolution with 16-bit color depth. In addition, the video card must have at least 16 MB of video memory and be completely compatible with OpenGL and DirectX 8.0.

The most common cause of video problems is an outdated video driver (see *DirectX Problems* on p. 27). Please ensure that you are using the latest driver available for your video card. Refer to your manufacturer's website or contact them for assistance if necessary.

You should also experiment with the various display settings available in *Medal of Honor Allied Assault War Chest*. In general, lowering the detail settings, resolution, and color depth should help the performance of the game.

Also, make sure your video card and monitor are capable of displaying the resolution and color depth you have selected. Refer to your hardware documentation for help.

# MEMORY PROBLEMS

*Medal of Honor Allied Assault War Chest* requires 128 MB RAM and Virtual Memory ENABLED. We advise letting Windows manage the amount of virtual memory automatically (the default setting) and having at least 500 MB free space on the main hard drive (the drive that contains Windows, typically 'C:') after installation. Please refer to your system documentation or manufacturer if you need help configuring your virtual memory.

# SOUND PROBLEMS

*Medal of Honor Allied Assault War Chest* requires a sound card with DirectX 8.0 compatibility. If your sound card driver is not fully compatible with DirectX 8.0, you may experience choppy or stuttering sound, or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer (see *DirectX Problems* on p. 27).

## INSTALLED SOUND CARD, BUT THERE IS NO SOUND

- ✧ Make sure your speakers or headphones are plugged into the appropriate jack, are turned on, and the volume control is turned up. If the problem persists, contact your manufacturer.

# NETWORK PROBLEMS


*Medal of Honor Allied Assault War Chest* requires a TCP/IP compliant network and network interface card for network play. If you experience difficulties with network play, consult your network manual or network administrator for specific information on loading drivers.

# CONNECTION PROBLEMS

- ✧ Make sure the computers you are trying to connect are on the same network and are all using the required protocol.
- ✧ Do not run any applications that communicate over the network in the background (e.g., mail programs, personal schedulers, network monitors, or instant messengers) while playing a network game.

# TESTING NETWORK CONNECTIVITY

It is possible to test your network status with DirectX.

1. Click the  **Start** button on your Windows Taskbar, then click **Run...**
2. In the Run dialog box, type **dxdiag** then click **OK**.
3. Click the **Network** tab.
4. Click the **Test DirectPlay** button, then highlight the network protocol you will be using from the list of Service Providers.




5. Make sure that the button next to **Create New Session** is selected, then click **OK**. A DirectPlay Chat test session opens.
6. To test your network connectivity, other users must attempt to join your DirectPlay Chat test session. To join your test session, other users should follow steps 1-4, select **Join Existing Session**, and click **OK**.
7. Attempt to chat by typing a message and clicking **Send**.

Test results are displayed in the Notes field upon closing the test session. Contact your network administrator if results indicate that a problem exists or if other users have difficulty joining your Chat test session.


## IP ADDRESS

If you do not know what your TCP/IP address is, you can find out by following these steps:

### To determine your IP address (Windows XP and 2000):

1. Establish a direct Internet connection.
2. Click the  **Start** button and select **Run...**
3. Type **cmd** in the Run dialog box, then click **OK**. A command prompt window opens.
4. Type **ipconfig** and press **Enter**. A list of information is displayed, including your current **IP Address**.
5. Record this number and close this window when finished.

### To determine your IP address (Windows Me or 98):

1. Establish a direct Internet connection.
2. Click the  **Start** button and select **Run...**
3. Type **windowsipcfg** in the Run dialog box, then click **OK**. The IP Configuration utility opens.
4. Select the network device you are using to connect to the Internet from the available choices in the drop down box.
- ✧ Your IP address is the number displayed in the **IP Address** field.
5. Record this number and close this window when finished.

## NETWORK PERFORMANCE ISSUES

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the client computers. Try them on the host first as this may solve all the problems.

- ✧ Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.
- ✧ High-traffic networks slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.
- ✧ The slowest computer limits performance. Adjusting the resolution, detail settings, etc. on a slow machine can help boost performance in a network game.

## TCP AND UDP PORT INFO

*Medal of Honor Allied Assault War Chest* uses the following TCP and UDP port(s) for Internet play:

TCP ports: 12203 (default), 12204-12218

UDP port: 12300

To host games over GameSpy, the following TCP and UDP ports must be open: 6667, 3783, 27900, 28900, 29900, 29901, 13139, 6515.

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Created in Partnership with the Congressional Medal of Honor Society

<http://www.cmohs.org>

**President:** Nicky D. Bacon

**Director:** Victoria Leslie

**Medic Consultant:** Alfred Rascon, Medal of Honor Recipient

**EALA Special Thanks:** Glenn Entis, Max Spielberg & Ryan Correll, Kristie Macosko, Susan Ray, Elizabeth Nye, Paul Bucha, Julia Rupkalvis, Medal of Honor Frontline Team, Medal of Honor Fighter Command Team, and all the families we left behind!

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### **Spearhead Voice Talent**

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Mr. Oldman was recorded at Sony Recording Studios, Los Angeles, California

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**Special Thanks:** Bing Gordon, Maynard Manson, Papke Der Torossian, Doug Urbanski, Sylvie Stulic, Ronald Tee, Sean Konecky, Mike Roloson, Max Spielberg, Ryan Gordon, Vincent Vicari, Mumbo Jumbo, Steve Karnes, Phil Spangenberg, Stembridge Gun Rentals, Fred Garvin, John Travis, Robyn Dowsett, Paul Quilliam, Michael Daugherty, David Mills, Kari Taina, Vic Romano, Kenny Blankenship, and the Medal Of Honor Rising Sun Console Teams

# TECHNICAL SUPPORT

If you have trouble with *Medal of Honor Allied Assault War Chest*, EA Technical Support can help. In addition to the material provided in the *Problems with Your Software?* (see p. 27), *Medal of Honor Allied Assault War Chest* includes the *EA Help* file that provides solutions and answers to the most common difficulties and questions about how to properly use this product. It also allows you to send a detailed report of your problem directly to EA Technical Support via e-mail.

## To access the EA Help file:

1. Start the Windows operating system.
2. Insert the *Medal of Honor Allied Assault* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

**NOTE:** If the Autorun menu does not automatically appear, left-click the

 **Start** button from the Windows Taskbar and select **Run....** Type **D:**

**\autorun.exe** in the Run dialog box, then click **OK** (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

3. Click the **Tech Support** button on the Autorun menu. **EA Help** opens.

If you are still experiencing difficulty after utilizing the information in the **EA Help** file, you can also use it to contact EA Technical Support. **EA Help** contains a utility that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time. Please note that you will need to have registered your copy of *Medal of Honor Allied Assault War Chest* in order to take advantage of this utility.

## To run the utility:

1. Launch the **EA Help** file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

When it finishes, you can view the gathered information by looking through the various category tabs. To send this information to EA Technical Support, fill out the blank sections under the User tab including a detailed description of the problem you are experiencing and click **Send** (if you have an open Internet connection) or **Save Info** (if you wish to e-mail the file manually). A copy of the report is automatically saved to your Windows desktop.

## EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

<http://techsupport.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the EA Help utility report in your e-mail or letter.*

## To run the utility:

1. Launch the **EA Help** file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

If you need to talk to someone immediately, call us at (650) 628-8468 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. **Please have the EA Help utility report printed and ready when you call.** This will help us service your call in the quickest possible time. **No hints or codes are available from (650) 628-8468. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

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#### AUSTRALIA

Electronic Arts Australia Support Hotline: 1902 261 600\*

\*Sirius calls charged at \$2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required).

Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.

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In CANADA, dial 900-451-4873. \$1.99 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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