

MEDAL OF HONOR  
ALLIED ASSAULT

SECOND EDITION

NORTH AFRICA

# BREAKTHROUGH

EXPANSION PACK





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\* Requires *Medal of Honor Allied Assault™* to play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



## COMPLETE CONTROLS

In addition to the following complete set of default keyboard controls, you can completely configure how you control *Medal of Honor Allied Assault Breakthrough*. You can configure the controls just as you want them whether you play with the keyboard or mouse. For information on configuring your controls, > *Setting Up the Game* on p. 5.

### MOVEMENT

✧ The term **None Set** indicates that a control choice is not set by default. You must set these controls (yourself) for them to be operational within the game. You may also set alternate controls for most actions.

ACTION	PRIMARY
Look/Aim Weapon	Mouse
Move Forward/Backward	W/S
Jump	SPACEBAR
Crouch	Left CONTROL
Turn Left/Right	None Set
Look Up/Down	None Set
Center View	None Set
Strafe Left/Right	A/D
Run/Walk (Hold Key)	Left SHIFT
Always-Run Toggle	None Set
Lean Left/Right	Z/C

### WEAPONS

**NOTE:** Some weapons do not have a secondary attack.

ACTION	PRIMARY
Primary Attack	Mouse button 1
Secondary Attack	Mouse button 2
Use (Action)	E
Reload Weapon	R
Holster Weapon	Q
Next Weapon	Mouse wheel up
Previous Weapon	Mouse wheel down

### WEAPONS (CONT.)

Select Pistol	1
Select Rifle	2
Select Submachine Gun	3
Select Machine Gun	4
Select Grenade	5
Select Heavy Weapon	6
DM Drop Weapon	H

**NOTE:** DM commands apply only to Multiplayer sessions.

### OTHER

ACTION	PRIMARY
Pause Game	PAUSE
Review Objectives/Scores	TAB
QuickSave	F5
Load Last QuickSave	F9
Select DM Team	U
Select DM Primary Weapon	P
DM Quick Message	Y
DM Quick Team Message	T



### CONTROLLABLE ARTILLERY AND VEHICLES

⇒ To use controllable artillery or vehicles, press the Use (Action) key (E) to mount the weapon. Once in control of the weapon, steer and fire it using the same controls as you would on foot. When finished, press the Use (Action) key (E) again to dismount the weapon.

## AFRICA TO ITALY

*Medal of Honor Allied Assault Breakthrough* is the latest expansion pack for *Medal of Honor Allied Assault*. This manual covers some of the new features and gameplay options *Breakthrough* offers.

In *Medal of Honor Allied Assault Breakthrough* you take the role of Sergeant John Baker, a tough-as-nails infantryman in the 34th "Red Bull" Division. Baker went through basic training at Camp Claiborne, Louisiana before shipping off to Africa at the start of U.S. involvement in the ground war.

Baker's ready attitude and extraordinary composure under fire got him "volunteered" for many extraordinary missions. His skills and battlefield wits got him through them, even when losses in his company were catastrophic.

As Baker, you'll join the American push across the deserts of Northern Africa and through the central mountains of Italy toward Rome. You'll find yourself in the path of Germany's famed Afrika Korps Panzers, under fire on the beach at Sicily, and hammering your way into the natural fortress of Monte Cassino. Few paths in history have been so hard to follow.

In the tradition of the *Medal of Honor*™ franchise, *MOHAA Breakthrough* puts you into the action with unparalleled combat realism. You'll cross uncharted battlefields and encounter an all-new range of enemies and weapons. Also, a new multiplayer game mode awaits, complete with new soldier classes.

So what are you waiting for, Baker? Get in there and give it your all!

For more info about this and other titles, check out EA GAMES™ on the web at [www.eagames.com](http://www.eagames.com).

**NOTE:** See enclosed Install Guide for Technical Support information.

## SETTING UP THE GAME

From the Map Room, you can go to any *Medal of Honor Allied Assault Breakthrough* campaign. Play a single-player campaign, or join thousands of other *Medal of Honor* players online. You can also load a previously saved game or change your gaming options before setting off on a new mission.

⇒ To play the single player adventure of the original *Medal of Honor Allied Assault* game, click QUIT and re-launch using the *Medal of Honor Allied Assault* shortcut.

New Game: If you have already started a new game, this option reads Continue Game

Options: Set game-play, controller, audio and video options

Load/Save & Medal Case: Load a saved game or view records on your completed missions



Head to the Briefing Room to get started on the next mission

Go head-to-head against friendlies and foes via LAN or Internet play

Exit to Windows®

### NEW GAME

Start a new game.

### OPTIONS

Set control, audio, and video options in the game.

### LOAD/SAVE & MEDAL CASE

Load or save games, or review the medals that you have earned.

### BRIEFING ROOM

Go to the Briefing Room to replay an unlocked mission at any time.

### MULTIPLAYER

Create or join a multiplayer game (► p. 14).

### CREDITS

Check out the team behind *Breakthrough*.

### QUIT

Exit and return to your desktop.

◇ The Monitor Calibration Screen calibrates the brightness level of your monitor so that the game's colors and appearance are accurate.

### To use the monitor calibration tool:

1. Select **OPTIONS** in the Main menu. The Options menu appears.
2. Select **VIDEO OPTIONS** in the Options menu, then select **MONITOR CALIBRATION**.
3. Follow the instructions on the screen, and when done, click **APPLY**. Your monitor is recalibrated.



## BATTLES

You've got a long road ahead of you, Baker, and don't expect a nice Mediterranean vacation, either. If you're not willing to lay it all on the line then you may as well start practicing your German, because if you don't stop the Axis we'll all be speaking it soon enough.

### KASSERINE PASS, TUNISIA

February 20, 1943

The battle of Kasserine Pass began as a tremendous setback to U.S. forces, and now Rommel's German forces have occupied the pass and dug in. To win the battle and regain face for the U.S., you'll have to push them back one machine-gun nest at a time. And don't be surprised if you find a few presents left behind for you—the Germans have discovered that the desert sand is a perfect place to hide land mines.

*"In a man-to-man fight, the winner is he who has one more round in his magazine."*

— German Field Marshal Erwin Rommel

- ◇ Rommel was the legendary commander of Germany's Afrika Korps, which pushed through Kasserine Pass quickly, but soon lost the battle due to a lack of ammunition and gasoline.

### BIZERTE, TUNISIA

April 20, 1943

Bizerte is a port town, occupied by Axis forces and riddled with canals, which may be your best bet for getting around undetected. In the port is a German supply boat that contains some classified documents. Your job is to infiltrate the boat, seize the papers, and then blow the boat sky-high. There's just one problem—the boat is half capsized and turned on its side. Hope you have a good sense of balance.

*"If you tell people where to go, but not how to get there, you'll be amazed at the results."*

— U.S. General George S. Patton

- ◇ The U.S. II Corps, under General Patton, provided support for the successful main attack on Bizerte, which was made by British troops. The fall of Bizerte was a disaster for the Axis that led to the surrender of 275,000 German and Italian troops in Northern Africa.

### SICILY, ITALY

July 10, 1943

The night of the Sicily invasion brought disastrous conditions for landing troop-transporting gliders, and many planes came to rest in trees or in the ocean. When your glider sustains damage from anti-aircraft fire and misses the landing zone, you'll have to survive heavy enemy fire and keep your wits about you to locate your unit.

*"Take calculated risks. That is quite different from being rash."*

— U.S. General George S. Patton

- ◇ General Patton, relegated once again to supporting a main attack by British troops during the invasion of Sicily, requested permission to move north for "reconnaissance" purposes. In fact his army bypassed the British and slyly assumed the lead in the push toward Rome.

### MONTE CASSINO, ITALY

January 12, 1944

The enemy-occupied city of Cassino lies in the shadow of foreboding Monte Cassino, beneath countless well-camouflaged German guns. Yet someone must go in to save stranded Allied soldiers, and that someone is you.

*"Nobody ever defended anything successfully, there is only attack and attack and attack some more."*

— U.S. General George S. Patton

- ◇ Conditions at Monte Cassino were freezing cold and the mood was dismal as Allied troops stared up at the seemingly impregnable mountain, yet despite the brutal conditions orders were resolutely followed. One quartermaster was asked to round up exhausted muleskinners and rally them for a third sleepless night of packing supplies into the frozen hills. The Captain instructed the quartermaster to tell his men they could have the following night off if they survived. "Well, if I tell them that, Captain, I believe they can make it," said the quartermaster, "but what will I tell the mules?"

### ANZIO, ITALY

April 14, 1944

By the time you reach Anzio you've become accustomed to enemy shelling, but this time the Axis have brought in massive guns that pose an extraordinary threat. If they are not taken out, the entire beachhead will be destroyed—along with the Allied landing force.

*"Battle is an orgy of disorder."*

— U.S. General George S. Patton

- ◇ At Churchill's insistence, the Allies landed at Anzio in hopes that the Germans would react to a major landing behind their own lines by retreating from Monte Cassino. Instead the Germans stayed put, surrounding the beachhead at Anzio and pounding it with shells. Churchill was not pleased, and he complained loudly that the landing he had envisioned as a wildcat roaring into the mountains had become a whale wallowing on the beaches. The men at Anzio now needed relief, and the exhausted Allied forces at Monte Cassino were forced to push even harder in order to rescue the men who were meant to be their saviors.

### MONTE BATTAGLIA, ITALY

September 28, 1944

You'll need all of your resources to defend this mountaintop from numerous Axis counterattacks. And don't look for help from the rear, because this time you may have moved too far too fast.

*"In the absence of orders, go find something and kill it."*

— German Field Marshal Erwin Rommel

- ◇ After Rome had fallen and the Allies had landed at Normandy, fighting in Italy remained fierce. Monte Battaglia, or Battle Mountain, was easily taken at first, but the Germans soon counterattacked from three sides.



## NEW WEAPONS

Read on to learn about new weapons from several different countries that you can add to your arsenal. As always, you should use caution approaching combat situations while armed with unfamiliar weapons. The heat of battle is a bad time to learn the quirks of your newly acquired Italian rifle.

### HAND GRENADE CLASS

#### BOMBA A MANO S.R.C.M. MODEL 35



The bomba a mano, or hand bomb, is the standard-issue grenade of the Italian army. Each grenade's stamped metal casing is painted red, resulting in the common name of "Red Devil." Allied troops have discovered that this grenade's explosive powder can be dumped out and the fuse replaced with a wick, making a nice little lantern for writing letters in the evening.

#### BOMBA A MANO BRED A MODEL 35 F



The Italians also produce a smoking version of the model 35. It can obscure infantry and vehicular activity or work as a decoy, diverting attention in the featureless expanses of the desert. The grenades themselves are very similar to their explosive counterparts, but each grenade's steel casing is painted yellow and perforated with large holes.

### PISTOL CLASS

#### BERETTA MODEL 34



The standard sidearm of Italian Army officers is the Beretta Model 34, a simple, reliable, small pistol with good stopping power. Composed of only 39 parts, this semiautomatic handgun can consistently deliver up to 40 9mm rounds in one minute. It weighs less than two pounds, and its versatility ensures that it sees action at every Italian front.

### RIFLE CLASS

#### CARCANO MODEL 91



The Italian Army's standard-issue rifle is the Carcano Model 91. The Carcano's basic design is getting old, as it was originally commissioned in 1892. Yet this is a trend-setting firearm, with a tiny caliber of just 7.35mm, which will soon be normal for military rifles. It has a short barrel and a fixed aim of 500 meters. It feeds six rounds per clip through bolt action, but the rifle's design makes it very difficult to load and fire single shots.

### SNIPER RIFLE CLASS

#### LEE ENFIELD NO.4 MK1(T)



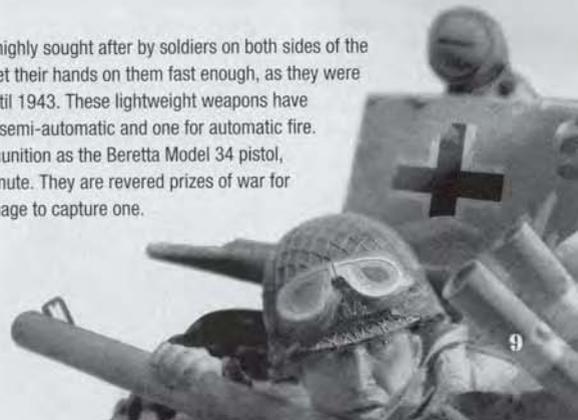
Legendary among snipers and the soldiers who fear them, the British No.4 Mk1(T) is a remarkable weapon. Each one begins as a standard Enfield rifle that is handpicked for its extraordinary accuracy. It is then shipped to a quality gunsmith where the stock is replaced and a scope is fitted. These highly accurate rifles are durable and comfortable to shoot, making them a marksman's dream in combat. They fire a 7.62mm high-velocity bullet from a 10-round magazine, and can be accurate up to a thousand meters.

### SUBMACHINE GUN CLASS

#### MOSCHETTO AUTOMATICO BERETTA MODEL 38A



This unique Italian weapon is highly sought after by soldiers on both sides of the front. Even the Italians can't get their hands on them fast enough, as they were issued only to paratroopers until 1943. These lightweight weapons have two separate triggers, one for semi-automatic and one for automatic fire. They use the same 9mm ammunition as the Beretta Model 34 pistol, firing up to 500 rounds per minute. They are revered prizes of war for the few Allied troops who manage to capture one.



## HEAVY MACHINE GUN CLASS

### BREDA MODEL 30



The Italian Army has just one type of heavy machine gun at their disposal, the Breda 30. If there was another option, Italian soldiers would take it. The Breda 30 is mechanically awkward, slow to reload, hard to keep clean, notoriously inaccurate, and the barrel must be changed incessantly. Yet despite its drawbacks the Italians manage to use it fairly effectively, and any sane soldier would prefer to be behind the sights of a Breda rather than in front of them.

### VICKERS BERTHIER MK3B



Very similar in appearance and functionality to the Bren, the Vickers-Berthier was in direct competition with the Bren to become the British Army light machine gun in the early 1930s. It lost, and Vickers gave up manufacturing the weapon. The Indian Army took up production, however, using these guns throughout World War II. It weighs only 22 pounds and can fire ten 7.7mm rounds in one second.

## BAZOOKA CLASS

### PIAT ANTI-TANK WEAPON



The British PIAT (projector infantry Anti-Tank) takes a unique approach to the problem of launching projectiles at heavy mechanized vehicles. Instead of guiding a self-propelled charge like a U.S. Bazooka, the PIAT actually launches the projectile using a highly compressed spring. Cocking the spring, which requires about 200 pounds of force, is notoriously difficult, and firing it requires heavy pressure from all four trigger fingers. Nevertheless the PIAT is a capable tank-killer that can launch high explosive charges up to 700 yards or more, although at that distance you don't stand much of a chance of hitting your target.

## LIGHT ARTILLERY CLASS

### OBICE CANNONE DA 75/18 MODEL 37



The Italians developed the Cannone Da 75 as a light howitzer to serve them in the mountains. It was originally designed to be broken down into eight loads for easy transport through difficult terrain, and soon proved itself to be a useful little weapon. So the Italians adapted it for general use throughout the army, placing it on a standard carriage. It fires a 14-pound, 3" diameter shell up to two miles.

### ANTI-TANK GUN CANNONE DA 47/32 MODEL 35



First produced in Germany in 1935, the Böhler 47mm anti-tank gun soon saw widespread use and was licensed for production in Italy. The Italians went on to manufacture so many of these guns that they have become known as an indigenous Italian weapon, the Cannone Da 47/32 M35. This gun fires a 1.5-pound, 1.85" diameter shell with enough force to penetrate two inches of armor plating at 500 yards.

- ↪ Both Italian cannons require basic field assembly prior to firing.
- ⇒ To take control of the cannon, press **E**.
- ⇒ To assemble the weapon, right-click your mouse (secondary attack).
- ⇒ To fire, left-click your mouse (primary attack).
- ⇒ To detach from the cannon, press **E**.

## NEW VEHICLES

The Italians, the Germans, and the British have always had a knack for producing unusual vehicles. Below is a debriefing on some of their quirky military creations—from 40-ton tanks to nimble fighter aircraft.

### ITALIAN - AB-41 RAILWAY TRUCK



The Autoblinda 41 armored car is a unique vehicle that has proven to be thoroughly useful for the Italians. Equipped with four-wheel drive and four-wheel steering, it can be driven in either direction. It can clamber over relatively difficult terrain, and even the two spare tires are mounted amidships to help it roll over obstacles. It is topped with a light tank turret and armed with one 8mm and one 20mm gun. The AB-41 has been produced in volume and adapted for many specific uses, such as anti-aircraft support, deep sand desert driving, and travel on railroad tracks.

### VELTRO ATTACK FIGHTER



The best Italian fighter airplane of the Second World War is unquestionably the MC205 Veltro, a lightweight and agile aircraft that can match any fighter in the sky. Although introduced late in the war, it has gained the respect of the Allies by shooting down many bombers and several of their escorts. The Veltro, or greyhound, can fly at almost 400 miles per hour, reach an altitude of almost 40,000 feet, and dizzy Allied pilots with its dogfighting abilities.

### CARRO P.40 TANK



The P.40 is another example of the Italians producing battle-ready weapons late in the war, perhaps too late. This is the first Italian tank that can be considered comparable to Allied armor. The P.40's sizable 75mm cannon can penetrate the armor of most other tanks, and its armor is heavy enough to withstand incoming barrages. The price it pays is weight, and at 26 tons it achieves a top speed of less than 20 miles per hour, even with a 12-cylinder engine.

### CHURCHILL MK.VII INFANTRY TANK



Designed for infantry support rather than speedily covering ground, the British Mk. VII is a lumbering beast that can withstand brutal impacts. It has steel armor six inches thick on its front, providing plenty of protection as it leads infantry into enemy positions. Its tremendous length and huge track area often allow the Mk. VII to traverse ground that other tanks cannot cross. Known as the Churchill, this 40-ton behemoth was armed with a 76mm cannon capable of destroying virtually any vehicle.

## MULTIPLAYER

*Medal of Honor Allied Assault Breakthrough* allows for continued playability with the online community, with nine new maps and six gameplay modes, including the new Liberation mode in which you must free fellow soldiers captured by the enemy. For more information, ► *Liberation* on p. 16.

### SETTING UP A MULTIPLAYER GAME

⇒ To access Multiplayer, select MULTIPLAYER from the Main menu.



↔ Choose to play as an Allied (Russian, British, or American) or Axis (German or Italian) soldier (► *Multiplayer Options* on p. 21).

<b>START GAME</b>	Create a new game.
<b>JOIN GAME</b>	Join an existing game.
<b>MULTIPLAYER OPTIONS</b>	Change player models.
<b>MAP ROOM</b>	Return to the Main menu.

**NOTE:** If you have been playing in the campaign, you must click **DISCONNECT FROM GAME** before starting or joining a multiplayer game.

## JOIN GAME

Join an existing multiplayer game via the Internet or a LAN connection in the Join Game screen.

### To join a LAN game:

1. Select **JOIN GAME** in the Multiplayer menu. The Join Game menu appears.
2. Select **JOIN LAN GAME** in the Join Game menu. An in-game browser appears allowing you to find any hosted games on your network.
3. Select the game you wish to play and click **JOIN GAME**. Gameplay begins.

### To join an Internet game:

1. Select **JOIN GAME** in the Multiplayer menu. The Join Game menu appears.
2. Select **JOIN INTERNET GAME** in the Join Game menu. The Join Internet Game menu appears.
3. Enter the IP address of a game you wish to join and click **CONNECT TO IP ADDRESS** or click **LAUNCH GAMESPY ARCADE** to use GameSpy to find available public servers. To use the internal browser to search for games, click **BROWSE INTERNET SERVERS**.

## INSTANT ACTION

Instant Action is a new feature that gets you into battle quickly.

### To join an Instant Action game:

1. Select **JOIN GAME** in the Multiplayer menu. The Join Game menu appears.
  2. Select **INSTANT ACTION** in the Join Game menu. The Instant Action Game screen appears and *Breakthrough* automatically scans the available servers, then puts you on the fastest server that has people on it.
  3. Select **ACCEPT** to join the randomly-selected server. Gameplay begins.
- ⇒ To select a different server, select **REJECT**.

## START GAME

Create your own multiplayer game and host it via the Start Game screen.

### To host your own multiplayer game:

1. Select **START GAME** in the Multiplayer menu. The Start Game menu appears.
2. Choose the multiplayer game type you wish to play (► *Multiplayer Game Types* below). The Game Setup menu appears. Adjust server and multiplayer options (► *Game Setup Screen* on p. 17) and select **DONE**. Your game is created.

## MULTIPLAYER GAME TYPES

In *Medal of Honor Allied Assault Breakthrough*, the classic types of *Medal of Honor Allied Assault* multiplayer games are represented, plus Tug of War (TOW) and the all-new Liberation mode.

### FREE FOR ALL GAME

Every man for himself. No teams and no goals other than destruction and mayhem.

### TEAM GAME

Play as either the Allies or Axis as you fight to dominate as a team.

### ROUND BASED GAME

Team play with a twist. Players who are eliminated are not able to return until the current round is finished. Fight hard to stay alive—it's the last team standing that wins.

### OBJECTIVE BASED GAME

Teams fight to complete a variety of objectives in order to win the map.

### TUG OF WAR GAME

Both teams have up to five objectives they must complete. The first team to complete all of their objectives wins the round.

### LIBERATION

Each team controls a small jail near their starting point. Upon being shot and killed, players respawn with no weapons inside the enemy's jail, where they remain trapped until freed by a teammate.

## LIBERATION

Liberation is a completely new style of *Medal of Honor™* multiplayer gameplay. The ultimate goal of Liberation is to capture the entire opposing team.

- ❖ Each time a player is killed he or she remains in a POW jail until freed by teammates. Once outside, players regain their previous weapons.
- ⇒ Coordinate the attack against the opposing team with all-new voice commands.
- ❖ Teamwork helps in this mode, but even if you're the last free soldier on your team, you can still rescue your whole squad and be the hero.
- ❖ You may also choose to play as a minesweeper capable of placing and detecting landmines.

## GAME SETUP SCREEN

Name your game server, select maps, and start your multiplayer game from the Game Setup screen.



- ⇒ To name your game server, enter a name into the Server Name box.
- ⇒ To increase game speed for all users, make the host computer a dedicated server by checking the appropriate box in the Game Setup screen.
- ⇒ To change maps, click **SELECT MAP** and choose a new map from the drop-down list (► *Map Rotation* on p. 19).
- ⇒ To return to the Start Game screen without making changes, click **BACK**.

## SERVER OPTIONS

### MAX PLAYERS

Configure the maximum number of players in the game. The default is 16, but can be set as high as 32 players. This should be set according to the speed of the server connection. Only servers with T1 or equivalent connections should host a 32-player server.

### FRAG LIMIT

(all except TOW and Liberation modes)

This sets the score at which the player or team wins the current map.

### TIME LIMIT

(Free For All mode only)

This sets the elapsed time at which the game ends, the winner being the player with the highest score at that time.

### INACTIVE SPECTATE

This sets the time in seconds after which an inactive player becomes a spectator. To save server bandwidth, 60 seconds is default.

### INACTIVE KICK

This sets the time in seconds after which an inactive player is kicked out of the game. 900 seconds (15 minutes) is default.

### MAP ROTATION TIME

(Team, Round, Objective, TOW, and Liberation only)

The next map is loaded after this amount of time has elapsed and one side has won the map.

### ROUND RESET TIME

(Round, Objective, TOW, and Liberation only)

This sets how long each round takes, in minutes. This can be smaller than the map rotation time, but not larger.

### TEAM SPAWN DELAY

(Team, TOW, and Liberation only)

This sets a delay in seconds between spawns. This is useful if you would like the players spawned in batches, rather than one at a time.

### DEDICATED SERVER

Check the DEDICATED SERVER box to increase the speed of the multiplayer game by making the host computer a server-only machine. You cannot play the game on a machine that is set up as dedicated.

### USE GAMESPY

To use GameSpy gaming service for Internet-based multiplayer games, check the USE GAMESPY box.

## GAME OPTIONS

### HEALTH DROP

When checked, eliminated players drop a health pickup that other players can use if they are hurt.

### REALISTIC MODE

When checked, weapons cause more damage. Keep your senses on high alert, as each bullet headed your way could spell a quick end to your tour of duty. Select this for the ultimate combat experience.

### FAST RUN SPEED

When checked, the speed at which players can run through levels is increased. Leaving it unchecked defaults to the run speed for *Medal of Honor Allied Assault*.

### TEAM DAMAGE

When checked, you can harm or kill your teammates, whether by accident or on purpose.

### HEALTH HEAL RATE

Determines how fast players heal when they use a health pickup.

- ✦ Players entering a multiplayer game are automatically invulnerable for three seconds each time they spawn. This invulnerability is meant to give players a chance to take cover if there is any enemy fire at the time they spawn. The effect is negated early if the player fires his weapons.

### MAP ROTATION

Customize which maps your server cycles through. You may set your server to cycle through both *Medal of Honor Allied Assault* and *Medal of Honor Allied Assault Breakthrough* maps, as desired.

**NOTE:** *Medal of Honor Allied Assault Breakthrough* supports, and plays, all *Medal of Honor Allied Assault* maps and *Medal of Honor Allied Assault Spearhead* Expansion Pack multiplayer maps, as well as *Medal of Honor Allied Assault Breakthrough* maps. However, people running *Breakthrough* may not join multiplayer servers that were started with *Allied Assault*, and vice versa, but they may join multiplayer servers started with *Spearhead*. If you wish to join an *Allied Assault* multiplayer server, please QUIT *Breakthrough* and relaunch the game using the *Medal of Honor Allied Assault* or *Medal of Honor Allied Assault* shortcut.

- ⇒ To set the rotation of maps during the multiplayer game, click on the SETUP ROTATION button. On the following screen, you may add whichever maps you desire to the Rotation List. Click APPLY to confirm your rotation.
- ⇒ To rotate between all available *Medal of Honor Allied Assault Breakthrough* multiplayer maps, click DEFAULT [game mode] MAP ROTATION.
- ⇒ To start the game as it is configured, click START GAME. Play begins on the selected map when players have joined and (if needed) selected teams.



## DEDICATED SERVER TECHNOLOGY

This product contains Dedicated Server Technology that you may use to host tournaments using *Medal of Honor Allied Assault Breakthrough*.

Electronic Arts (EA) does not provide Technical or Customer Support for the Dedicated Server Technology Tool.

- ❖ You may not run a commercial business using the Dedicated Server Technology we provide for multi-player gaming. You may not distribute this tool to others. Our dedicated server technology is a separate tool that we provide with this product to demonstrate how to set up a host server for multiplayer tournaments. This tool is accompanied by a Tools End User License Agreement ("*License Agreement*") which we require you to accept before you use it.
- ❖ When hosting a tournament, you may not use our logos or trademarks (including game logo treatments, the name Electronic Arts, EA, EA SPORTS, EA GAMES, EA SPORTS BIG, or the logos or names of our licensors) to promote your tournament or web site. However, you may state that your tournament is run using a specific Electronic Arts game title.
- ❖ You may not suggest that your tournament or web site is endorsed by or approved by or affiliated with EA or our licensors in any way.
- ❖ You must include the following notice at the bottom of any page on your web site or other materials mentioning our products: "*This site is not endorsed by or affiliated with Electronic Arts or its licensors. Trademarks are the property of their respective owners. Game content and materials copyright Electronic Arts Inc. and its licensors. All Rights Reserved.*"

We hope that you will respect our efforts to protect our and our licensor's intellectual property and will observe our License Agreement when using our materials and/or games.

Thank you for your support of Electronic Arts.

Good Luck and Enjoy!

## MULTIPLAYER OPTIONS

What kind of soldier do you want to be?



### To change your character's name in the game:

1. Enter a new name in the Player Name textbox.
  2. Select APPLY to confirm your change. Your player name is changed.
- ⇒ To select a different Allied model, click ALLIES PLAYER MODEL and select a new model from the drop-down list.
  - ⇒ To select a different Axis model, click AXIS PLAYER MODEL and select a new model from the drop-down list.
  - ⇒ To force everyone in the game to appear on your computer as the same team model that you selected, check FORCE MODELS.
  - ❖ If your system has only the minimum amount of RAM, using Force Models may improve game performance.
  - ⇒ To specify the speed of your connection, click the arrow and choose the appropriate speed. This optimizes your system's performance in multiplayer games.
  - ⇒ To apply any changes and return to the Multiplayer screen, click APPLY.
  - ⇒ To return to the Multiplayer screen without making changes, click BACK.

## MEDALS

### DISTINGUISHED FLYING CROSS



For surviving a fatal glider crash on July 10, 1943, and holding off the advancement of Axis troops, Sgt. John Baker, Special Forces, successfully completed a tremendously difficult tour of duty in Operation Husky.

### AFRICA STAR



Awarded by the African Nation in grateful recognition of service against an opposing armed force. Sgt. John Baker, along with your entire regiment, despite being heavily outnumbered, managed to prevent the advancement of enemy troops in Africa.

### AIR MEDAL



For discernible contribution to the operational air-land assaults against armed enemy forces, for the events surrounding September 28, 1944. Sgt. John Baker successfully radioed coordinates that obliterated Battle Mountain enemy forces at Monte Battaglia.

## ABOUT THE MEDAL OF HONOR

"For conspicuous gallantry and intrepidity at the risk of life, above and beyond the call of duty, in action involving actual conflict with an opposing armed force," the Congressional Medal of Honor is the highest award bestowed by the United States on members of its Armed Forces. Awarded by the President of the United States in the name of the Congress, the Medal of Honor acknowledges the greatest achievements and sacrifices of individual soldiers in the uniforms of our country.

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, 3,459 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 the 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](http://www.cmoHS.org)

# CREDITS

## MOHAA BREAKTHROUGH DEVELOPMENT TEAM

### TKO SOFTWARE, INC.

#### DEVELOPMENT TEAM

**Sr. Producer:** Jim Hudson

**Associate Producer:** Eric Zimmerman

**Executive Producer:** Jacob Hawley

**Technical Director:** Michael Songy

**Art Director:** John Sicat

**Lead Programmer:** Casey Robinson

**Lead Artist:** Jeremy Palmen

**Lead Animator:** Jamaal Bradley

**Lighting Director:** Merrick Rustia

**Programming:** Jason Abbott, Bill Bilodeau, Ian Peters-Campbell, Joel Petersen, Andy Schatz, David Scott, Darryl Starr, Andy Wright

**Level Design & Environmental Art:** Chad Campbell, John Fitzgibbons, John Hughes, Julie Hughes, Chris Matz, Scott Swearingen, Jeff Zaring

**3D/2D Artists:** Eddie Alcazar, John Duggan, Jonathan Gregory, Ethan Oates

**Concept Artists:** Victor Gascon, Vaughn Ross

**Visual Effects Artist:** Tehao Niu

**Animators:** DJ Cassel, Greg Lemon, Erick Ward

**Technical Animator:** John Stewart

**Technical Artist:** James Gaczkowski

**Programming Intern:** Chris Caron

**Creative Director:** Jody Hicks

**Additional Design:** Jason Abbott, David Bax, Ian Miller, Andy Schatz, David Scott

**Additional Art:** Juniper Orth

**Lead Tester:** Isaiah Merrill

**Testers:** Christopher Akhavan, Morgan Baylis, Billy Bryan, Drew Chiaro, Eric Fuller, Jamal Hunt, Torin Kampa, Gabe Littman, Brian McFee, Ben McIntosh, Som Naderi, Brian Riggsbee, Tyler Robertson

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#### EALA

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**Creative Director:** Brady Bell

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**Development Director:** Keith Francart

**Technical Director:** Mark Dochtermann

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**Production & Localization:** Jon Galvan

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**Test Lead:** Steve Lin

**Test Team:** James Aguilar, Douglas Burke, Edgar Chan, Brian Cronk, John Cross, Karl Drown, Joshua Green, H.K. Kim, Sean Lee, Seth Nemeck, Eduardo Sempe, Evan Z. Wingate

#### EALA EXECUTIVE STAFF

**Executive Producer:** Rick Giolito

**General Manager:** John Batter

**COO:** Ted Schouten

**CTO:** Steve Anderson

**IS&T:** Joe Aguilar & Steve Arnold

**IT Support:** Wayne Hall, Mick Love, Andy McNeill, Charles "C-po" Polanski, Ray Robinson

**QA Manager:** Evan Birkby

#### ELECTRONIC ARTS - REDWOOD SHORES (EARS)

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**Documentation:** Noah Davis

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**Package Project Management:** John Burns

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**Military Advisor:** Captain Dale Dye, USMC (ret.)

**Created by:** Steven Spielberg

**Created in Partnership with the Congressional Medal of Honor Society**

**www.cmohs.org**

**President:** Nicky D. Bacon

**Director:** Victoria Leslie

**Special Thanks To:** Bing Gordon, Maynard Manson, Papke Der Torossian, Fred Garvin, Vic Romano, Kenny Blankenship, & the MOH Rising Sun Console Teams

