

REGISTER

Get EA Cheat Codes and Game Hints

Register online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

EmuMovies

It's Fast. It's Easy. It's Worth It!



Electronic Arts Inc. 200 Redwood Shores Parkway, Redwood City, CA 94065
© 2006 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™, and EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners. 1493105

MEDAL OF HONOR EUROPEAN ASSAULT



WARNING: READ BEFORE USING YOUR PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ⊕ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ⊕ Do not bend it, crush it, or submerge it in liquids.
- ⊕ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⊕ Be sure to take an occasional rest break during extended play.
- ⊕ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CONTENTS

COMPLETE CONTROLS.....	1	HINTS AND TIPS.....	6
STARTING THE GAME.....	2	MULTIPLAYER.....	6
COMMAND REFERENCE.....	3	ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY.....	8
PLAYING THE GAME.....	4	LIMITED 90-DAY WARRANTY.....	8

COMPLETE CONTROLS

Your fight to free Europe starts here. Learn these controls so you're ready to take on the enemy and make a difference on the battlefield.

NOTE: The following controls are for the Sharp Shooter controller configuration. You can change the controller configuration at the Controller Settings screen when you start a Single Player game (also accessible via the Game Settings screen under Options).

GENERAL GAMEPLAY

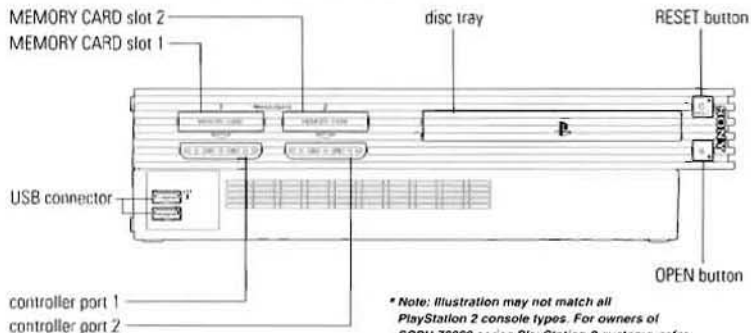
Move/Lean (in Aim mode)	left analog stick
Look/Aim	right analog stick
Fire/Throw grenade	R1 button
Zoom/Aim mode	L1 button (hold)
Zoom in/out (when zooming with a scope)	D-button ↑/↓
Toggle weapon 1/weapon 2	○ button
Melee attack	R3 button
Toggle weapon/grenade	R2 button
Cook grenade (when holding grenade)	⊗ button
Action/Reload	⊗ button
Jump/Stand	△ button
Crouch/Prone	□ button
Use medkit	D-button ↓
Activate Adrenaline mode	D-button ↑
Position squad/Recall squad	L2 button/L3 button
Change class at supply base (multiplayer only)	⊗ button
Access mission map	SELECT button
Access Pause menu	START button

- ⊕ When you "cook" a grenade, you start the grenade's fuse, allowing you to time your throw so the grenade explodes when and where you want. Just don't hang on to the grenade for too long! You can set Grenade Cook to OFF on the Game Settings screen under the Options menu.

Check out EA GAMES™ online at www.eagames.com.

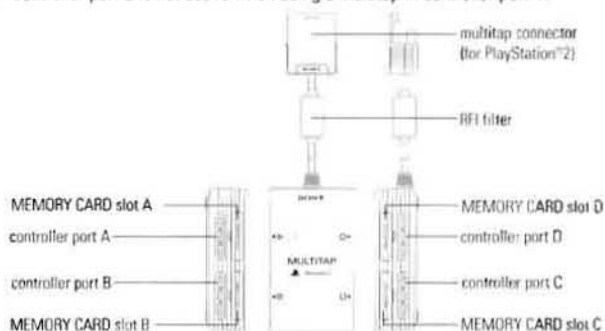
STARTING THE GAME

PLAYSTATION™2 COMPUTER ENTERTAINMENT SYSTEM



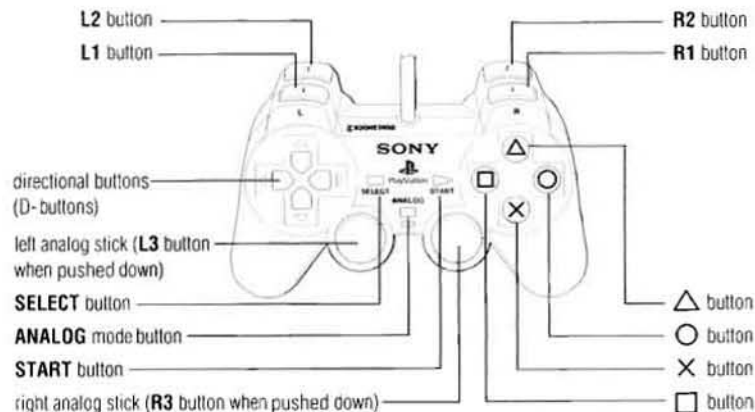
** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-7000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

1. Set up your PlayStation™2 computer entertainment system according to the instructions in its Instruction Manual.
 2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
 3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
 4. Place the *Medal of Honor European Assault™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
 5. Attach game controllers and other peripherals, as appropriate.
 6. Follow on-screen instructions and refer to this manual for information on using the software.
- NOTE: When using the Multitap (for PlayStation™2), a controller must be connected to controller port 1-A.
- NOTE: The multitap can only be used in controller port 1.
- NOTE: Controller port 2 is not active when using a multitap in controller port 1.



COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



PLAYING THE GAME

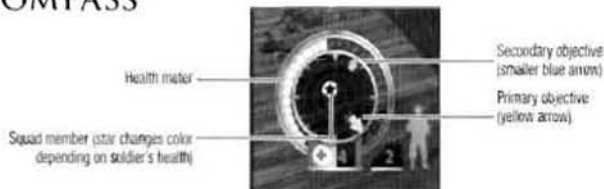
You are US Army Lieutenant William Holt, hand-picked by William "Wild Bill" Donovan to be among the first field agents of the newly formed Office of Strategic Services—the OSS. Your missions will take you through daring commando raids, brutal winter conflicts, and historic battles as you become the driving force in the struggle to liberate Europe.

When you start the game with a new profile you must first play through the "Operation Chariot" prologue mission, and then unlock successive missions as you go. Once you unlock campaigns and missions you can re-play them in any order you choose.

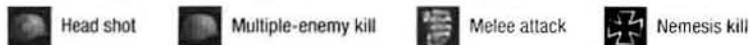
GAME SCREEN



COMPASS



Other icons appear in the lower right corner of the screen when you eliminate enemies:



NOTE: The bullets on the multiple-enemy kill helmet represent how many enemies you killed in quick succession. Multiple-enemy kills do not provide an adrenaline boost.

DIFFICULTY

The four difficulty settings determine the level of enemy skill as well as what you start each mission with. Don't start off at Hero level unless you're ready for some merciless combat action!

Recruit For beginners. Start each mission with two revives and four medkits. Enemies are unskilled and difficulty is easy.

Normal	Start each mission with one revive and one medkit. Enemies are skilled and difficulty is normal.
Veteran	Start each mission with no revives and no medkits. Enemies are aggressive and difficulty is hard.
Hero	Start each mission with no revives and no medkits. There are no health pickups. Enemies are relentless and difficulty is unforgiving.

TAKE COVER!

Rule #1 on the battlefield is keeping yourself out of harm's way. The best way to do this is to take cover when the action heats up. This doesn't mean taking yourself out of the action—you can still take out enemies from cover by peeking and leaning (though this is tougher when you are lying prone).

To lean around your cover, go into Aim mode (press and hold the L1 button) and press the left analog stick ←. You can also press the left analog stick ↑ while in Aim mode to peek your head over your cover. If the cover is not tall enough to cover your head, or to duck down to shoot under a vehicle for example, press the left analog stick ↓ while in Aim mode.

REWARDS SYSTEM

Medal of Honor European Assault features an innovative rewards system that lets you reap the benefits of your heroic actions in real time. In addition to finding medkits and ammunition scattered about levels, you can also earn canteens (for a health boost), additional ammo, and different weapons when you take out enemies. You can even get bonus medkits by keeping your squad members alive through a mission.

ADRENALINE METER

Add to your adrenaline meter by scoring head shots, healing squad members, and more. Once the meter is full, put your adrenaline into action by pressing the D-button ↑. Time slows down, your focus sharpens, you gain invincibility and unlimited ammo, and you fight with a courage you never knew you had.

- ☉ To heal a wounded squad member, approach him and press the ⊗ button at the prompt. Healing a squad member uses one medkit.

OBJECTIVES

The OSS does not recruit cowards—you cannot complete a mission until you finish the job by completing the mission's primary objective. There are several ways to complete each objective and how you go about it is up to you.

Each mission also has optional secondary objectives that unlock under certain circumstances.

- ☉ Completing secondary objectives earns you bonus revives, which bring you back to life when your health meter depletes. You must pick up the bonus revive (by walking over it) to add it to your inventory. If you run out of health and have no more revives, you must start the mission from the beginning.

NOTE: If you are run over by a tank, you lose all your revives!

NEMESIS AND OSS OBJECTIVES

Defeating a Nemesis is no easy task. They are elite soldiers trained to withstand a lot of pain and punishment. The OSS objectives involve missions of espionage, such as obtaining secret enemy documents. As with the secondary objectives, completing Nemesis and OSS objectives gets you closer to the gold medal for the mission.

- ☉ To view your objectives, enter the Pause menu (press the ⏸ button). Completed objectives are marked with a gold star. Objectives also appear on the mission map.

MEDALS

After you complete a mission, you earn a medal based on how many objectives you completed. A silver medal nets you a bonus medkit for the next mission. If you complete all your objectives you earn a gold medal and are rewarded with an extra revive in the next mission.

- ☉ To earn a campaign medal, you must earn a gold medal on each of the missions. This won't be easy, but it shows who the true heroes are.
- ☉ View your progress for each campaign and the missions within each campaign by accessing the Service Record screen through the Main menu.

SAVING AND LOADING PROFILES

Set up a profile to save files to, or load profiles from, your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

NOTE: Never insert or remove a memory card when saving or loading files.

The game prompts you to create or load a profile upon start-up at the Select a Profile screen. You can also access this screen by selecting PROFILES from the Main menu. After you complete a mission, the game prompts you to save your progress to your profile.

HINTS AND TIPS

- ☉ Shooting a red fuel barrel can be an effective way of taking out a well-covered enemy.
- ☉ Don't try to take on the German war machine all by yourself. Your squad mates are there for you and willing to follow your command—even if it means taking the lead in charging the enemy while you bring up the rear.
- ☉ Seek out cover where you can find it, then lean (while in Aim mode) around the corner to get a drop on the enemy while minimizing your exposure.
- ☉ The decision to switch weapons shouldn't necessarily be based on which weapon you like best—you should also take things such as the availability of ammo into account. For instance, you might love the rapid-fire action of the M1 Thompson, but the Karabiner 98K might be better when you have to pick off enemies at a distance.
- ☉ There are many ways to complete objectives. The path of least resistance may keep you alive but it might not offer as many opportunities for earning rewards and boosting your adrenaline. Assess your options and determine which course of action is right for you.

MULTIPLAYER

Challenge your friends in different game modes across 15 maps. You can find ammo stockpiles at certain locations on each map to help keep you in the fight.



In each multiplayer mode you can find icons marking spots where you can upgrade your weapon or change soldier classes.



Infantry



Sniper



Heavy Weapons



Rifleman

In between rounds of multiplayer matches, the Final Statistics screen displays your Points and Kills so you can keep track of who is dominating the battlefield.

GAME MODES

There are three main Multiplayer game modes: Death Match (play as individuals or teams to a set number of kills), Axis vs. Allies, and Free for All.

- ☉ After you select your game mode you can access an Options screen to toggle Friendly Fire ON/OFF/REFLECTED (REFLECTED punishes the shooter for friendly fire) and change the Max Time limit for each round.

You can choose one of four objective presets in Free for All mode or five presets in Axis vs. Allies mode, or choose CUSTOM to create your own objective/map combination.

OBJECTIVES

- ☉ In flag-based objective game types, a white flag icon appears in the upper right corner of the screen when you have the flag.

Face to Face

Plant a bomb in your opponent's base to blow it up and win the round. If the enemy plants a bomb in your base, try to make it back in time to defuse it.

Blitzkrieg

Capture three flags scattered around the map and hold all three for 10 seconds to win the round. Stand by a flag for five seconds to capture it. You can take away a flag your opponent has captured by standing next to it for ten seconds.

Artillery Flag

Try to find the artillery flag and bring it to the drop zones at the enemy's base. Planting the flag gives your artillery a target to blast away at. Drop zones are indicated in the compass.

Getaway

Your mission is to carry the flag to the drop zone or prevent your enemies from doing the same. Try to find the flag then bring it into the drop zone which is indicated in your compass. Each successful flag drop scores you one point. Score the specified number of points to win.

King of the Hill

Stand near the flag for at least five seconds to earn points while fending off attacks from others trying to stand near the flag. A white crown icon appears in the upper-right corner of the screen when you are close enough to the flag to earn points. Score the specified number of points to win.

Survival

Capture the flag and run with it. The longer you carry it around, the more points you earn. When you are killed you drop the flag and another player can pick it up. Score the specified number of points to win.

Nemesis

Become the Nemesis by picking up the bazooka, then take out opponents to earn points. Score the specified number of points to win. Once you are killed, the other players get the chance to become the Nemesis.

Capture the Flag

Infiltrate the enemy's lair, grab the flag, and bring it to the drop zone. Be alert, though—the enemy is trying to do the same with your flag. You can only score points if your flag is at your base. Score the specified number of points to win.

Death Match

Kill enemy players to score points. Score the specified number of points to win. Killing yourself costs you points.

ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Congressional Medal of Honor Society (CMOHS) 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.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: (650) 628-1900

EA Warranty Information

Online Self-Help Knowledgebase and Email – You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department.

<http://techsupport.ea.com>

Automated Warranty Information – You can contact our automated phone system 24 hours a day for any and all warranty questions:

(650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 6pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required. *Automated Warranty Information:* (650) 628-1900

Package Cover Illustration: Petrol Advertising

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, the EA GAMES logo and Medal of Honor European Assault are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. Medal of Honor is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products. All Rights Reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.



THX is a trademark or registered trademark of THX Ltd. All rights reserved.
A THX Certified Game is your assurance of consistent and optimal sound and picture performance. This game title was developed in a studio that meets THX's stringent reference standards for acoustical and visual performance, letting you enjoy the best in sound and picture playback.

PROOF OF PURCHASE
Medal of Honor European Assault™
1493105



0 14633 14931 9