

XBOX

# MEDAL OF HONOR EUROPEAN ASSAULT



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For more information about this and other titles, take a look at EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com)

# COMMAND REFERENCE

## MENU CONTROLS

Highlight menu items	
Cycle choices/Move sliders	
Select/Go to next screen	<b>A</b>
Return to previous screen	<b>B</b>

## 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

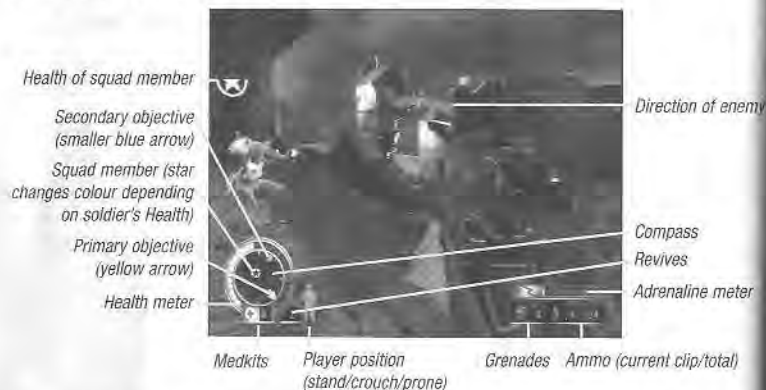
Strafe/Move (Lean in Aim mode)	
Turn/Look	
Fire/Throw grenade	<b>R</b>
Zoom/Aim mode	<b>L</b> (pull and hold)
Zoom in/out (while zooming with scope)	
Toggle weapon 1/weapon 2	<b>B</b>
Melee attack	click
Toggle weapon/grenade	
Cook grenade (when holding grenade)	<b>A</b>
Action/Reload	<b>A</b>
Jump/Stand	<b>Y</b>
Crouch/Prone	<b>X</b>
Use Medkit	
Activate Adrenaline mode	
Position squad/Recall squad	click
Change class at supply base (multiplayer only)	<b>A</b>
Access mission map	
Access Pause menu	

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

## 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 conflict 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



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

- Head shot
- Melee attack
- Nemesis kill
- Multiple-Enemy kill

## 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 number one 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 (pull and hold **L1**) and move **Left/Right**. You can also move **Up/Down** 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, move **Up/Down** 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), ammo and different weapons when you take out enemies, and even 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 **Enter**. 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 **A** at the prompt. You use 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 **ESC**). 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 hard disk.

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 while you charge 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 minimising your exposure.
- The decision to switch weapons shouldn't always necessarily be based on which weapon you like best – you should also take 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 of completing 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. Below are the multiplayer game mode descriptions.

## 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 level (map)/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 a 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 an enemy's base. Planting the flag gives your artillery a target blast away at. Drop zones are indicated in the compass.

### Getaway

Your mission is to carry the flag to the safe place 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 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 or 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 blow out opponents to earn points. Score the specified number of points to win. Once you are killed, the other players have 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. 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 labourers 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 valour, respect and honour across the spectrum of American backgrounds — the values that make the United States of America 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)