
PlayStation
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CONTENT RATED BY ESRB
SLUS-00974
MEDAL OF HONOR
UNDER FLAG
ELECTRONIC ARTS
DREAMWORKS INTERACTIVE

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• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

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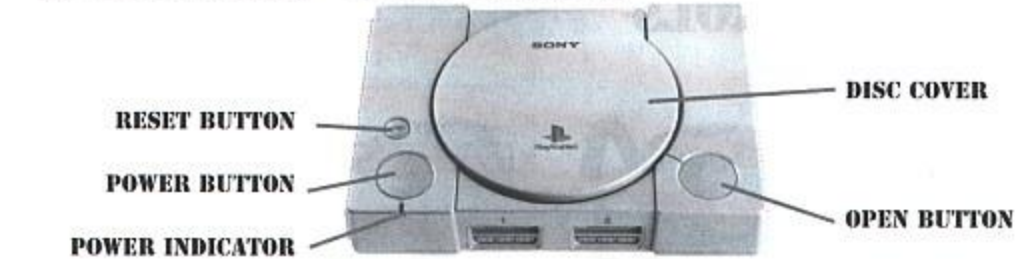
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SLES-02470

STARTING THE GAME





It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a disc.**
2. Insert the *Medal of Honor* disc and close the Disc Cover.
3. Insert game controllers and turn ON the console.
4. Following the opening title screens, you come to the Main menu. From here you can proceed to selecting missions and briefings or just enter gameplay. For more details, see the *Setting Up The Game: War Room* section.



BASIC CONTROLS





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BASIC COMMAND SUMMARY

MENU CONTROLS

TO CHOOSE AN OPTION:

- Directional button **LEFT/RIGHT** to cycle through the different options
- Press the ✕ button to change the current option
- When you have selected the game options you wish to use, press the ▲ button to return to the previous screen.

  Note: Default options appear in **bold** in this manual.

GAME CONTROLS

These are the basic commands for **Controller Configuration 2**. Four other configurations are available (see the Controller section).



BEFORE THE CIA, THERE WAS THE OSS

The Office of Strategic Services was officially created in June 1942, under the guidance of General "Wild Bill" Donovan. If ever the romantic notions of being a spy actually existed, it was probably with the OSS. Young men and women, often recruited right out of college, entered into the cloak and dagger world of wartime intelligence. It was an exciting and dangerous time, and as the war grew so did the mission of the OSS. Sabotage, search & rescue and subversion all became part of the organisation's daily operation.

That's when a young Lieutenant in the Air Transport Corps entered the picture and changed the OSS forever. On June 5, 1944 - the night before the D-Day invasion - the largest aerial drop of troops in history up to that point was launched by the Allied command. It was an unmitigated disaster. Most of the planes missed their targets, were shot down or crashed due to bad weather. One pilot, however, got the regiment he was carrying to its correct drop zone before his C-47 transport was forced down by enemy fire. He was Jimmy Patterson, an unassuming twenty-four year old from Carthage, MO.

Patterson heroically protected his injured crew from a roving German patrol, single-handedly taking out a half dozen of the Wehrmacht before help arrived. For his actions, he was nominated for the Congressional Medal of Honor - the nation's highest military award. Just days before being sent back to the States for a War Bonds tour, however, Patterson disappeared from his infirmary bed. *Medal of Honor* tells the story of what happened next.

SETTING UP THE GAME: WAR ROOM

Before you set out on your first mission, take a moment to orient yourself and choose a game setup. The War Room serves as your main menu. From here you can start a new mission, learn more about the game, load or save a game or select new game options.



[A] New Game: If you have already started a new game, this option reads Next Mission

[B] War Records: Start a new game, load a saved one or view records on your completed missions (see the *War Records* section)

[C] Briefing: Report to your superiors for information on your new mission

[D] Multiplayer: Go head-to-head against a friend

[E] Gallery: View archival footage and background information about the game (see the *Gallery* section)

[F] Options: Adjust gameplay options such as sound and controller configurations (see the *Options* section)

WAR RECORDS

Here you can review your achievements, as well as save and load games or begin a new game.

Mission Log: Displays a list of completed missions, which are available for replay.

Personal Records: View a record of your performance and medals earned.

Load Game: Load a previously saved game (see the *Saving/Loading Games* section).

Save Game: Save the current game (see the *Saving/Loading Games* section).

New Game: Start a new game.

MULTIPLAYER

In *Medal of Honor*, you and another player can go against each other head-to-head using a variety of weapons. (See the *Weapon Arsenals* section).

Note: Make sure that you have a controller in both Controller port 1 and Controller port 2 of the console before entering Multiplayer mode.

War Room: Return to the main menu.

Start Game: Throws you and your opponent right into a Multiplayer melee.

Uniform: Here Player 1 and Player 2 choose their multiplayer characters from (initially) one of seven uniforms. You can earn more uniform choices as you advance through single player games. All uniforms are equal in terms of character ability and weapon inventory.

Game Type: Select various options for combat.



(A) Select game type: Choose between a TIMED MATCH of 2, 5, 10 or 21 minutes or an unlimited time, or a FIRST TO X WINS match of 3, 10 or 21 wins

(B) Select weapons (see the *Weapon Arsenals* section)

(C) Select theatre: Select the arena in which your battle takes place. Wind your way through labyrinthine cities, abandoned castles, mountain fortresses and more

Note: There are a total of seven arenas; five are available to you initially, the other two you have to earn (see the *Secret Codes* section).

WEAPON ARSENALS

Select one of the following five arsenals. Both players use the same arsenal. The question is, who uses it more effectively? (Also, see the *Weapons* section)

ARSENAL 1	Colt45, Thompson SMG, Bazooka, Mark II Frag Grenade
ARSENAL 2	Colt45, Sniper, Thompson SMG, Stielhandgranate (Potato Masher)
ARSENAL 3	M1 Garand, Sniper, Browning Automatic Rifle, Mark II Frag Grenade
ARSENAL 4	Shotgun, Browning Automatic Rifle; Bazooka, Mark II Frag Grenade
ARSENAL 5	M1 Garand, MP40 SMG, Shotgun, Stielhandgranate (Potato Masher)

GALLERY

The best OSS agents are the best-educated OSS agents. Enter the Gallery to view actual footage from WWII highlighting events mirrored in each of *Medal of Honor's* missions, as well as a slide show on the making of *Medal of Honor*.

OPTIONS

Customise the game to suit your preferences. Assign passwords to saved missions, configure your controller and adjust the volume for game sounds and music.

PASSWORD

At some point you may come across a Medal of Honor password obtained via the www.mohgame.com website. When you find a password, go to the Password screen and enter it in the decoder to unlock special game options.

SECRET CODES

Earn an Excellent rating (see the *Mission Ratings* section) on all levels of any mission and receive a Secret Code for access to special game modes. There are eight Secret Codes in all. The first two you can earn are Nifty Multiplayer Power-Ups and American Movie Mode. The other six, you just have to find out for yourself.

CONTROLLER

Player 1/Player 2	Directional button **LEFT/RIGHT** to toggle between player 1 and 2 controllers. Press the ✕ button to select a controller to configure.
Configure	Use the Directional button to browse and press the ✕ button to select from a list of five controller configurations.
Invert Y Axis	When **ON**, reverses your up/down axis so that the **R2** button + Directional button **DOWN** aims high and **R2** button + Directional button **UP** aims low.
Easy Aim	When **ON**, this option makes it easier to hit your enemies.
Zoom Aim	When **ON**, your view zooms in when you aim your weapon.
Fast Aim	When **ON**, your aiming reticule (or crosshair) moves faster.

Vibration	When **ON**, your controller vibrates when a bullet hits you or when you fire a higher-powered weapon.

Note: Vibration only works with DUAL SHOCK™ analog controllers.

AUDIO

Volume	SOUND EFFECTS: Set game sound effects volume level.
	BACKGROUND: Set soundtrack volume level.
Stereo/Mono	Select stereo or mono sound for the game.
Background	Select *Music and Ambience* if you want musical accompaniment in addition to sound effects, or *Ambience Only* if you want to turn off the music and hear sound effects only.

CREDITS

See the troops behind *Medal of Honor*.

PLAYING THE GAME

With the Controller commands at your disposal, you are well equipped to meet the enemy. However, you need to know more than just how to aim and shoot to survive your missions.

PAUSE SCREEN

You may pause the game at any time during play by pressing the **START** button. The Pause Screen lists your objectives for the current level. A red box next to an objective indicates that you have completed that objective. The screen also lists the number of enemies neutralised for that level.

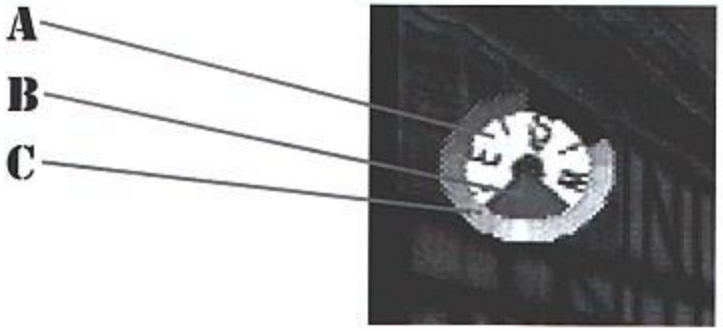
QUIT (RETURN TO THE WAR ROOM)/CONTINUE

From the Pause Screen you may quit your current game and return to the War Room or you may continue playing your current game.

- To quit, Directional button **LEFT/RIGHT** to highlight Quit, then press the × button to select. On the next screen, Directional button **LEFT/RIGHT** to highlight Yes, then press the × button to select.
- To continue playing your current game, press the **START** button at any time or Directional button **LEFT/RIGHT** to highlight Continue, then press the × button.

COMPASS

In addition to aiding you in navigating the levels, the compass serves two other functions.



(A) Direction indicator

(B) Hit location indicator

(C) Life meter

One function of your compass is to serve as a hit location indicator. When an enemy bullet hits you, a quadrant of the compass lights up indicating the direction from which the bullet came. Multiple bullets from different directions light up multiple quadrants.

The other function of the compass is to serve as a health meter. When the meter runs out, your life is over.

ITEMS

Look for these items to help you complete your missions.

- Pick up items by walking over them.

AMMO

The ammunition in Medal of Honor is divided into several categories: Pistol, Rifle, Sub-Machine Gun, Grenade, Bazooka and Shotgun.

WEAPONS

Pistols	Colt 1911A1, HiStandard Silenced Pistol, German Walther P38
Rifles	M1 Garand, Springfield '03 Sniper, Gewehr 41 (S) (Enemy)
Submachine Guns	Thompson SMG, Browning Automatic Rifle (BAR), MP40 SMG (Player & Enemy)
Grenades	Mark II Fragmentation Grenade, Stielhandgranate (Potato Masher)
Heavy Weapons	Shotgun, Bazooka

HEALTH

When a bullet hits you, your health meter drops (see the *Compass* section). To restore your health, look for the following items:

Medical Canteen	Restores 10% of your total health
First Aid Kit	Restores 25% of your total health
Field Surgeon Kit	Restores 50% of your health

ALARMS

Certain facilities you infiltrate are equipped with alarm systems. If an enemy becomes alerted to your presence, he sets off an alarm to signal the others. You can turn off the alarm system, or even turn it on to draw out the enemy to where you are waiting for them.

- Set off or disable all alarms by walking up to one and pressing the action button.

  ***EA* TIP** You can permanently disable an alarm by shooting it.

MISSION RATINGS

At the end of each level you receive a mission rating based on your performance during that level. Below are the ratings and how to earn them:

Average	Finish level
Good	Finish level and kill at least 95% of the enemies
Excellent	Finish level, kill at least 95% of the enemies and finish with at least 75% health

MEDALS

If you perform well enough in your campaign to disrupt the Nazi war machine and help end WWII, you may prove yourself worthy of the Medal of Honor.

MISSION MEDALS

You win individual Mission Medals by completing a mission with Excellent ratings on two of three, or three of four, levels. There are a total of seven Mission Medals that you can win through the course of the game.



(A) The Distinguished Service Medal

(B) The Army Commendation Medal

(C) The American Campaign Medal

(D) The Legion of Merit

(E) The Norwegian War Cross

(F) The Soldier's Medal

(G) The Victory Medal

(H) The Medal of Honor

***EA* TIP** If you fail to achieve an Excellent rating on a level, you can choose to replay the level.

END OF GAME MEDALS

At the end of the game you earn a medal based on your performance through all the missions. If you are good enough to win the Medal of Honor, you get a special movie and secret code.

BRONZE STAR: Complete all missions successfully

SILVER STAR: Complete all missions successfully with 4 Medals

MEDAL OF HONOR: Complete all missions successfully with all 7 Medals

Complete all levels with an Excellent rating and receive a secret bonus award.

SAVING/LOADING GAMES

Up to 15 games can be saved on a Memory Card.

TO SAVE A GAME:

1. Insert your Memory Card into Memory Card Slot 1.
2. At the War Records screen (see the *War Records* section), select SAVE GAME.
3. Press the ✕ button to save the game to the Memory Card.

   Note: You may save a game immediately after completing a mission.

To load a previously saved game:

1. Insert your Memory Card into Memory Card Slot 1.
2. At the War Records screen (see the *War Records* section), select LOAD GAME.
3. Directional button **UP/DOWN** to select the game that you wish to resume. Press the ✕ button to select that game.
4. The selected game loads and resumes play at the start of the mission that you exited.

   Note: Never insert or remove a Memory Card while loading or saving files.

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Customer Service Numbers	Games Hotlines
• Australia — 01902 262 662*	29955 7744**
* (ITM Calls charged at $1.50 per min. Get parents' OK to call) ** CTI. Calls charged at $0.95 per min. Calls from mobile or public phones are higher.	
• Belgique/België/Belgien — 011 280 996	Please contact your local distributor
• Danmark — 33 26 68 20	Please contact your local distributor
• Deutschland — 01805 / 766 977*	0190/900030 & 0190/787906**
(*DM 1,21/Min.; **DM 2,42/Min. Jugendliche unter 18 Jahren dürfen nur mit Erlaubnis ihrer Eltern/Erziehungsberechtigten anrufen)	
• España — 902 102 102	91 754 55 40
• France — 01 40 88 04 88	04 72 53 25 00
• Greece — (00 301) 6777701	Please contact your local distributor
• Ireland — (01) 4054022	Please contact your local distributor
• Israel — 03 5706998	Please contact your local distributor
• Italia — 167 520 523	Please contact your local distributor
• Malta — 344700	Please contact your local distributor
• Netherlands — 0495 544 562	00800 940 55555
• New Zealand — (09) 415 2447	Please contact your local distributor
• Norge — 2336 6600	Please contact your local distributor
• Österreich — 0450 199 000 500*	0049-2408-940 777
* (Ein Anruf unter dieser Nummer kostet in der Zeit von 8-18 Uhr ös 8, - - /Min, außerhalb dieser Zeit ös 6, - - /Min)	
• Portugal — (01) 318 7450	Please contact your local distributor
• Schweiz/Suisse — 0900 55 20 55	0900 - 55 40 20*
* (SFr 2,00/Min. Jugendliche unter 18 Jahren dürfen nur mit Erlaubnis ihrer Eltern/Erziehungsberechtigten anrufen)	
• Suomi — 0600 411911	Please contact your local distributor
• Sverige — 587 610 00	Please contact your local distributor
• UK — 0990 99 88 77	09067 53 22 53*
* (Calls are charged at 75p per minute. Please ask the permission of whoever pays the bill **before** you call)	

Please call the Customer Service Numbers only for issues concerning PlayStation Hardware Support and the Games Hotline numbers for games issues. Details of call costs apply only to Games Hotline numbers.