

Medal of Honor - Allied Assault

Info

Multiplayer Information



- Internet play: untested
- LAN play: yes
- Lobby search: untested
- Direct IP: untested
- Play via [gameranger](#): reportedly
- [coop](#): untested
- Singleplayer campaign: yes
- Hotseat: no

Medal of Honor - Allied Assault is the third part of the Medal of Honor series (but came out as the first game of it for the PC). Essentially a shooting game in which you are put into the role of a US soldier in World War II and have to complete corresponding missions. The game also has a multiplayer, with various game modes, e. g.:

- Free for all ([deathmatch](#))
- [team_deathmatch](#)
- Roundbased Match
- Objective Match
- Freezetag

Purchasing

MoHAA is still available at [GOG](#).

Installation

The usual: Install, patch, then copy crack over if necessary. The game has copy protection (Safedisk 2.51). In other words, you should have Daemon Tools copy protection emulation enabled if you are not using a crack. With a CloneCD image this works. During the installation it will ask if [GameSpy](#) should also be installed. Since the servers no longer exist, you can confidently refuse. When patching you have to be aware that old savegames don't work anymore. Therefore it is advisable to do this as early as possible, i. e. the best way is to do it directly after the installation.

Graphics

For MOHAA, the [q3a_graphics_hack](#) can be used to use wide screen resolutions and other resolutions that are not available by default. The config files to edit are `newconfig.cfg` and the files in the `configs` folder.

Network

For MoHAA servers you need to forward ports 12203-12218, 12300, and 23000-23009 (whether UDP, or TCP I don't know, in case of doubt it is both). Internet play via GameSpy is no longer possible.

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