

# TONY HAWK'S UNDERGROUND 2



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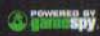
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**TEEN**  
**T**  
 CONTENT RATED BY  
**ESRB**  
 Blood  
 Crude Humor  
 Language  
 Suggestive Themes  
 Use of Alcohol  
 Violence

Game Experience May Change During Online Play.



PlayStation 2



**ACTIVISION**

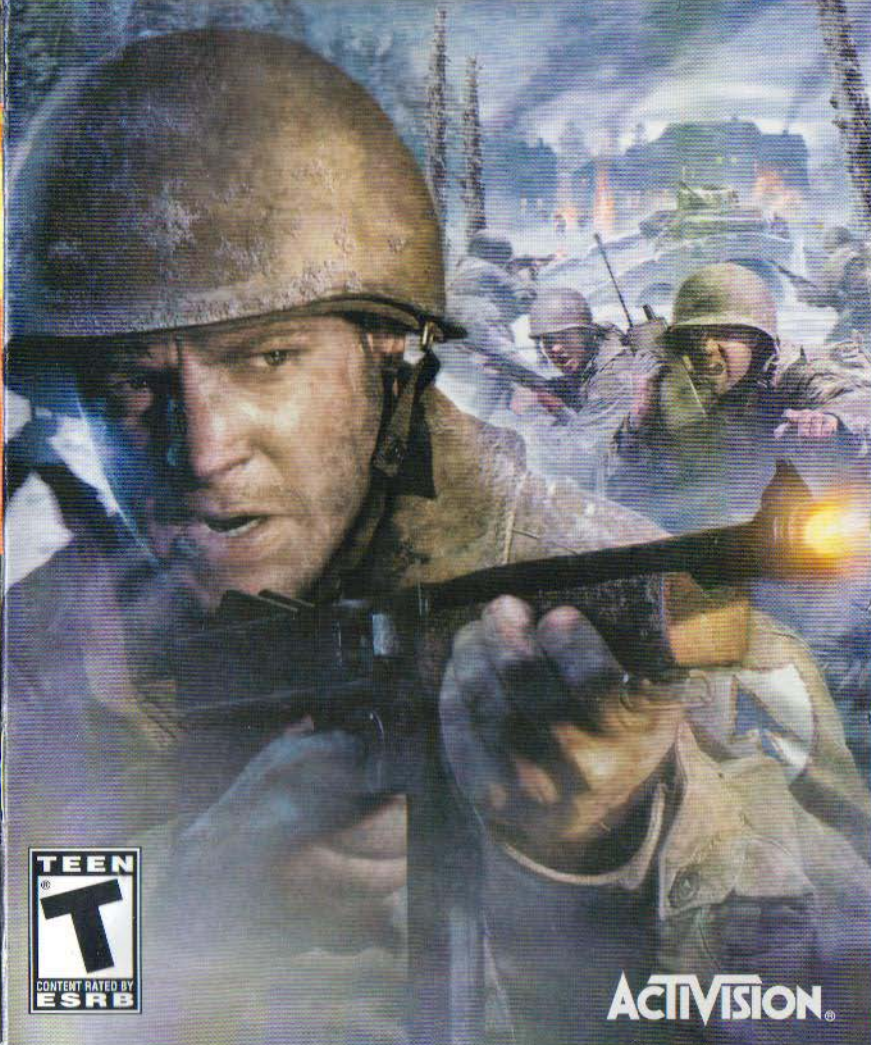
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# CALL OF DUTY

## FINEST HOUR



**TEEN**  
**T**  
 CONTENT RATED BY  
**ESRB**

**ACTIVISION**

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

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

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

## **USE OF UNAUTHORIZED PRODUCT:**

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

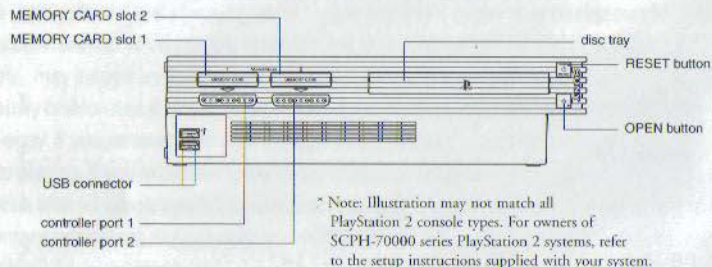
## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

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

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## GETTING STARTED



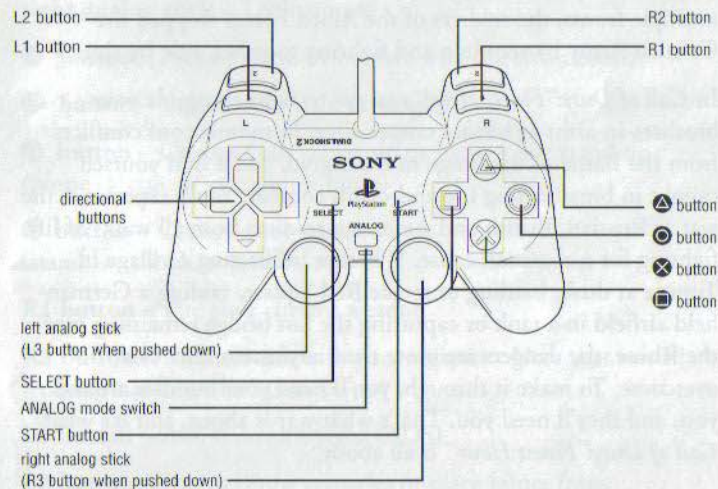
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *Call of Duty™ Finest Hour™* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

### Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

## STARTING UP

### DUALSHOCK®2 analog controller configurations



To select menu options, use the **↑** and **↓** directional buttons to navigate the menu options. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back to navigate through the menu options. *Call of Duty™ Finest Hour™* supports the DUALSHOCK®2 analog controller.

## INTRODUCTION

In war, no one fights alone. From the dunes of North Africa to the banks of the Volga River, from the smallest squads operating behind enemy lines to the massive divisions that won the war on multiple fronts, the soldiers of the Allied Forces stopped the German Army by standing and fighting together, side by side.

In *Call of Duty:™ Finest Hour,™* you get to fight alongside your brothers-in-arms as history comes alive. In momentous conflicts from the Battle of the Bulge to Stalingrad, you'll find yourself caught in breathtaking life-and-death combat. You'll experience the war as Russian, British and American soldiers from all walks of life, fighting for a common cause. Whether infiltrating a village in Tunisia at dusk, battling to retake Red Square, raiding a German-held airfield in a tank or capturing the last bridge remaining over the Rhine, the dangers are more than any one soldier can overcome. To make it through, you'll need your buddies around you, and they'll need you. That's what war is about, and it's what *Call of Duty:™ Finest Hour™* is all about.

The BAR weighs about 20 pounds unloaded, and is fed with a 20-round detachable box magazine loaded from the bottom just behind the foregrip. The M1918A2 came with a bipod that weighed 2 pounds, though most soldiers discarded the bipod to reduce the weight they had to carry.

## CONTROLS

**left analog stick** – Move around, push lightly to walk, push all the way to run

**right analog stick** – Look around

**X button** – Pick up items or interact with the environment

**□ button** – Reload your current weapon

**△ button** – Change your stance up or jump while standing (prone -> crouch -> stand -> jump)

**○ button** – Change your stance down (stand -> crouch -> prone)

**R1 button** – Fire your current weapon

**R2 button** – Melee attack with your weapon. Note that not all weapons have a melee attack

**L1 button** – Aim down the sight (ADS)

**L2 button** – Use to throw grenades or place mines from your inventory

**SELECT button** – Brings up the in-game scoreboard (multiplayer only)

**L1 button + ← or → directional button** – Lean left or right (single player only)

**↑ directional button** – Use a first aid kit

**← directional button** – Switch between items in your inventory

**→ directional button** – Switch between your weapons

**START button** – Show mission objectives and pause menu for single player, in-game options for multiplayer

During the Battle of the Bulge, the 101st Airborne Division became surrounded at Bastogne. Brigadier General McAuliffe answered the German demand for surrender with the one-word reply: "Nuts!" and the Screaming Eagles fought on until the siege was lifted. His reply had to be explained both to the Germans and to non-American Allies.

## LOAD PROFILE

After starting *Call of Duty: Finest Hour*, you'll be presented with the Load Profile screen. If this is your first time playing the game, create a new profile by selecting one of the empty slots with the directional buttons and pressing the **Done** button. Use the directional buttons to move the cursor and press the **X** button to select the letters in your desired profile name. When finished, select **Done** to go to the Main Menu.

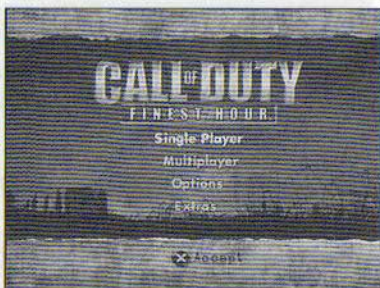


## MAIN MENU

Here, you can select from the following choices:

### Single Player

Take control of an Allied soldier deep in the ferocity of battle. Fight your way across the Eastern Front, survive the desert heat of North Africa and make your way through the rubble of the Western Front.



### Multiplayer

Take the war online! Get ready to fight with or against players from around the world in up to 16-player games! Please read the Multiplayer section to learn more about how to configure *Call of Duty: Finest Hour* for online play.

Badly damaged during the war, Aachen was the first German city to be overrun by Allied troops on October 21, 1944.

## Options

In the options menu, you can customize your game settings.

**Difficulty** – Choose from Easy, Medium or Hard difficulty settings. The difficulty setting changes the amount of damage done by enemies, the size of ammo pickups, the number of first aid kits you can carry and the amount of health given by health pickups.



**Vibration** – Turn the controller vibration off or on.

**Subtitles** – Select on to display subtitle text for all cinematic voice-overs.

**Sound** – Select Mono, Stereo or Dolby® Pro Logic® II sound output.

**Turn/Look Speed** – This setting changes the sensitivity while turning or looking around. Choose from Slower, Normal or Faster speeds.

**Invert Aim** – When set to on, moving the right analog stick up makes your character look down, and vice versa. When set to off, moving the right analog stick up makes your character look up, and vice versa.

**Controls** – Choose between 5 preconfigured controller settings. Press the **X** button to view the controller layouts.

**Hint Messages** – Turn the in-game hint messages off or on.

**Friendly Fire** – With this on, you'll be unable to shoot near your allies.

The initial design of the Springfield M1903 rifle featured a spike bayonet, but it was disliked by President Roosevelt himself, so the rifle was sent back to the factory for a redesign. With an added telescope optical sight, this weapon was used by US troops through the 1960s as a sniper rifle.

**Aim Assist** – With this on, your aiming will have a slight “sticky” effect to make it easier to hit your targets.

**Screen Calibration** – Use this screen to adjust your television’s brightness to maximize your gaming experience.

**Profiles** – Load, save or create new player-created profiles.

## Extras

In this menu, you can select from the following bonus content:

**Gallery** – View behind-the-scenes movies and concept art.

**Credits** – See the names of the people who brought you *Call of Duty:™ Finest Hour.™*

**Cheats** – Here you can enable various cheats you’ve unlocked.



## PLAYING THE GAME

### Single Player

In the Single Player campaigns, you play as an Allied soldier struggling to survive some of the fiercest combat of the Second World War. The success of your squad, the completion



During one of their counter-assaults to recapture the hill of Mamaev Kurgan, the Soviets lost an entire division of 10,000 men in one day. After the war, a colossal monument of “Mother Russia” was erected on the hill that overlooks present-day Volgograd. One may even find bones and rusty metal splinters on Mamaev Kurgan today, symbolic of both the human suffering during the battle and the successful yet costly resistance against the German invasion.

of your mission and your very survival depend on how well you move, how well you shoot and, perhaps most importantly, how well you keep your wits about you.

Each mission starts with a cinematic explaining the current situation as well as the mission goals. Listen carefully: this information just may save your life.

## SAVING AND LOADING

To save a game, you’ll need at least 65 KB of free space available on your memory card (8 MB)(for PlayStation®2). To check your free memory and/or delete existing games, use the PlayStation®2 Internal Memory Card Manager.

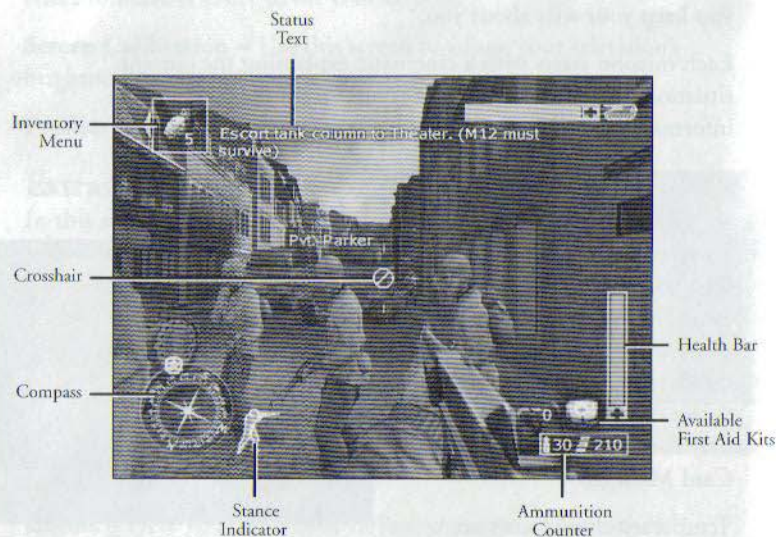


Temporary checkpoints are available throughout many missions as you progress. A message will appear when these automatic checkpoints are reached. If you die, you’ll restart at the last checkpoint you reached. Once a mission has been completed, it will unlock on the Single Player Mission Select screen and your progress will be saved.

**Note:** If you quit during a mission, you’ll restart at the beginning of that mission the next time you play. Each profile has its progress saved separately.

Remagen became famous for its Ludendorff bridge, captured by Allied forces on March 7, 1945 by the 9th tank division. This was the last intact bridge over the Rhine, though the German defenders failed twice in their demolition attempts. Due to this, the Allies were able to build a bridgehead on the eastern bank of the Rhine, which led to a faster defeat of Germany. The capture of the bridge is known in the annals of the war as the “Miracle of Remagen.” General Eisenhower stated “the bridge is worth its weight in gold.” In the days immediately following, the German High Command made desperate attempts to destroy the bridge by bombing and even employing frogmen. On March 17, 1945, the bridge collapsed, killing 28 American soldiers.

## In-Game Display



**Compass** – The compass is useful for helping you navigate your surroundings and for getting your bearings. Your current objective is displayed as a star, which gets closer to the center of the compass the nearer you get to it.

**Stance Indicator** – This icon shows your current stance. The icon displays the figure as standing, crouching or prone depending on the stance you selected.

The MG42 had the fastest rate of fire of any weapon during the war at 1500 rounds per minute. The MG42 was a heavy weapon, weighing 25.6 pounds. It often utilized a newly developed Lafayette 42 tripod that weighed 45.2 pounds on its own. During the war, over 400,000 MG42s were manufactured. Even today, it's regarded by many experts as the best machine gun ever made.

**Status Text** – Throughout the game, updates appear here including changes in mission objectives, picking up health or weapons and other alerts.

**Ammunition Counter** – The box in the lower right-hand section of the screen is your ammunition counter. The first number indicates how many rounds are in your current weapon's clip. The second number indicates the total number of available bullets for your current weapon.

**Inventory Menu** – The box in the upper left-hand section of the screen is your inventory menu. Cycle through your inventory items by pressing the ← directional button. Press L2 to use your current inventory item.

**Health Bar** – This bar indicates your current health status. A full green bar indicates full health. The bar reduces in size as you lose health. Once the bar is empty, you are officially killed in action. Throughout your journey, you'll encounter health kits and first aid kits. Walk over a health kit to pick it up for a quick boost of health. First aid kits can be saved and used at a later time. These are indicated by the first aid kit icon next to your health bar. To use one of these kits, press the ↑ directional button.




**Health Kit** – Instantly heals some health when picked up.




**First Aid Kit** – Once picked up, these can be saved and used when needed on yourself or injured allies. To heal an injured ally, approach him or her until the Heal icon appears, then press the ↑ directional button to use a first aid kit.

The Panzer IV was powered by a 230hp, 12-cylinder engine, giving a top speed of 25mph and a range of 125 miles. Like all of Germany's World War II tanks, the Panzer IV was fueled by gasoline. The Panzer IV had a crew of five and was intended for anti-infantry work, while Panzer IIIs were intended to deal with opposing tanks. In practice, Panzer IVs would frequently face enemy tanks and anti-tank guns unsupported. Its armament consisted of a 75mm main gun along with a pair of 7.92mm machine guns.

**Crosshair** – Use the crosshair to aim your weapon. When you run or walk, your crosshair widens, indicating the lack of accuracy that comes from attempting to aim while moving. The wider the crosshair, the less accurate your shots. When you stop moving, you automatically steady your weapon and your crosshair narrows. It's often wisest to fire when completely stopped to ensure accurate shots (and conserve ammo). Crouching or lying prone also keeps your crosshair focused, and it's advisable to use these positions whenever possible. Your crosshair will show a crossed circle while targeting a friendly soldier if the Friendly Fire Blocker is set to on.

**Pickup Indicator** – This indicator appears when there's an item you can pick up, be it a health kit or a new weapon. To pick up the displayed item, press the  button.

**Mission Objectives** – Throughout your campaign, mission objectives will change dramatically depending on the situation. Press the  button to show your mission objectives and get a status on each one. Incomplete or in-progress mission objectives appear in white or green text. Failed mission objectives appear in red text. Completed mission objectives appear in grayed-out text.


## Movement


**Walking and Running** – Though walking is slower than running, walking allows you to shoot more accurately (your crosshair doesn't widen as much as when running). Move the left analog stick up slightly to walk, or move it up all the way to run.

**Looking/Turning Around** – Move the right analog stick to look around without moving. Keep in mind that you can adjust your looking and turning speed in the Options menu.

**Crouching and Going Prone** – As soon as you enter your first battle, you'll find that a soldier who stands around often winds up dead. A shrewd player will make use of both the crouch and prone stance positions when in the thick of battle to keep cover, avoid enemy fire and move without exposing themselves to danger.

Keep in mind that while crouched or prone, you'll be harder to hit, but won't move as fast as when standing. Additionally, when prone, you'll crawl on your belly at a very slow pace and won't be able to fire while moving.

**Jumping** – Press the  button to perform a jump while standing. Use this maneuver to get out of the way of enemy fire or reach areas that would otherwise be inaccessible.

**Opening Doors** – You'll need to open some doors during your fight against the fascists. To do this, get near the closed door and wait for the open door icon to appear, then press the  button.

Also known as the Tommy gun, the Thompson was an American submachine gun that became infamous during the prohibition era. It was a common sight in gangster films of the time; real-life gangsters referred to the tommy gun as the "Chicago typewriter." After WWII, it saw limited service in Korea, and was carried unofficially by a scattering of soldiers in Vietnam. Owing to its gangster and WWII connections, Thompsons are highly sought after collector's items. An original 1928 gun in working condition can easily fetch \$15,000.

The Junkers Ju 87 (Stuka) is instantly recognizable by its inverted gull-wings and fixed undercarriage. The Stuka's design included some innovative features, including an automatic pull-up system to ensure the plane recovered from its attack dive even if the pilot blacked out from the high acceleration, and wind-powered sirens on the wheel covers that wailed during dives to scare its victims. The Stuka was sturdy, accurate and very effective, but also slow, unmaneuverable, underarmed and vulnerable to enemy fighters.



**Getting Into Vehicles** – Sometimes the best way to get around a battlefield doesn't involve using your legs. When you come across a vehicle you can use, a driving icon will appear. Press the **X** button to hop in. Likewise, press the **X** button to get out when the dismount icon appears. While in a vehicle, you'll see the amount of armor remaining as the orange bar at the bottom-right corner of the screen. Once this bar is gone, the green health bar will then represent your health meter. Your health bar will slowly recover over time, so find a good hiding place before it's too late.

## Weapon Controls

**Firing Your Weapon** – To fire your currently selected weapon, press the **R1** button. Some weapons are fully automatic (they continue to fire as long as you hold the **R1** button) while some are semi-automatic or have single-round chambers (each press of the **R1** button produces a single shot). In general, fire the automatic weapons in short bursts to increase your accuracy. *Call of Duty: Finest Hour*<sup>SM</sup> simulates the effect of recoil on all the weapons you use, which is caused by the high amount of pressure used to force the projectile from the weapon.

**Ammo and Reloading** – If a weapon runs out of ammo, you'll automatically reload. You can perform a manual reload at any time by pressing the **□** button, as long as you have extra ammo for that weapon. You won't lose the bullets in a partially full clip when you reload, so it's often safest to have a fully loaded clip at all times. If you're running low on ammo, pick up the extra ammo from a fallen comrade's weapon of the same type by walking over it. If all else fails, grab a weapon from a fallen enemy.

**Aiming Down the Sight (ADS)** – To aim down the sight, press the **L1** button. With every weapon, you can enable ADS by bringing the weapon up from your hip to your face so you can look down the sight (or look through the scope in the case of scoped

rifles). Aiming down the sight gives you a slight zoom effect, enabling you to be significantly more accurate. However, when aiming down the sight, you move slower than normal.

**Leaning** – To lean, aim down the sight (**L1** button) and press the **←** or **→** directional button. The ability to lean around corners and obstacles is essential to your survival. Leaning minimizes your exposure in potentially dangerous situations and allows you to look into rooms, around corners and otherwise peek from behind cover to survey the situation. You can also fire while leaning, though you can still be seen and fired upon, so exercise caution. **Note that leaning is only available in Single Player.**

**Throwing Grenades** – Toss a grenade by selecting one from the inventory menu, then pressing the **L2** button. Be careful of the large blast radius; you can easily hurt nearby allies or yourself. Grenades are highly effective at scattering groups of enemies and forcing enemies to abandon their cover.

**Melee Attack** – Sometimes the proximity of your enemies makes it difficult to aim your weapon and defend yourself properly. Fortunately, you have a melee attack that allows you to strike an enemy at close range with the butt end of your weapon. Press the **R2** button for a melee attack.

**Swapping Weapons** – You can only carry 2 weapons at a time (not including grenades or landmines). If you see a weapon on the ground you want to pick up, walk over it until you see the weapon pick-up icon, then press the **X** button to pick the weapon up. If you already have 2 weapons in your inventory, you'll swap your current weapon for the new one.

**The Mosin-Nagant rifle was originally the result of a competition in Russia meant to replace the antiquated Berdan rifles then in use. Sergei Ivanovich Mosin submitted a design which was combined with a design from the Belgian designer, Leon Nagant (which the army had favored) to indulge Russia's national pride. The resulting rifle, the Mosin-Nagant Model 1891, was accepted for service in various forms from 1891 until the 1960s, when it was finally replaced.**

**The Mark 2 frag grenade used by some Allied troops weighed about 21 ounces, and could produce roughly 1000 shards in a radius of up to 50 yards. The time delay was from 4 to 4.8 seconds.**

**Switching Weapons** – You can quickly switch between your currently held weapons by pressing the → directional button.

**Deploying Machine Guns** – Throughout the game you will come across some machine guns with bipods. Although these weapons are hard to shoot while moving, you can deploy the bipod which greatly increases their accuracy but prevents you from moving. To deploy the bipod, get down to the prone stance and then press the R2 button. Pressing the R2 button also retracts the bipod and allows you to move normally. The deployable machine guns include the Bren, .30 Cal, MG42 and DPM.

**Stationary Weapons** – To use a stationary weapon (such as an MG42), move up to the weapon until you see the stationary weapon icon. Press the ⊗ button to mount the weapon and fire with the R1 button. Press the ⊗ button to dismount from the weapon. You can also aim down the sight on these weapons.

**Commanding a Tank** – The battlefield is tough and you'll need to use all the tools at your disposal for victory. Sometimes those tools will include 34-ton, fully armored tanks. While in a tank, press the R1 button for the main cannon, and press the R2 button for the coaxial machine gun. Use the right analog stick to rotate the turret. You can easily realign the turret with the chassis by pressing the R3 button. Pressing the stance change buttons will change your view from inside the tank, outside the tank (chase view) and outside the top hatch. While outside the hatch, you can use your personal firearms. Pressing the L1 button while inside the tank produces a zoom effect, helping you identify faraway targets. Pressing the L1 button while in chase view locks your view on the turret.

The PPSH had a phenomenal rate of fire, around 900 rpm. Over 6 million of these weapons were produced by the end of the war. Some common nicknames include Pah-pah-shah, Shpagin and Burp Gun. The Germans were very impressed by the weapons, and would use them often.

## WEAPONS IN *Call of Duty:™ Finest Hour™*

### United States

#### *M1 Garand*

The M1 Garand is a powerful and accurate semi-automatic rifle. Its primary drawback is that it can't be reloaded in the middle of a clip.

Range: Long  
Rate of Fire: Medium  
Damage: High



#### *Thompson*

The Thompson submachine gun is effective at close range and fires the powerful .45 ACP round. It's notoriously inaccurate at a distance but compensates with a high rate of fire.

Range: Short  
Rate of Fire: Fast  
Damage: High



#### *Browning Automatic Rifle aka BAR*

The Browning automatic rifle is a squad support weapon, used to lay down accurate suppression fire at enemy positions. It is most effective when used while prone.

Range: Long  
Rate of Fire: Fast  
Damage: High



The throwing distance of the RGD-33 grenade was 120 feet, with a delay time of 3.5 to 4 seconds. Individual fragments could fly as far as 300 feet. When former Russian Prime Minister Boris Yeltsin was 11 years old during WWII, he blew off the thumb and forefinger of his left hand while disassembling an RGD-33 that he and his friends had stolen from a weapons warehouse.

### **Browning .30 Cal**

The Browning .30 Cal is a company-level flexible machine gun. It is most effectively used with its bipod deployed, and can lay down an impressive barrage of fire.

Range: Medium  
Rate of Fire: Very Fast  
Damage: High



### **Springfield**

The Springfield M1903, originally developed after the Spanish-American War, is a sniper rifle equipped with a 4x zoom scope. As a bolt-action scoped weapon, it has a slow rate of fire and reloads one round at a time.

Range: Very Long  
Rate of Fire: Slow  
Damage: Very High



### **M3A1 "Grease Gun"**

The compact size of the M3A1 makes it an ideal fit for use inside a tank. With its relatively low rate of fire, this weapon is easier to control than most submachine guns.

Range: Short  
Rate of Fire: Medium  
Damage: Medium



The Karabiner 98k (Kar98k) was the primary German infantry rifle in both world wars and was noted for its excellent accuracy and effective range of 2600 feet. For this reason, it continued to be used with a telescopic sight as a sniper rifle after it was obsolete as a standard weapon. Over 10 million were produced during the war.

### **M2 Fragmentation Grenade**

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're not as effective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

Range: Medium  
Damage: Very High



### **Russia**

#### **DPM**

An extremely simple and reliable weapon, the DPM is a gas operated air-cooled machine gun. It is most effectively used with its bipod deployed, and can lay down an impressive barrage of fire.

Range: Medium  
Rate of Fire: Very Fast  
Damage: High



#### **PPSh**

The PPSH submachine gun holds 71 rounds of Soviet pistol ammo and has a very high rate of fire. It's ineffective at long range and fires a relatively weak round, but its rate of fire makes for effective suppression and close-range combat.

Range: Short  
Rate of Fire: Very Fast  
Damage: Moderate



The Sten was notable for its simple design and low cost of production, being made from only 47 different parts and requiring only five man-hours to produce. The Sten gun was chambered for the 9x19mm Parabellum pistol cartridge, in part to make use of captured German ammunition supplies. Approximately 4.5 million Stens were produced during the war.

### *Mosin-Nagant*

The Mosin-Nagant is a bolt-action rifle capable of very accurate and powerful long-range fire. However, its low rate of fire is a liability in close-range combat.

Range: Long  
Rate of Fire: Slow  
Damage: Very High



### *Scoped Mosin-Nagant*

Outfitted with a 4x zoom scope, the Scoped Mosin-Nagant is perfect for long-range sniper work. It must be loaded one bullet at a time.

Range: Very Long  
Rate of Fire: Slow  
Damage: Very High



### *RGD-33 Stick Grenade*

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're not as effective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

Range: Medium  
Damage: Very High



Over 49,000 M4 Sherman tanks were produced during the war for use by the armies of Britain, the United States, France and Poland. Early models were fitted with a 75mm low-velocity gun, which meant the Sherman lacked effectiveness against contemporary German tanks, especially the Panther and Tiger. The Sherman weighed 30 tons, with a top speed of 25mph, a range of 120 miles and a crew of 5.

## United Kingdom

### *Lee-Enfield*

First introduced in 1907 at the outbreak of the First World War, the Lee-Enfield rifle is the British Army's standard issue infantry weapon. A bolt-action rifle, it's powerful and effective at long range. It carries up to ten rounds, loaded by two 5-round stripper clips.

Range: Long  
Rate of Fire: Slow  
Damage: Very High



### *Sten*

The Sten Mark 2 is a 9mm submachine gun effective for clearing out rooms and trenches. Its compact frame and light weight provide excellent mobility.

Range: Medium  
Rate of Fire: Fast  
Damage: Moderate



### *Bren LMG*

The Bren is an excellent machine gun in the role of squad support. Its large size limits mobility, but allows it to deliver accurate automatic rounds when fired with its bipod deployed.

Range: Long  
Rate of Fire: Fast  
Damage: High



The M3A1 "grease gun" got its name from the built-in oil reservoir located in the base of the grip. The wire stock was also a wrench used for removing the barrel. Although a very popular weapon that's often used today, trying to thumb-load the 30-round clip was a chore.

### *M2 Fragmentation Grenade*

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're not as effective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

Range: Medium  
Damage: Very High



### *Springfield*

The Springfield M1903, originally developed after the Spanish-American War, is a sniper rifle equipped with a 4x zoom scope. As a bolt-action scoped weapon, it has a slow rate of fire and reloads one round at a time.

Range: Very Long  
Rate of Fire: Slow  
Damage: Very High



## **Germany**

### *MP40*

The MP40 submachine gun is an effective room-clearing weapon. It has a relatively minimal recoil even when fired fully automatic in extended bursts.

Range: Medium  
Rate of Fire: Fast  
Damage: Moderate



Due to the excellent design of the M1 Garand, it was used throughout WWII, through Korea and was still being used in the Vietnam War in 1963. General Patton called it "the greatest implement of battle ever devised."

### *Gewehr 43*

The G43 was the solution for Germany's need for a dependable semi-automatic sniper rifle. Its rate of fire makes up for being slightly less accurate than its bolt-action relatives.

Range: Very Long  
Rate of Fire: Medium  
Damage: High



### *MG42*

The MG42 is a relatively light, very reliable machine gun capable of providing devastating firepower. Because of its high rate of fire, very short bursts are required to increase accuracy. It is most effectively used with its bipod deployed.

Range: Medium  
Rate of Fire: Fast  
Damage: High



### *Kar98k*

The Kar98k is the standard issue German infantry rifle. It's accurate and deadly at long range, but suffers from a slow rate of fire due to its bolt-action mechanism.

Range: Long  
Rate of Fire: Slow  
Damage: High



The battles for the Red October tractor factory and the Barrikady factory became world famous due to the ferocity of the fighting. While Soviet soldiers defended their positions and kept the Germans under fire, factory workers repaired damaged Soviet tanks and other weapons in the direct vicinity of the battlefield, sometimes on the battlefield itself.

### *Panzershreck*

The Panzershreck (German for "Tank Terror") is an anti-tank weapon, launching a small charge designed to penetrate an armored tank or vehicle. Due to the armor-piercing nature of the charge, it's not an effective anti-personnel device. One shot is often enough to reduce even the largest tanks to smoldering ruins within seconds.

Range: Short  
Rate of Fire: One Shot  
Damage: Very High



### *Stielhandgranate*

Unlike a fragmentation grenade, the Stielhandgranate does not rely on the damage caused by extensive metal fragmentation. Instead, it does its damage with a larger explosive charge.

Range: Medium  
Damage: Very High



## MULTIPLAYER

### Online Play

*Call of Duty:® Finest Hour™* must be played over a broadband Internet connection (DSL, cable modem or higher speeds).

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCEI company. **A Publisher can combine this information with information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS," visit [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS). In the event of a system's

The MP40 was a much-prized war trophy, the British forces in particular preferring MP40s over their Sten guns, with the ammunition being interchangeable. Firing at a rate of 500 rpm, the MP40 was a revolutionary weapon since it was made almost entirely out of stamped sheet metal parts. This approach to weapon design highly influenced the British Sten and the American M3 "grease gun."

The Degtyaryova Pakhotnyi (DPM) weighed nearly 21 pounds and had a rate of fire of 500 to 600 rounds per minute. It remained the standard light gun until the 1950s, and the USSR supplied large numbers of them to the North Korean army in the Korean War. The DPM proved resistant to dust and dirt and free from any serious vices. However, the DPM did have some distinct faults, such as the return spring weakening with heat from the hot barrel and the bipod legs easily bent and broken from rough handling.

incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates or licensed Publishers shall not be liable for any delays, system failures, authentication failures or system outages, which may, from time to time, affect online gameplay or access thereto.

**Note:** By joining an online session, you must leave the Activision-controlled environment in *Call of Duty: Finest Hour*.™ The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself.

Ready to go online and play against opponents around the world? To play *Call of Duty: Finest Hour*™ online, you'll need a Network Adaptor (Ethernet/modem) (for PlayStation®2). You'll also need an Internet service provider.

**Note:** America Online is only supported through the Network Adaptor® Start-Up Disc that's included with the Network Adaptor® (for PlayStation®2).

## Setup

The first time you try to go online with *Call of Duty: Finest Hour*™, the game will ask you to set up your connection. If no Network Configuration file is present on your memory card (8MB)(for PlayStation®2), create one by selecting **Create Network Configuration** on the Network Login menu or by using the Network Adaptor Start-Up Disc. Once a Network Configuration file has been created, select which Network Configuration file to load from a memory card (8MB)(for PlayStation®2).

**The German grenades in service during World War II relied on blast rather than fragmentation for their effect. While Allied fragmentation grenades were more deadly over a wider area, the German Stielhandgranate (often referred to as a "potato masher") could be thrown farther, thanks to the leverage the handle provided.**

USB Network devices are not supported for the PlayStation®2 computer entertainment system. To play the game online, you need to use an official Network Adaptor (for PlayStation®2) SCPH-10281 or later model.

Once your hardware is connected and properly configured, you're ready to go online. Select **Connect to Network** on the Network Login menu. Please review the End User License Agreement and select **Accept** or **Decline**. Your PlayStation®2 computer entertainment system will attempt to verify your network settings and connect.

**Note:** If you can't get past the Main menu, your network is not configured properly. Check your hardware, cables and network settings and try again.

If you see the Player Setup menu, congratulations! You're online with *Call of Duty: Finest Hour*™! *Call of Duty: Finest Hour*™ uses GameSpy® (www.gamespy.com) for its online matchmaking.

## Voice Chat

During multiplayer games, you'll be able to chat with your teammates or opponents, depending on the game type. Connect your USB headset to the PlayStation®2 computer entertainment system. Once a headset is plugged in, the voice chat function is automatically activated. The voice chat feature uses a proximity detection system, so you'll only be able to talk to or hear players within your general area.

**Once the Soviet army surrounded Stalingrad, the airfield at Tatsinskaya became a crucial resupply point for the trapped Axis within. Supplying the Axis 6th Army would have required 500 tons to be delivered each day, though only 10 percent of the needed supplies could be delivered. During the operation to collapse this "air bridge," Soviet tanks managed to destroy 301 enemy planes. It was a vendetta for the city of Stalingrad that had been reduced to dust by German bombers.**

## Instant Action

This is the fastest way to get into the action. Once this option is selected, you'll be able to select which game type you'd like to play, and be automatically shown available games.

## Find Session

Select this option to find and join a specific game. From this menu, you can specify game type, how many players and which map you want to play on, among other options. A list of games matching these criteria will be displayed so you can pick the game of your choice. When searching by Session Name, only games with names that exactly match your search will be shown.

## Create Session

To create and host a game, select this option to access the **Create Session** options menu. Once your game has been created, other players will see this information in the Session List and can attempt to join it. When starting a game, you'll get the following options:

**Game Type** – Choose the type of game you want to set up. See the Game Types section for more information.

**Starting Map** – Choose which map you want to play on. Every map can support every game type.

The Tiger I (Panzer VI) weighed 55 to 57 tons and was the heaviest German production tank to date. It had a crew of 5 and was armed with an 88mm gun. The original design could submerge to 4m and remain there for 2.5 hours. Of perhaps some controversy is the argument that a Panzer VI was capable of destroying an M4 Sherman at ranges in excess of 3500m; however, the first Shermans were not capable of penetrating the Panzer VI's fore and side armor, even at point-blank range. A captured German tanker said to Allied soldiers that they needed 5 Allied tanks to destroy a single German one, but they always seemed to have 6.

**Map Rotation** – This determines what map will be played once the current game has been completed (either through a score or time limit that has been reached). You can choose among Forward, Backward or Random map rotations.

**Time Limit** – This sets how long each game will last in minutes. Once the time limit is reached, the game ends.

**Score Limit** – This sets the number of points needed for a victory in a Deathmatch or Team Deathmatch game. For a Capture the Flag game, this will be the Capture Limit. When this score is reached, the game ends.

**Max Players** – Select the maximum number of players allowed to join your game.

**Session Name** – Set the name of your game as it will appear in the session list to other players.

Press the **⊙** button to bring up the advanced options for each game type. Please note that not all options are available for each game type.

**Swap Ends** – In a Capture the Flag game, once a game ends, the teams will switch sides of the map for the next game. In a Search & Destroy game, once a game ends, the teams will switch roles, so the team that was attacking will now be defending.

**Team Balance** – With this set to Yes, the game will automatically balance the teams, forcing players to join the team with fewer players on it.

The M12 GMC (Gun Motor Carriage) mobile artillery was a combination of an M3 light tank chassis with a 155mm cannon. The rear of the hull carried a heavy spade which was lowered to the ground before firing to absorb recoil. When the 155mm rounds were fitted with concrete-piercing fuses, they could penetrate up to 6 feet of concrete before exploding.



**Friendly Fire** – With this setting enabled, players on the same team will be able to damage each other. Watch your fire, as points will be deducted for suicides and team kills.

**Respawn Time** – Depending on this setting (measured in seconds), players will be forced to wait before they're able to respawn. This is particularly useful in Capture the Flag and Search & Destroy game types.

## Options

You can change your multiplayer-specific gameplay settings from this menu.

**Turn/Look Speed** – This setting changes the sensitivity while turning or looking around.

**Y-Axis** – When set to Invert, moving the right analog stick up makes you look down, and vice versa. When set to Normal, moving the right analog stick up makes you look up, and vice versa.

**Controls** – Choose between 5 preconfigured controller settings.

**Headset Volume** – Adjust the volume of the voice chat through your headset.


**Headset Sensitivity** – Adjust how sensitive your headset microphone is. A higher sensitivity means your voice will be broadcast even if you speak quietly.

**Sound Settings** – Choose from mono, stereo and Dolby® Pro Logic® II sound settings.

**Vibration Settings** – Turn the controller vibration off or on.

Since you cannot save your progress in Multiplayer games, it is recommended that a dedicated Multiplayer profile be created. Use this profile to set up and save your options and settings for Multiplayer games.

## Playing the Game

The Multiplayer game controls are the same as those for Single Player, with a few additions (see the Game Types section for more information). Pressing the  button brings up the in-game menu with the following options as well as an overview of the game map:

**Resume** – Select this to return to the game.

**Select Weapon** – Select which weapon you want from the available weapons. You'll get this new weapon once you've been killed and respawned. Each side has their own selection of weapons, which includes a submachine gun, a rifle, a scoped rifle and a heavy machine gun.

**Select Team** – Use this option to select which team to join. Your choice affects which weapons are available to you.

**Host Options** – This option only appears for the host. The host can change the game settings by selecting Change Settings. Once changes are made, the host can decide to save the changes for later (they will go into effect for the next game) or apply the changes now (which will end the current game and restart with the changes made). The host can also kick a player out if the need arises. Any kicked player will not be able to rejoin the server at any time.

The Flak-88 was originally developed as an anti-aircraft gun starting in 1928, and had its first use in combat late in the Spanish Civil War or early in World War II, when it was quickly adapted by German ground troops for use as a formidable anti-tank gun as early as 1940. Its effectiveness was part of the reason for the substantial arms race in tank design, mostly between the Soviet Union and Germany.

The Browning M1919 .30 Cal weighed 14 pounds and had a rate of fire of 400 to 550 rpm with a maximum range of 1100 yards. It continued to be used into the Vietnam War, and has been one of the most reliable and efficient machine guns ever produced.

**Call Vote** – Selecting Call Vote allows a player to call a vote to kick a player, change the map or change the game type. All players will be notified that a vote has been called.


**Vote Now** – Once a vote has been called, selecting this allows the player to make their vote.

**Confirm Vote** – This option only appears for the host. Once a vote has finished, the host then makes the final decision whether to allow the vote to happen or not.

**Game Settings** – You can change your game options in this menu.

**Suicide** – If the worst should happen, use this option to take yourself out.

**Quit** – Exit the game to the Multiplayer Main Menu.


Pressing the  button during a game brings up the scoreboard and shows the current objectives.

## Game Types

**Deathmatch** – It's every man for himself. Players are rewarded for kills, but suicides are subtracted from the score. The first player to reach the score limit or have the highest score when time runs out is the victor.

**Team Deathmatch** – Similar to Deathmatch but with players divided into two teams. Points are awarded for kills, and the first team to either reach the kill limit or have the most kills when time runs out wins.

**Capture the Flag** – Each team has a flag, and in order to score, your team must find and capture the enemy's flag and return it to your base. To grab a flag, just walk over it. You must be in control of both flags to get a capture. The locations of both flags appear as country-specific icons on the compass. The first team to reach the capture limit or have the most captures when time runs out wins.

**Search & Destroy** – In this timed, round-based game, one team must destroy two objectives the other team must defend. The attacking team wins when both objectives are destroyed. The defending team wins by keeping the objectives intact for the duration of the game. To place or defuse a bomb, press and hold the  button while near the objective/bomb. Once the bar is filled, the bomb will be placed or defused. The current status of the objectives can be found in the upper-left corner of the screen.

The BM-13 Katyusha rocket launchers were built and fielded by the Soviet Union in World War II. The weapon was better known as "Stalin's Organ," so named by German troops due to its resemblance to a pipe organ. The simple design of Stalin's Organ lacked accuracy, therefore its primary usage was to heavily bombard enemy forces, firing in salvos for area coverage, with psychological effects being an important factor. The rocket was 1.8m long and had a 48-pound explosive warhead with a range of about 5km.

The Ardennes Offensive, popularly known as the Battle of the Bulge, was the last major German offensive on the Western Front in World War II. The Americans lost 75,522 men (killed, wounded, missing or captured), the British lost 1,408 and the Germans lost 67,675 men. The German losses were critical in reducing the length of the war.

## HELPFUL TIPS

**Nobody Makes It Alone** – Success in *Call of Duty: Finest Hour*<sup>SM</sup> relies on a well-coordinated and cooperative squad. Your squadmates help fight the enemy by providing cover fire and helping to eliminate threats. Above all, listen to your squad leader! Do exactly what he or she says, and you'll stay alive.

**Know When to Be the Hero** – The soldier who runs into the thick of battle with guns a-blazing often winds up dead. Although you'll often be called upon to make split-second decisions, a levelheaded and patient warrior is the one who returns home to his family. Remember that a deadly threat could be lurking around any corner, wall, window or rock. Stay alert, move deliberately and don't try anything stupid.

**Use Cover** – Every battle environment you encounter will have a range of available locations to keep you out of sight and out of the path of whizzing bullets. Crouch and crawl behind solid cover as much as possible—you never know when new threats will spot you—and be confident that Gerry won't hesitate to shoot you down in your tracks.

**Stay Mobile** – Think you found a good spot for cover? That may change in a matter of seconds. Although pausing to regroup, assess threats, reload weapons or replenish health is always necessary, don't stay in one location for too long. You never know when the enemy may discover you and compromise what you thought was a safe location. If you hear artillery or mortar fire in the distance, by all means stay mobile. You may not survive if a stray shell lands near you.

The Tiger II (Panzer VI) weighed 68 tons, was protected by 185mm of frontal armor and was armed with an 88mm gun. The Tiger IIs were sent directly from factories into combat, and as a result of the abandonment of post-production testing and preliminary trials, these tanks had numerous technical issues. Notably, the steering control would break down under the stress of the vehicle's weight.

**Be Thorough** – Clear buildings and combat areas with a meticulous and thorough search. Enemies may lie in silence, waiting for you or your squad to let their guard down. Be prepared to find just about anything behind every door.

**Reloading** – Always reload your weapon after a firefight, enabling you to be as prepared as possible for the next engagement you face. Another enemy could be just around the corner, and entering a conflict with low ammunition in your weapon could cost you your life.

**Leaning** – When progressing through combat areas in the Single Player campaign, use your leaning ability to peer around walls, doors, windows or other obstacles. You'll be harder to see and harder to shoot should enemies be on the other side. You can also lean around obstacles to fire on the enemy, getting the jump on your targets and suppressing threats as quickly and safely as possible.

**Stance** – Be mindful of your stance at all times. Soldiers who walk tall on the battlefield often find themselves coming home in a box. Crouching and lying prone keeps your profile low, making you harder to see, and more importantly, harder to shoot.

**Grenades** – Using grenades to soften up enemy positions will often be the difference between success and failure. Although you have an extremely limited supply at the onset of a mission, enemy grenades can often be found on the battlefield.

The early bazooka shells had problems with German 100mm armor, notably on the Tiger tank, but the more advanced Panzerschreck shells could penetrate over 200mm of armor by the end of the war, enough to deal with any tank fielded at the time.