



NTSC U/C

PlayStation®



MEDAL OF HONOR™

ELECTRONIC ARTS®

DREAMWORKS INTERACTIVE

Precautions

• 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.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

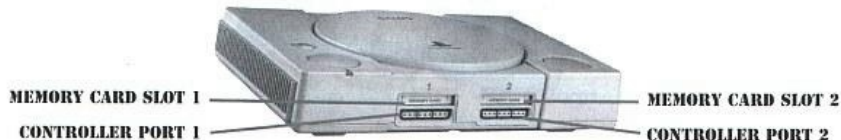
The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

Software and Documentation © 1999 Electronic Arts Inc. All rights reserved.
Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.
Medal of Honor Software © 1999 DreamWorks Interactive L.L.C. All rights reserved.
Medal of Honor is a trademark of DreamWorks Interactive L.L.C. All Rights Reserved. DreamWorks Interactive is a trademark of DreamWorks L.L.C.

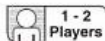
Software © 1999 Electronic Arts Inc. All rights reserved. For home use only. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited.
Published by Electronic Arts Inc. Developed by Electronic Arts Inc.

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.



1 - 2
Players



Memory Card
1 block



Analog Controller
Compatible



Vibration Function
Compatible



BASIC CONTROLS



CONTENTS

Basic Command Summary	4	Quit (Return to the War Room)/Continue	13
Menu Controls	4	Compass	14
To choose an option:	4	Items	15
Game Controls	5	Ammo	15
Before The CIA, There Was The OSS	6	Weapons	15
Setting Up The Game: War Room	7	Health	16
War Records	8	Alarms	16
Multiplayer	8	Mission Ratings	17
Weapon Arsenals	10	Medals	17
Gallery	10	Mission Medals	17
Options	10	End of Game Medals	19
Password	11	Saving/Loading Games	20
Secret Codes	11	To save a game:	20
Controller	11	Credits	21
Audio	12	Limited Warranty	26
Credits	12	Returns After Warranty	27
Playing the Game	13	Game hints and cheats	27
Pause Screen	13		

For more info about this and other titles, check out Electronic Arts™ on the web at www.ea.com.

BASIC COMMAND SUMMARY

MENU CONTROLS

TO CHOOSE AN OPTION:

- Directional button LEFT/RIGHT to cycle through the different options
- Press the X 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 Arsenal* section).

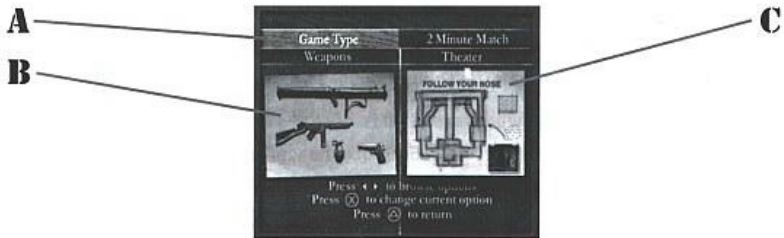
Note: Make sure that you have a controller in both Controller port 1 and Controller port 2 of the console before entering Multiplayer mode.

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 Arsenal* 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 X button to select a controller to configure.
- Configure** Use the Directional button to browse and press the X 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.

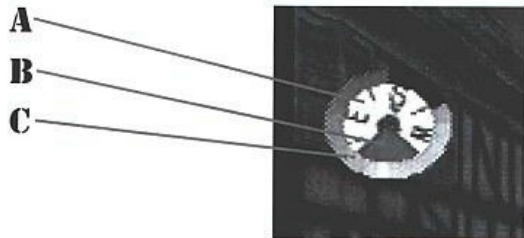
QUIT (RETURN TO THE WAR ROOM)/CONTINUE

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 X button to select. On the next screen, Directional button LEFT/RIGHT to highlight Yes, then press the X 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 X 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	Merk 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.

ER 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 X 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 X 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.

CREDITS

ELECTRONIC ARTS

Producer: Scott Evans

Associate Producer: Sam Clifford

Development Director: Atsuko Matsumoto

Production Specialists: Ricky Brown, Barry Feather, John Pemberton

Project Manager: Emily Bromley

Website Executive Producer: Scott Zimble

Website Producer: Perry Wang

Website Art Director: Anthony Palacios

Website Production Artist: Robert Gale

Package Project Management: Nancy Waisanen

Package Art Direction and Design: Mike Lippert

Package Illustration: Matt Hall

Product Manager: Emily Kenner

Public Relations: Anne Marie Stein, Robyn Rodota

Documentation: Daniel Davis

Documentation Editor: Ede Clarke

Lead Tester: Laffy Taylor

Testers: Chris Espiritu, Jesse Waco, Greg McCord

Customer Quality Control: Darryl Jenkins, Benjamin Crick, Jacob Fernandez, Dave Knudson, Micah Pritchard, Andrew Young, Tony Alexander

Special Thanks: Tom Frisina, Marci Galea, Shannon Salinas, Frank Gibeau, Mike Quigley
DreamWorks Interactive

Producer / Writer: Peter Hirschmann

Technical Director: Adrian Jones

Animation Director: Sunil Thankamushy

Assoc. Producer/Localization: Scott Langteau

Art Director: Matt Hall

Lead Artist: Dmitri Ellingson

Lead Designers: Chris Cross, Lynn Henson

Lead Engineers: Adrian Jones, Mike Heilemann

Engineering Team: Ike Macoco, Ayo Drimoloye, Gustavo Oliveira, Bradley Fitzgerald

Lead Two Player Engineer: Dennis Taylor

Lead Tools Engineer: Tom McDevitt

Geometry Team: Dmitri Ellingson, Neal Nellans, Micah Linton, Brian Horton, Jenny Hansen, David Prout

Animation Team: Sunil Thankamushy, Ken Angliongto; Weapons & Props: Stephen Ratter; Asset Wrangler: Eric Church

Test Lead: Damon Tripodi

Test Team: Travon Babers, Bobby Hecksher, Kevin Lewis, Steven Lin, Stephen Skelton

Additional Design: Eric Church, Greg Hillegas, Justin Norr, Noah Hughes

Additional Behaviour Scripting: Terrance Cohen, Sunil Thankamushy

Additional Art: Dave Thompson, Robert Holm

Additional Testing: Tim Coolidge, Matthew Eslinger, Jeremy Hall, Randy Kirby, Seth Kleinberg, Joseph Lamas, Charles Polanski, Alon Raphael, Max Spielberg, Caleb Sweazy

Audio Director: Erik Kraber

Voice Actors: Morgan Sheppard, Charles De Vries, Kai Wulff, Joerg Salden, Felix Fuchssteiner, David Baelcke, Keith Hargrove, Aion Vernon, Scott McKean

DWI

DWI Marketing: Rich Flier, Amy Nabi

IT Director: Steve Arnold

Network Administrator: Joe Aguilar

Executive Producer: Patrick Gilmore

DWI Head Honcho: Glenn Entis

MUSIC

Music Composed and Produced by: Michael Giacchino

Score Conducted by: Tim Simonec

Score Recorded by: Steve Smith, Xtreme Studios

Assistant Engineer: Pat Lambert

Score performed by: The Northwest Sinfonia

Orchestration: Tim Simonec

Additional orchestration: Mick Giacchino

Music Copyist: Gregg Nestor

Contractor and Concert Master: Simon James

SPECIAL THANKS

Melanie Bishop, Amy Calfin, Julie Carson, Katrine Clip, Bruce Cohen, Michael Conard, John Garcia-Shelton, Rene Gonzalez, Noah Falstein, Cary Hara, Phil Harrison, Kurt Heli, Steve Herndon, Kirsti Judd, Darby Kane, Tina Kowalewski, Wendy Leshner, Marvin Levy, Meredith Lobel-Angel, Dave Lowery, Kathleen Lynch, Kristie Macosko, Andrea McCall, Havard Meland, John Miller, Sean O'Connor, Susan Ray, Maria Shore, Kenneth Simonsen, Monica Singh, Lane Spano, Herbert Weber, Katherine Williams, Everyone at Franklin Media, Everyone at Stenbridge

VERY SPECIAL THANKS

Kathleen Cohen For Pulling off the Best Team Trip in the History of the World

WWII Archival Material: The Smithsonian Institution National Air and Space Museum, Washington, D.C., Archives Division: Melissa A. N. Keiser, Chief Photo Archivist, NASM Film Archives: Mark Taylor (fast, friendly, and courteous!), Alex Yi; **MOH Shell Research Access:** Phil Reed, Curator, Cabinet War Rooms, Imperial War Museum, London; **MOH C-47 Flight:** Capt. Jim Findlay, Capt. Mike Harris, Gen. Henry Arnold; **V2 Rocket Consultant:** Dr. William Ratter, Ph.D.; **Contemporary Launch Vehicle Access:** Mark S. Allison, Manager, Production Operations, Space Systems Division, Boeing North American, Inc.; **Military Field Staff:** Sgt. Raleigh Wilson, Sgt. Julia Rupkalvis, JohnRobert Wilson

SPECIAL THANKS

Jeffrey Katzenberg, David Geffen, Military Advisor: Capt. Dale Dye, USMC (ret.)

ELECTRONIC ARTS EUROPE

Product Manager: David Miller

Assistant Product Manager: Jason Berisford

UK PR: Lidia Stojanovic, Simi Belo

Localisation Project Manager: Sonia 'Sam' Yazmadjian

Documentation: Oli Ladenburg

Pack and Documentation Layout: Colin Dodson

Translation Co-ordination: Clare Parkes, Rebecca Gordon

Localisation Co-ordination - Export and Web: Petrina Wallace, Lucy Hargood

Materials Co-ordination: Kevin Smith

Studio Ops: Steve Fitton

Customer Quality Control: David Fielding, Dean Murphy

Created by Steven Spielberg

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, P.O. BOX 835, SLOUGH, BEAKS, SL3 8XU, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd.

If you have any queries on warranty replacements or user-damaged disks or manuals, please e-mail us on uk-warranty@ea.com. Please note that this is only for warranty and NOT technical queries.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, P.O. Box 835, Slough, SL3 8XU, UK.

If you have any queries about this product, Electronic Arts' Customer Service department can help.

Customer Services have manned lines open from 9am-6pm Monday to Thursday & 9am-4:30pm Friday, and can be reached on the following number:-

0870 2432435

Note: This is a National call rate line charged at 6p per minute at peak times and 2.6p per minute off peak. [These charges are correct at the time of publication] In order to improve our customer service, we will log your details into a secure database. When you are connected to a representative, you will be asked for several details, including your surname and date of birth. This information will not be shared with any external companies, or used for marketing purposes without your consent.

GAME HINTS AND CHEATS

To acquire hints and cheats for the majority of our new releases you will need to call the Electronic Arts Hintline (open 24 hours a day)

09067 53 22 53

Note: This is a premium charge line (calls cost 75p per minute). Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

HAVING PROBLEMS OBTAINING ONE OF OUR GAMES?

Have the latest EA games delivered right to your door!

For the fastest way to get your hands on the latest games, visit our web shop! All new and back catalogue titles are stocked, and if you pre-order a game before it is released, it will be delivered straight to your door on the day of release - there isn't a quicker or easier way to get your games!

Post and packing is free, and you can pay using a secure server with either a credit or debit card.

<http://shop.ea-europe.com>

If you do not have Internet access, please call Customer Services, and our staff will be happy to help with your enquiry. When you call, please choose the Direct Sales option from the menu to ensure your call is routed correctly. Please note that Customer Services can only take orders where payment is made with a major credit card. Debit cards, Cheques and Postal Orders cannot be accepted.

Software and Documentation © 1999 Electronic Arts Inc. All rights reserved.

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

Medal of Honor Software © 1999 DreamWorks Interactive L.L.C. All rights reserved.

Medal of Honor is a trademark of DreamWorks Interactive L.L.C. All Rights Reserved. DreamWorks Interactive is a trademark of DreamWorks L.L.C.

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 6, - - /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.

DWE06102492M

SLES 02470



and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

5030930021139