⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

+ dizziness
+ eye or muscle twitches
+ disorientation
+ any involuntary movement
+ altered vision
+ loss of awareness
+ seizures
+ or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

+ Use in a well-lit area and keep as far away as possible from the television screen.
+ Avoid large screen televisions. Use the smallest television screen available.
+ Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
+ Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system 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.

HANDLING YOUR PS3™ FORMAT DISC:

+ 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 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.

CONTENTS

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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.

COMPLETE CONTROLS

Note: Controls below refer to Default configuration.

SINGLE PLAYER	
Movement	left stick
Sprint	**L3** button
Aim	right stick
Melee	**R3** button
Reload/Context action	⊙ button
Jump	✖ button
Change stance	⊚ button
Prone	⊚ button (hold)
Change weapon	▲ button

Note: *Complete Controls* section continued on p. 2.

GETTING STARTED

PLAYSTATION®3 SYSTEM

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Medal of Honor* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

HINT: To remove a disc, touch the eject button after quitting the game.

🏆 **TROPHIES:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

COMPLETE CONTROLS [CONT.]

SINGLE PLAYER	
Equip pistol	⃝ button (double tap)
Fire weapon	**R1** button
Throw grenade	**R2** button
Iron sights	**L1** button
Peek & Lean	**L2** button
Change vision goggles	directional button ⬇
Alt fire toggle	directional button ➡
Dynamic HUD	directional button ⬆
Grenade launcher (where applicable)	directional button ⬅
Objectives menu	**SELECT** button
Pause menu	**START** button

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MULTIPLAYER	
Movement	left stick
Sprint	**L3** button
Aim	right stick
Melee	**R3** button
Reload/Context action	⊙ button
Jump/Switch seat	⊗ button
Change stance	⊙ button
Change weapon	△ button
Equip pistol	△ button (double tap)
Fire weapon	**R1** button
Throw grenade	**R2** button
Aim	**L1** button
Alternative weapon	**L2** button
Support actions	directional buttons ⬅/➡
Scoreboard	**SELECT** button
Pause menu	**START** button

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 the ⊙ button 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 the ⊙ button 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)

- Resupply indicator
- Allies
- Currently equipped weapon
- Ammo count
- Rate of fire indicator
- Stance indicator
- Grenade count
- Secondary weapon

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 you 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.

PLAY ONLINE

IN ADDITION TO PLAYSTATION 3 SYSTEM 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 ADDITIONALCHARGE, IF AND WHEN AVAILABLE. EA MAY RETIRE ONLINE SERVICES AND CONTENT AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM/2/SERVICE-UPDATES.

A PlayStation®Network account is required to play *Medal of Honor* online. You can set up a PlayStation®Network account in the System Software that appears when your PS3™ system is turned on without a disc inserted.

PLAYING ONLINE

In order to play *Medal of Honor* online, you must create a PlayStation®Network account by following the on-screen instructions. If you already have a PlayStation®Network account, you are able to access online features automatically.

PLAYING BEHIND A FIREWALL OR ROUTER

This game uses the following network ports for playing online. If you are running a firewall, ensure it is set to allow the game to communicate on these ports both inbound and outbound:

TCP Ports: 80, 443, 9946, 42100, 14310-14328, 15310-15328

UDP Ports: 3659, 6000, 9570, 17502

If you are having difficulty connecting to other players online and your Internet connection is behind a router using NAT (Network Address Translation), you may need to enable port forwarding on your router by forwarding all data on UDP ports listed above to the IP address of your PlayStation®3 system. Alternatively, you can add the IP address of your PlayStation®3 system into the DMZ section of your router—please consult your router help files for details on how to do this. For more information on firewalls, port forwarding, and DMZs, please visit our online Support Center at: http://support.ea.com.

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 awards, 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)

Minimap
Mission objective
Global kill message
Local kill message
Game mode
Game messages
Awards
Offensive support action
Defensive support action
Score chain
Ammo

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 eough 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 warmup. 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. The 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 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.

BONUS CONTENT:
MEDAL OF HONOR FRONTLINE

The classic *Medal of Honor Frontline* is available as bonus content. Access *Medal of Honor Frontline* via the XMB™ to install it. You must have your *Medal of Honor* disc inserted in order to play *Medal of Honor Frontline*.

YOU PLAYED THE GAME. NOW PLAY THE MUSIC. EA SOUNDTRACKS AND RINGTONES AVAILABLE AT WWW.EA.COM/EATRAX/

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