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ESRB

EA GAMES

# MEDAL OF HONOR
## FRONTLINE

EA GAMES

# CONTENTS

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# STARTING THE GAME

Here's the information you need to get *Medal of Honor Frontline*™ up and running.

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2
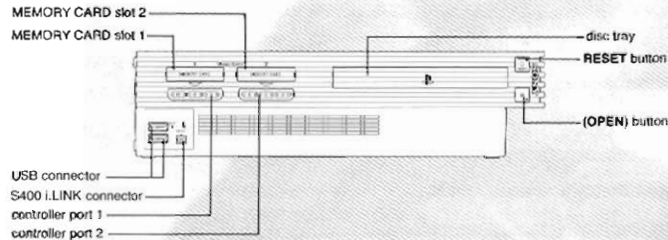
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

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 Frontline* 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.

# COMMAND REFERENCE

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons (D-button)
left analog stick (L3 button when pressed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pressed down)
△ button
○ button
✕ button
□ button
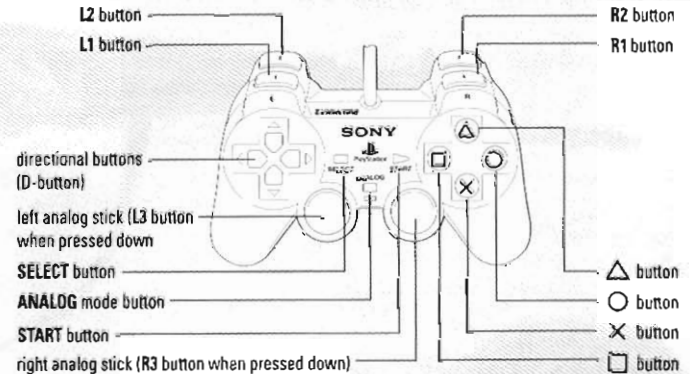
## MENU CONTROLS

**To choose an option:**

◇ Press the D-Button ↔ to browse or cycle through the different options.

◇ Press the ✖ button to select a submenu or change the current option.

◇ Within any submenu, press the ▲ button to return to the previous screen.

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

# BASIC CONTROLS

These are the basic commands for the **MOH Sharpshooter** controller configuration. Four other configurations are offered as well as your own customized configuration (➤ *Controller* on p. 10).

## GENERAL GAMEPLAY

CROUCH

JUMP

MOVE FORWARD
BACK/STRAFE LEFT/RIGHT
CENTER VIEW (L3 BUTTON)

ACTION

TURN LEFT/RIGHT,
LOOK UP/DOWN

CALL HQ

PAUSE GAME/GO TO PAUSE MENU

## WEAPONS HANDLING

AIM/LOOK

RELOAD
FIRE

NEXT WEAPON

PREVIOUS WEAPON (R3 BUTTON)
MELEE ATTACK
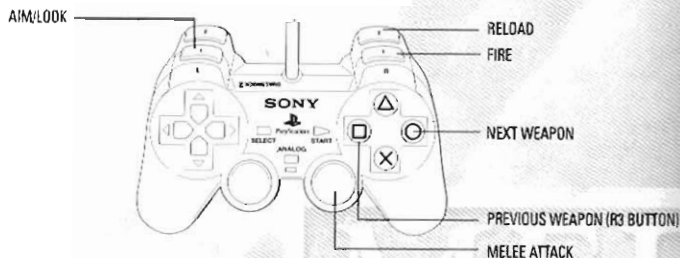
★ For more detailed information about all gameplay controls, ➤ *Playing the Game* on p. 11.

**NOTE:** The ANALOG mode switch will always default to ON as each level is loaded.

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# INTRODUCTION

**The Cotentin Peninsula, France. June, 1944.**

James Patterson, a twenty-four year old Lieutenant in the Air Transport Corps, bravely piloted his over laden C-47 troop transport through bad weather, poor visibility, and heavy enemy fire to deliver a regiment of U.S Airborne paratroopers to their drop zones behind the beaches of Normandy, France. The date was June 5, 1944, D-Day minus one.

As the last man hit the silk, Patterson's C-47 was fired upon by German fighters. With a hole in the tail and one engine burning, Patterson crash landed his plane into an open field bounded by the unrelenting hedgerows of Normandy. Jimmy and four of his crew survived.

Armed only with his pistol, an M-1 Garand rifle and a few grenades, Patterson led his crew of airman toward the coast, taking out a few Wehrmacht checkpoints along the way. Running low on ammo and determination, the crew was eventually found by a small French resistance group known as the Maquis. Earlier that evening, resistance groups throughout Northwestern France had been alerted via Allied radio transmissions that the long-awaited, large-scale invasion against the German war machine was at last underway. They wanted in on the fight and were ready to help in anyway possible. Jimmy and his group were lucky to get picked up by the Maquis. The same could not be said for the nearly 5,000 other brave Allied souls who lost their lives on that fateful day.
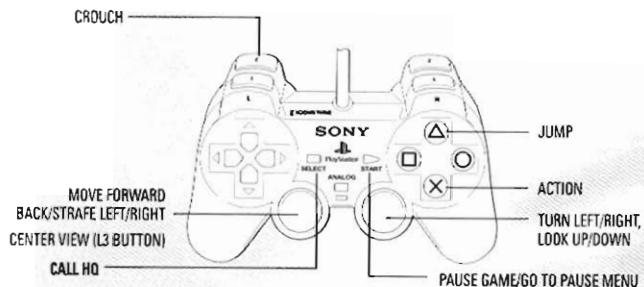
The resistance group saw Jimmy and his men safely to a small port city just north of Quinéville, on the Eastern edge of the peninsula. On board an unassuming fishing trawler, they navigated miles of German mine-studded waters and finally reached the oncoming Allied armada. Jimmy was taken aboard the transport ship USS Thomas Jefferson. Realizing that the task at hand would demand the efforts of every able-bodied man aboard the vessel, Patterson prepared to return to France. His finest hour was yet to come.

Fully equipped for combat, standing shoulder to shoulder with members of the 116th Infantry in the cramped quarters of a Higgins Boat—now in tow beside the dark hull of the Jefferson, Jimmy listened intently to the quiet prayers of his newfound comrades in arms.

Lieutenant James Patterson was headed back into France...the hard way.

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# MAIN MENU: THE WAR ROOM

From the War Room (the main menu), you can get briefed and oriented on the campaign, as well as start a new mission, learn more about the game, load or save a game, or select new game options.

| | |
|---|---|
| **OPTIONS** | Set controller, audio, video, subtitles and gameplay options. ➤ *Options* on p. 9. |
| **PLAY** | Begin the campaign on the beaches of Normandy and load or save games. ➤ *Play* below. |
| **NEXT MISSION** | (If available) Start the next mission in your current campaign. ➤ *Next Mission* on p. 8. |
| **GALLERY** | Review History and the Making Of each mission in the campaign. You can also watch the credits. ➤ *Gallery* on p. 8. |
| **PERSONAL RECORDS** | Review your personal stats and medals. ➤ *Personal Records* on p. 8. |

## PLAY

Ready to enlist in the OSS? From the Play screen, you can hit the beach at Normandy or manage your saved games.

✧ To begin the campaign with the D-Day invasion at Normandy, highlight D-DAY and press the ✖ button, press the ✖ button again to begin "Your Finest Hour". ➤ *The Campaign* below.

✧ To load or save a game or start a new campaign, press the D-Button to select the game management options. Then, press the D-Button ↕ to select your option and press the ✖ button. ➤ *Load/Save* on p. 7.

✧ To return to the War Room, press the ▲ button.

## THE CAMPAIGN

The Allied campaign to retake Europe is about to begin, but the OSS has its doubts. While Eisenhower and his generals prepare for the big battle at Normandy, the OSS is readying for the smaller ones far behind enemy lines, where its agents may decide the outcome of the war. The OSS is taking matters into its own hands, and the best ones for the job belong to you, Lt. Jimmy Patterson.

Climb into a Higgins boat off the coast of Omaha Beach, Dog Red Sector. At dawn on June 6, 1944, you can join the first soldiers to hit the beach at the Atlantic Wall in the greatest battle of World War II. Then make your way far behind enemy lines and into the heart of the enemy defense.

## MISSION LOG

After a mission has been completed, you can replay it at any time from the Mission Log screen.

✧ To select a different mission to play, press the D-Button ↕ to select your option and press the ✖ button.

## BRIEFING

From the Mission Log screen, you can get the latest Allied intelligence on your next mission and all of your completed missions.

✧ Press the D-Button ↕ to highlight a mission then press the ✖ button to select it. To see the mission briefing, highlight BRIEFING and press the ✖ button.

## JOURNALS

The Journals will give you specific intelligence about your next mission.

★ To go to the next page, press the ✖ button. To return to the previous page, press the ▲ button.

## LOAD/SAVE

**NOTE:** A saved game of *Medal of Honor Frontline* requires 149KB of free space on a memory card (8MB) (for PlayStation®2).

In the load/save menu, you can load and save games or start a new game altogether.

✧ To load, save or start a new game, press the D-Button ↕ to highlight your choice and press the ✖ button.

✧ To start a new game when you have already loaded a game, press the D-Button ↕ to highlight NEW GAME and then press the ✖ button.

✧ To return to the War Room, press the ▲ button.

## LOAD GAME

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

In the load game screen, you can load a previously saved game.

✧ To select a game to load, press the D-Button ↕ to highlight the save and press the ✖ button.

✧ To return to the Mission Log screen, press the ▲ button.

## AVE GAME

You can save your game from the Mission Log screen after each successful mission. From the Mission Log screen, press the D-Button ‹ › to access the load/save menu.

✧ To save your current game, press the D-Button ‡ to select SAVE GAME and press the ✖ button. At the save screen, you can choose to create a NEW SAVE or you can overwrite a previously saved game by selecting one of them.

✧ To return to the Mission Log screen, press the ▲ button.

## NEXT MISSION

If you have loaded or started a campaign, you can proceed to the next mission in the game.

✧ To begin a new game when one is loaded, select NEW GAME in the load/save menu. ➤ Load/Save on p. 7.

## GALLERY

After completing a mission, you can review the results of your success in the Gallery. View actual footage from World War II to see how your accomplishments are changing the campaign for the Allies. You can also review movies on the making of *Medal of Honor Frontline*.

★ During the course of your campaign, you can unlock History and Making of movies by earning a medal for each mission. Check this screen from time to time.

✧ To select the Gallery for a different mission, press the D-Button ‹ › and press the ✖ button. Then, to choose to see the History or Making Of videos for the selected mission, press the D-Button ‹ › and press the ✖ button.

## PERSONAL RECORDS

In Personal Records, you can review the medals and statistics that you have accumulated in the current campaign.

✧ To review Player Stats or Medals, press the D-Button ‡ and press the ✖ button.

### PLAYER STATS

Player Stats include all of the firing and target information from your current game.

✧ To return to the Personal Records screen, press the ▲ button.

## MEDALS

In your Medals case, you can review the medals that you have earned.

✧ To review your earned Medals, press the D-Button any direction.

✧ To return to the Personal Records screen, press the ▲ button.

## OPTIONS

From the Options screen, you can enter Passwords and adjust Bonus features, as well as change Audio, Difficulty and Controller settings.

✧ To select an option, press the D-Button ‹ › and press the ✖ button.

✧ To return to the War Room, press the ▲ button.

## PASSWORD

Other OSS operatives may place passwords in the local media (such as gaming magazines and websites). Enter these passwords into the Enigma Machine to unlock a Bonus. After you enter a password, a new extra is available in the Bonus screen.

✧ To select a letter, press the D-Button any direction and press the ✖ button.

✧ To enter the selected password, select SEND and press the ✖ button. The password is entered.

✧ To get to the Bonus screen after entering a password, press the ▲ button to return to the Options screen. Then, press the D-Button ‹ › to highlight BONUS and press the ✖ button.

## BONUS

★ A Bonus can unlock cheats and special features.

✧ To highlight a different Bonus, press the D-Button ‡.

✧ To toggle use of a highlighted Bonus, press the ✖ button.

✧ To go back to the Options screen, press the ▲ button.

# CONTROLLER

◇ To select a different setting for your controller, press the D-Button ↔ and press the ✖ button.

| | |
|---|---|
| **CONFIGURATION** | To browse from the available configurations or select your own, press the D-Button ↔. To select a configuration, press the ✖ button. |
| **INVERT Y AXIS** | When ON, your up/down axis will be reversed. |
| **CROSS HAIRS** | When ON, the aiming cross hair is on-screen at all times. |
| **GRENADE COOK** | When ON, you can hold on to the grenade and shorten the amount of time it takes to explode. |
| **VIBRATION** | When **ON**, your controller vibrates based on game events. |

# AUDIO

◇ To select a different audio setting to configure, press the D-Button ↔ and press the ✖ button to change the setting value.

| | |
|---|---|
| **SOUND EFFECTS** | Volume level for sound effects and ambient sounds in the game. |
| **MUSIC** | Volume level for music in the game. |
| **SOUND TYPE** | Press the ✖ button to toggle between **STEREO**, MONO and DOLBY SURROUND. |

# DIFFICULTY

| | |
|---|---|
| **EASY** | Player is a skilled marksman and heals fully between levels. Enemies are new recruits. |
| **NORMAL** | Player and enemies are evenly matched and some healing occurs between levels. |
| **HARD** | This is war! Your enemies are truly dangerous and no healing occurs between levels. |

# PLAYING THE GAME

To succeed at your missions, you need to know your weapons, objectives, and controls, for success comes from knowing more than just how to aim and shoot.



On the game screen, you should pay regular attention to the compass and health meter. Also, you should be aware of your weapon ammo levels.

From time to time, important text messages appear at the top of the screen.

The following controls are for the **MOH Sharpshooter**.

## MOVEMENT CONTROLS

◇ To move **forward and back**, press the left analog stick ↕.

◇ To **strafe left and right**, press the left analog stick ↔.

◇ To look **up and down**, press the right analog stick ↕.

◇ To **turn left and right**, press the right analog stick ↔.

◇ To **center your view**, press the L3 button.

◇ To **jump**, press the ▲ button.

◇ To **toggle crouching**, press the L2 button.

◇ To perform an **action**, press the ✖ button.

## WEAPONS CONTROL

◇ To **fire**, press the R1 button.

◇ To **reload**, press the R2 button.

◇ To **cook a grenade** when the option is ON, press the R2 button.

◇ To switch to your **next weapon**, press the ● button

◇ To switch to your **previous weapon**, press the ■ button

◇ To **melee attack with the weapon**, press the R3 button.

★ You can use Aim Mode to zoom in and get better aim on a target. For more information, ➤ Aim Mode on p. 14.

## MISSION OBJECTIVES AND OTHER CONTROLS

Before a mission, you can review the objectives in the Briefing screen. During a mission, you can re-check the objectives as you accomplish them in the Pause Screen.

✧ To **pause the game** and open the Pause Screen, press START. ➤ *Pause Screen* on p. 16.

## COMPASS AND HEALTH METER

Pay attention to your compass. In addition to assisting in navigation, the compass can be a lifesaver.



LIFE METER — HIT LOCATION INDICATOR — DIRECTION INDICATOR
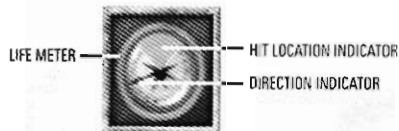
When you are hit by enemy fire, a red flash appears in the quadrant of the compass from which the shot came. As you take damage, the ring around the compass shrinks, changing from green to red, until the ring and your health are gone.

✧ To toggle display of the compass, health meter and ammo counter, press the D-Button ← for **ON**, and press the D-Button → for OFF.

### HEALTH

To restore health, look for the following items:

| MEDICINAL CANTEEN | Restores 10% of your total health. |
| MEDICAL KIT | Restores 25% of your total health. |
| FIELD SURGEON PACK | Restores 50% of your total health. |

## WEAPONS

In the lower-right corner of the game screen, you can see the remaining amount of ammo you're carrying for the selected weapon and the amount of ammo remaining in the loaded clip.

### PISTOLS

| Weapon | Accuracy | Rate of Fire | Damage | Clip Capacity |
| --- | --- | --- | --- | --- |
| Colt .45 | 3 | 20 | 10 | 7 |
| Walther P38 | 3 | 20 | 9 | 8 |
| Webley and Scott Silenced pistol | 3 | 40 | 10 | 7 |

### RIFLES

| Weapon | Accuracy | Rate of Fire | Damage | Clip Capacity |
| --- | --- | --- | --- | --- |
| M1 Garand | 2 | 30 | 12 | 8 |
| Springfield '03 Sniper | 1 | 40 | 16 | 5 |
| STG 44 | 3 | 8 | 10 | 30 |
| BAR | 3 | 9 | 10 | 20 |
| Gewehr 43 | 1 | 40 | 16 | 10 |

### SUB-MACHINE GUNS

| Weapon | Accuracy | Rate of Fire | Damage | Clip Capacity |
| --- | --- | --- | --- | --- |
| MP40 | 3 | 5 | 6 | 32 |
| Thompson | 3 | 4 | 6 | 20 |

### GRENADES

| Weapon | Accuracy | Rate of Fire | Damage | Clip Capacity |
| --- | --- | --- | --- | --- |
| Mark II Frag Grenade | NA | NA | Explosion | NA |
| Stielhandgranate | NA | NA | Explosion | NA |

### HEAVY WEAPONS

| Weapon | Accuracy | Rate of Fire | Damage | Clip Capacity |
| --- | --- | --- | --- | --- |
| Shotgun | NA | 55 | 5-75 | 8 |
| Bazooka | 1 | 200 | Exp. | 1 |
| Panzerschreck | 1 | 200 | Exp. | 1 |

# AMMO

Each class of weapon has a type of ammunition that it can use. You can find ammo during the course of your missions and use it.

✧ To **reload**, press the **R2** button.

Even if you are out of ammo, you can still swing your gun to club enemies in hand to hand combat.

✧ To **strike with the weapon**, press the **R3** button.

✧ To switch to your **next weapon**, press the ● button.

✧ To switch to your **previous weapon**, press the ■ button.

# WEAPONS MODES

In addition to using the arsenal of weapons that you may find, you should be familiar with any zoom features or stationary weapons that you may encounter.

## AIM MODE

Aim Mode lets you focus on getting a good shot on a slow-moving or stationary target. When you enter Aim Mode, you utilize the aiming sight or the scope of your current weapon and steady your aim, heart and movements to hit the target.



AIMING CROSS HAIR

✧ To activate **Aim Mode**, press and hold the **L1** button.

✧ For Sniper Rifle only: To **zoom** in and out, press the D-Button ↕.

✧ To move your aim, press the **right analog stick**.

✧ To **fire**, press the **R1** button.

# GUN EMPLACEMENTS

You may encounter and be able to man stationary gun emplacements behind enemy lines. Usually, these weapons are heavy-caliber machine guns and can quickly clear an area for you.

✧ To man a gun emplacement, move next to the weapon and press the ✖ button.

# ITEMS

You can pick up mission orders, keys and other items to assist you in completing your mission.

✧ Walk over an item to pick it up. A text message indicates that it's been added to your inventory.

After an item is collected, the item is automatically used in the location where it is needed.

# PAUSE SCREEN

You can pause the game at any time to review objectives, or end your game through the Pause Screen.



COMPLETED OBJECTIVES
REMAINING OBJECTIVES
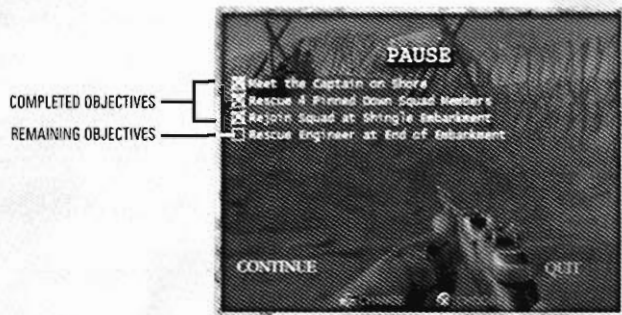
❖ To pause the game and open the Pause Screen, press the **START** button.

The Pause Screen lists your objectives for the current level with a check in the box next to all objectives that have been completed so far.

❖ To return to the game, press the D-Button ‹ › to highlight CONTINUE and press the ✖ button.

❖ To quit your current game, highlight QUIT and press the ✖ button. On the next screen, press the D-Button ‹—› to highlight YES and press the ✖ button. The quit screen gives you the option to Save the game (➤ *Save Game* on p. 8), Replay Mission, or, or Return to War Room. Press the D-Button ↕ to highlight an option and press the ✖ button to select it.

# ALARMS

Some facilities that you infiltrate are equipped with alarm systems. Enemies alerted to your presence may set off the alarm to signal others. You can turn off alarm systems—or turn them on to draw out and ambush the reinforcements.

❖ To activate or disable an alarm, press the ✖ button.

❖ To destroy an alarm, stand back and shoot it.

# GETTING AROUND

A good agent behind enemy lines finds ways to move quickly towards his objectives with a minimum of interference.

## HOPPING A RIDE

A number of our contacts may provide rides for you through enemy territory. They are undertaking significant risks to do so. If possible, avoid engaging enemy units, but do not hesitate to defend your vehicle and agent if under attack.

❖ To hop a ride, press the ✖ button.

## DISGUISES



Pass
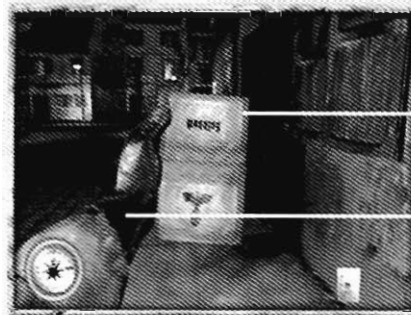
Uniform Disguise

Occasionally, you can obtain a disguise that will allow you access to restricted areas. A misplaced enemy uniform and security pass makes for an excellent disguise. When disguised, avoid movements that may attract unwanted attention, such as arming yourself, and present your pass when it is requested. Remember that you are one man against an entire army, so it is best to avoid combat.

❖ To acquire a disguise, approach an enemy uniform.

❖ To present your pass, make sure the pass is selected as your weapon and press the **R1** button.

# YOUR ALLIES

Depending on the mission, you may find yourself fighting alongside other Allied soldiers. In some cases, you are the mission leader, and you may receive vital information from them in the field. You should do whatever you can to protect them, so they can complete their assignments for the mission. They also can supply some much needed firepower to help you get past your enemies.

# MISSION RATINGS

At the end of each mission, you receive a rating based on your performance.

| | |
|---|---|
| BRONZE STAR | Complete level. |
| SILVER STAR | Complete level and neutralize 95% of the enemy. |
| GOLD STAR | Complete level, neutralize 95% of the enemy and maintain 75% health. |

★ If you receive all Gold Stars for the levels in a mission, you receive a combat medal.

# REWARDS AND MEDALS

Excellence has its rewards. If you perform well enough, you may be eligible for mission and campaign medals.

## MISSION MEDALS

| | |
|---|---|
| ARMY COMMENDATION MEDAL | For heroism, valor or meritorious service while serving in the Army after 6 December 1941. |
| SOLDIER'S MEDAL | For heroism involving the voluntary risk of life under conditions not involving conflict. |
| DUTCH WWII COMMEMORATIVE CROSS | For service in the liberation of the The Netherlands from Nazi occupation. |
| LEGION OF MERIT | For exceptionally meritorious conduct in the performance of outstanding services and achievements by key individuals. |
| DISTINGUISHED SERVICE FLYING CROSS | For heroism or extraordinary achievement while participating in aerial flight in any capacity in the Armed Forces. |
| ARMY DISTINGUISHED SERVICE MEDAL | For exceptional meritorious service to the Army in a duty of great responsibility in which performance is clearly exceptional. |
| DISTINGUISHED SERVICE CROSS | For any act of heroism that is so extraordinary as to set the individual apart from his comrades. |
| BRONZE STAR | For a single act or meritorious service accomplished with distinction while in the military service of the United States. |
| SILVER STAR | For galantry in action against an enemy of the United States while engaged in military operations involving conflict with an opposing foreign force. |

EA ★ TIP When you complete a level you can always replay it later (➤ *Mission Log* on p. 7) and try for a better rating.

## END OF GAME MEDALS

At the end of the game, you can earn a medal based on your performance through all the missions. If you are good enough, you may receive the Distinguished Service Cross.

EA ★ TIP If you complete all levels with an Excellent rating, you receive a secret bonus award.

# DISTINGUISHED SERVICE CROSS

**THE DISTINGUISHED SERVICE CROSS**

The Distinguished Service Cross is awarded in recognition of extraordinary heroism in connection with military operations against an opposing armed force.

This commendation is presented to a person who, while serving in any capacity with the Army, distinguishes himself or herself by extraordinary heroism while engaged in an action against an enemy of the Unites States; while engaged in military operations involving conflict with an opposing/foreign force; or while serving with friendly foreign forces engaged in an armed conflict against an opposing Armed Force in which the United States is not a belligerent party.

The act or acts of heroism must have been so notable and have involved risk of life so extraordinary as to set the individual apart from his or her comrades.

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 3,433 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.