XBOX 360

NTSC

MEDAL OF HONOR

MATURE 17+

M

CONTENT RATED BY ESRB

Online Interactions Not Rated by the ESRB

DANGER CLOSE

DICE™

EA™

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

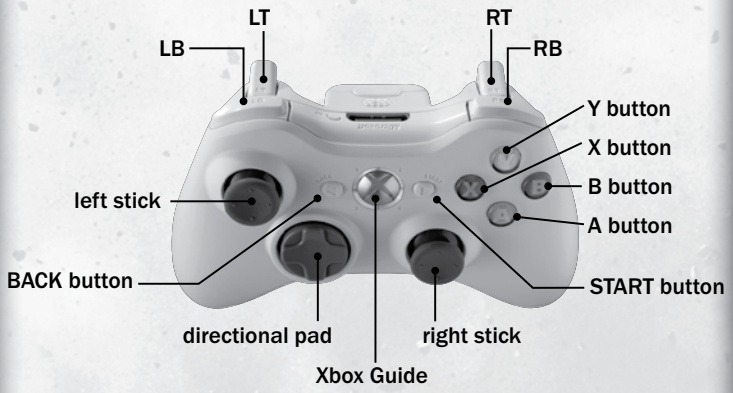
The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**

COMPLETE CONTROLS



Over two million soldiers, sailors, airmen, and Marines wear the uniform. Within these ranks and operating under the National Command Authority (NCA), a highly specialized group of select warriors is called upon when the mission must not fail. These men are the Tier 1 Operators. They function on a plane of existence above and beyond even the most highly trained Special Operations Forces. Their exact numbers, while classified, hover in the low hundreds. They are living, breathing precision instruments of war. They are experts in the application of violence. The new *Medal of Honor*™ allows you to step into the boots of these warriors and apply their unique skill set against a new enemy in the unforgiving and hostile battlefield conditions of Afghanistan.

WWW.EA.COM

NOTE: Controls below refer to Default configuration.

SINGLE PLAYER	
Movement	L
Sprint	L
Aim	R
Melee	R
Reload/Context action	X
Jump	A
Change stance	B
Prone	B (hold)
Change weapon	Y
Equip pistol	Y (double tap)
Fire weapon	RT
Throw grenade	RB
Iron sights	LT
Peek & Lean	LB
Change vision goggles	↓
Select fire mode	→
Dynamic HUD	↑
Grenade launcher (where applicable)	←
Objectives menu	BACK
Pause menu	START

MULTIPLAYER	
Movement	L
Sprint	L
Aim	R
Melee	R
Reload/Context action	X
Jump/Switch seat	A
Change stance	B
Change weapon	Y
Equip pistol	Y (double tap)
Fire weapon	RT
Throw grenade	RB
Aim	LT
Alternative weapon	LB
Support actions	← / →
Scoreboard	BACK
Pause menu	START

GAME MECHANICS

DYNAMIC HUD

To achieve an immersive gameplay experience, the in-game HUD is kept to the bare minimum amount of data needed. Activate the Dynamic HUD to view the location of your allies, the objective, and your current ammo counts.

SLIDING

When sprinting toward cover in the campaign, press B to change your stance into a slide. Sliding allows you to quickly reach cover and return to an attack position. When you have completed your slide, you assume a crouching position. Press and hold B get into a prone position.

PEEK & LEAN

Peek & Lean allows you to take cover behind objects and lean out to fire on enemy positions when playing in the campaign.

REQUEST AMMO

If you find yourself running low on ammo, request more from your allies. Squad members with similar weapons pass you additional ammo.The bullet icon above an ally's head shows how many times they can resupply you during a level. Allies won't give you ammo if they are pinned down or under attack.

TIER 1

Tier 1 is a competitive, online-only, single player mode. In Tier 1, replay Campaign levels with an eye toward posting the best time and getting the most skill kills. Adding to the challenge in Tier 1, difficulty is increased and there are no mid-level checkpoints—if you die you must begin the level over.

Playing times and stats are tracked and posted to online leaderboards so that you can compare your performance with friends and other players from around the world. Markers inside the levels show your friends' progress. Interact with a marker to send your friend a message and let them know you have passed them. Put your skills on display and show your friends who is the most elite of the elite.

SKILL KILLS

The goal of Tier 1 is to beat a level in the shortest time possible. Getting skill kills temporarily freezes the clock to help you improve your time.

- A headshot freezes the timer for two seconds.
- Three headshots in a row freezes the timer for five seconds.
- A melee kill freezes the timer for two seconds.
- Three melee kills within 10 seconds freezes the timer for six seconds.
- Killing two enemies with a single bullet freezes the timer for six seconds.
- Killing five enemies within 15 seconds freezes the timer for five seconds.

DIFFICULTY IN TIER 1

Difficulty in Tier 1 simulates the most extreme playing conditions possible. Health regenerates at a slower rate, you can no longer resupply your ammo from allies, and the Snap to Target feature and your weapon's crosshairs are deactivated. Enemies also have the ability to deliver increased damage. If you die in the middle of a level, you must start over again from the beginning since mid-level checkpoints are disabled. Additionally, all HUD elements—except objectives and friendly names—are disabled. Before you can play a stage in Tier 1, you must complete it in the normal campaign.

GAME SCREEN (SINGLE PLAYER)

MAIN MENU

LAUNCHER

When starting the game, you are taken to the launcher. From here, select either SINGLE PLAYER or MULTIPLAYER. When exiting Single Player or Multiplayer mode, you return to the launcher.

SINGLE PLAYER

CAMPAIGN

Select NEW GAME to begin a campaign. Select to play EASY, MEDIUM, or HARD difficulty to begin *Medal of Honor*. You have the option to take part in the war in Afghanistan as several different members of the US military. As a Tier 1 Operator, you are the scalpel. You are tasked with infiltrating deep behind enemy lines and performing precision strikes against high-value targets and securing positions in enemy-held territory. In other missions, you are the sledgehammer where experience the battlefield as an Army Ranger in direct-action missions.

As the campaign progresses, you engage in sniping battles, race across the Afghanistan plains on an ATV, and obliterate enemy camps from the cockpit of an AH-64 Apache attack helicopter.

SAVING & LOADING

While playing *Medal of Honor*, your progress is automatically saved via a number of mid-mission checkpoints. After dying, you reappear at the last checkpoint you passed.

CAMPAIGN MENU

New Game	Begin a new campaign.
Continue	Continue a previously saved campaign from the latest checkpoint.
Mission Select	Select a previously completed mission.

TIER 1 MODE

Tier 1	Play Tier 1.

OPTIONS

Gameplay	Adjust the vibration, subtitles, aiming sensitivity, control inversion, and gore settings.
Controls	Choose one of four control schemes.
Video	Adjust the brightness and contrast.
Audio	Change the volume of the music, dialogue, and sound effects, as well as choosing from one of four sound setups designed to enhance the audio for your speaker system.

EXTRAS

Enjoy a few bonuses after playing *Medal of Honor*.

Movies	Replay in-game cinemas.
Credits	View the creative minds behind *Medal of Honor*.

EXIT

Exit allows you to return to the main menu and select SINGLE PLAYER or MULTIPLAYER.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

IN ADDITION TO XBOX 360 REQUIREMENTS, ACCESS TO ONLINE SERVICES (INCL. MULTIPLAYER) AS WELL AS ONLINE PASS CONTENT REQUIRES AN EA ONLINE ACCOUNT. ONLINE PASS CONTENT ALSO REQUIRES GAME REGISTRATION WITH ONE-TIME USE SERIAL CODE ENCLOSED WITH NEW, FULL RETAIL PURCHASE. EA ONLINE PRIVACY POLICY AND TERMS OF SERVICE CAN BE FOUND AT WWW.EA.COM. REGISTRATION FOR ONLINE PASS CONTENT IS LIMITED TO ONE EA ONLINE ACCOUNT PER SERIAL CODE, WHICH IS NON-TRANSFERABLE ONCE USED. ADDITIONAL SERIAL CODES AVAILABLE FOR PURCHASE. YOU MUST BE 13+ TO REGISTER FOR AN EA ONLINE ACCOUNT. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE. EA MAY RETIRE ONLINE SERVICES AND CONTENT AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM/2/SERVICE-UPDATES.

An Xbox LIVE account is required to play *Medal of Honor* online.You can set up an Xbox LIVE account in the Dashboard that appears when your Xbox 360™ console is turned on without a disc inserted.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries.**

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

PLAYING *MEDAL OF HONOR* ONLINE

Play Jump into or create a multiplayer match with friends and strangers.

Career Change your gear, view the unlock tree, view your stats and medals, or view the leaderboards.

Options Adjust your controls or other in-game options, including your television's display area.

Store Purchase content online.

Extras View brief instructions on how to play *Medal of Honor* online or the credits.

CLASSES & EXPERIENCE

You can choose one of three classes to play when taking *Medal of Honor* online. Each class has its own unique appearance and requires a certain style of play, allowing you to fulfill necessary roles on the battlefield. You can also select and customize the weapons that the classes use, adjusting its strengths in your favor. The coalition forces and the Opposing Force (OPFOR) utilize the same classes.

The Rifleman is the basic fighter class. They tend to be frontline combatants, leading the charge toward OPFOR positions and being the backbone of the armed forces. Riflemen generally use assault rifles and machine guns, with smoke grenades as an accessory.

Special Ops are close-quarters combat experts. They use submachine guns or shotguns, and keep a rocket launcher ready for high explosive sabotage. Sneaking behind OPFOR lines and cutting off supply routes or waiting to ambush are two key strategies for Special Ops.

Snipers are best when taking up positions behind the main line and taking out OPFOR from afar. While they can plant and detonate explosives, their primary function is long-range crowd control. Snipers need to take precautions to keep safe when in combat, since looking down a scope limits their field of view.

You gain experience for your chosen class by performing actions that result in Score on the field of battle. Score is gained by accomplishing mission goals. Leveling up unlocks new weapons and extras. Each class levels separately from the other classes, so if you wish to gain access to new weapons or abilities for a class, you must play as that class to earn experience. The level of your class is independent of your faction. If you are a level 7 Rifleman when playing as an OPFOR, you are a level 7 Rifleman when playing as a coalition soldier.

RIBBONS & MEDALS

Your level is only one way that your performance and progress are tracked in *Medal of Honor*. Ribbons and medals serve as a record of your milestones in a single match or over the course of your career. Ribbons are awards for specific feats and can be received multiple times. Medals are awards that are tracked over your multiplayer career that mark significant milestones, such as reaching 100 kills or completing 100 objectives. The medals and ribbons you earn during a round are summarized after that round.

WEAPONS

Every weapon in *Medal of Honor* has its pros and cons. Sniper rifles are great at long range, but not as effective up close. Shotguns are excellent in close quarters, but suffer a loss of accuracy at range. Selecting an appropriate weapon is perhaps the first step in forming a strategy for conquering OPFOR.

While playing through the online component of Medal of Honor, you earn several new weapons and accessories, including silencers, scopes, and custom ammo. Adjust your gear on the Change Gear screen and customize your weapon to fit your style of play.

WEAPONS			
CLASS TYPE	**BASIC**	**UNLOCK**	**UNLOCK**
COALITION WEAPONS			
Rifleman	M16A4	M249	F2000
Sniper	M21	M24	G3A4
Special Ops	M4A1	870MCS	P90 PDW
OPFOR WEAPONS			
Rifleman	AK-47	PKM	F2000
Sniper	SVD	SV-98	G3A4
Special Ops	AKS-74U	TOZ-194	P90 PDW

SCORECHAINS & SUPPORT ACTIONS

You can gain points by shooting other players or by performing certain in-game actions. Once you begin earning points, the scorechain begins. A scorechain builds as long as you remain alive, but is cancelled when you die. At certain intervals, you receive Support Actions.

Support Actions are extra military assets that you can use against the opposition, such as artillery or better ammunition. If you die while you have a Support Action that has not yet been activated, you may use it when you respawn. If you want to gain a different Support Action, you must rebuild your scorechain to the necessary level. A meter in the lower right hand corner of the screen displays the current level of your scorechain and the requirement for the next level.

TACTICAL SUPPORT ACTIONS

LEVEL	SCORECHAIN LEVEL	OFFENSIVE	DEFENSIVE	DEFENSIVE POINTS BONUS
1	50	Mortar Strike	INTEL/UAV	30
2	100	Rocket attack	Ammo I	40
3	175	Missile	Armor I	40
4	250	Artillery	Ammo II	50
5	350	Strafing run	Jammer (counter)	50
6	450	Air strike	Ammo III	60
7	600	Cruise Missile	Armor II	100

GAME MODES

GAME SCREEN (MULTIPLAYER)

Medal of Honor offers several multiplayer gameplay modes that support up to 24 players for 12-on-12 combat. Each mode is accessible via pre-programmed playlists. Playlists can be composed of several gameplay modes, which are cycled randomly in online matches, or one single mode.
If there are not enough players present on a server, the match begins with a preround. This gives players a chance to get a brief preview of the map. No points are tracked in the preround, though players can move and shoot. The preround continues until the minimum number of players necessary to begin the game joins the match.

After the preround is complete, or if no preround is needed, players proceed to the warm-up. While warming up, players can select their load-out and get ready to go into combat. Players are frozen in place until the match is ready to begin. After a brief countdown, the players unfreeze and are able to begin the battle.

While playing, if the number of players drops below the minimum threshold, the match returns to the preround to give other players a chance to join and repopulate the match. This ensures that every server is appropriately populated for combat.

COMBAT MISSION

OVERVIEW

Coalition forces must clear five consecutive objectives to win. OPFOR serves as the opposing force and are going to stop the coalition forces at any cost. Clearing objectives unlocks new areas of the map, which then reveals what the next objective of the coalition forces is.

RULES

Combat Mission is played on three different maps, with five objectives per map. Objectives vary from match to match and map to map. Players secure downed choppers, eliminate mortar stations, and perform other story-based actions.

In Combat Mission, the coalition forces start out as attackers and OPFOR as defenders. After each round, the sides switch, allowing both teams to have a chance to be on the offensive.

The Team Health meter represents the remaining coalition reinforcements. If the Team Health meter is depleted before the current objective is cleared, the match ends and the coalition forces are stopped in their tracks. When completing objectives, coalition forces gain some Team Health. If the coalition forces complete all five objectives, they claim victory.

TEAM ASSAULT

OVERVIEW

Team Assault is a team-based combat mode. The two teams struggle to reach a certain number of points to win the match. Each kill is counted, so take down OPFOR to increase the team's points.

RULES

Team Assault is a 12-on-12 no-holds-barred battle on a confined area of a map. The two teams are fighting for kills and points.

This is by far the most direct of the game modes. Players instantly respawn and return to battle. The in-game map shows the position of friendly players and ammo crates. After one complete match, the map cycles to the next one in the playlist.

OBJECTIVE RAID

OVERVIEW

In Objective Raid, OPFOR swarms across a map to sabotage two objectives using improvised explosive devices (IEDs). Coalition forces must stop them and defend their installations. OPFOR has a limited amount of time to accomplish their objective.

RULES

Objective Raid pits coalition forces against OPFOR once again. This time, coalition forces are dug in around two objectives and must defend the area from the incoming OPFOR. The two objectives can be taken in either order, forcing the coalition forces to stay on guard constantly while the OPFOR forces their way to the objectives.

While players score points for attacking as usual, those points do not count toward the team's score. These points will be displayed at the end of a round, but they are not used to calculate the winning team. If OPFOR manages to clear both objectives before time is up, they are the victors. If the coalition forces successfully defend the points and outlast the OPFOR, then they are the winners.

SECTOR CONTROL

OVERVIEW

Sector Control forces two sides to fight for possession of three objectives. These objectives are represented by flags. Holding an objective accumulates points. The more objectives you hold, the faster your points accrue. The first team to achieve a preset score wins.

RULES

On each Sector Control map are three objectives. These objectives begin in a neutral state, with either team able to secure them. Stand close to an objective to capture it. The more friendly units there are in the area, the faster the capturing process goes. After a point is captured, the team scores points over time. Points can be lost and recaptured as the match goes on.

MAPS

HELMAND VALLEY

Playlists: Combat Mission

Python 1 has been tasked to break through the southern province of Helmand in search of intelligence and weapon caches. Several anti-aircraft emplacements in the area deny the coalition air superiority, which complicates the situation. The experienced operators of Python 1 prepare, knowing the area is infested with OPFOR fighters. As they start down along the stream they detect rapid movement in the distant brushes.

The coalition forces must fight their way through the valley, clearing out several OPFOR strongholds and bunker systems to finally allow a wing of F18 Hornets to deliver their deadly payload on target.

MAZAR-I-SHARIF AIRFIELD

Playlists: Combat Mission

Coalition forces are preparing to assault the northern airfield of Mazar-i-Sharif. OPFOR fighters have set up a strong defensive perimeter among wrecks of Russian tanks and airplanes. INTEL indications that a High Value Target is hiding somewhere by the airstrip make the need for surgical precision all the more crucial. Python 1 prepares to enter what looks like a graveyard.

Coalition forces must first gain entry to the airfield by destroying a barricade and then fight their way through hangars and wrecks before they can reach the air tower at the end of the airstrip. Along the way OPFOR marksmen have dug in deep to wait for the attackers.

SHAHIKHOT MOUNTAINS

Playlists: Combat Mission

A Chinook helicopter has crashed somewhere in the Shahikhot mountains. These snow covered mountain peaks, called The Place of the King (in the local tongue) has been a rebel hiding place since ancient times. Python 1 is inserted to investigate and look for survivors in these eerie surroundings. As they embark from their helicopter they hear the first crackling sound of a sniper rifle roll between the steep mountain sides.

A strong OPFOR presence in the area leaves the coalition forces stranded. They must fight their way up the mountains, past ammo caches and mortar stations, to clear any hostile anti-aircraft emplacements to allow evacuation from the area.

DIWAGAL CAMP

Playlists: Team Assault, Objective Raid, Sector Control

The inhospitable terrain and complex cave networks of the Kunar province have made it a favored spot for OPFOR activity. An OPFOR base has been found in the southern parts of the Diwagal Valley close to a small settlement of mud huts. Coalition forces insert to clear the area and meet heavy OPFOR resistance.

GARMZIR TOWN

Playlists: Team Assault, Objective Raid, Sector Control

Through the village of Garmzir, situated in the southern part of Afghanistan, runs a canal that feeds the surrounding irrigation ditches with water from the Helmand River. This central hub becomes a violent inferno as coalition Special Forces insert to clear the town of OPFOR.

KABUL CITY RUINS

Playlists: Team Assault, Objective Raid, Sector Control

Pillars of smoke rise high from the ruins in the ancient city of Kabul. In one of the outskirts coalition soldiers try to rid the area of OPFOR activity. Warriors on both sides dart between piles of rubble and burning car wrecks as rooftop snipers take pot shots at anyone daring to move in the open.

KANDAHAR MARKETPLACE

Playlists: Team Assault, Objective Raid, Sector Control

Kandahar in the south is one of the oldest human settlements known. Once a bustling trade center, it is now torn by centuries of war. A marketplace in one of the northern parts of the city becomes the scene of a fight to the death between coalition soldiers and OPFOR amid narrow alleys and market stands.

KUNAR BASE

Playlists: Team Assault, Objective Raid, Sector Control

The sector designated N2KL along the Afghanistan-Pakistan border is teeming with violent activity. A coalition forward operating base comes under attack as OPFOR mounts an aggressive assault. The remote hilltop is slowly covered in smoke from constant artillery strikes as soldiers huddle in the maze-like trenches.

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Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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