

# MEDAL OF HONOR AIRBORNE™



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## EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

## PRECAUTIONS TO TAKE DURING USE

- ✧ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ✧ Preferably play the game on a small screen.
- ✧ Avoid playing if you are tired or have not had much sleep.
- ✧ Make sure that the room in which you are playing is well lit.
- ✧ Rest for at least 10 to 15 minutes per hour while playing a video game.

## INSTALLING AND PLAYING THE GAME

### FOR DISC USERS

To install the game, insert the disc into your disc drive and follow the on-screen instructions. Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START > PROGRAMS** (or **ALL PROGRAMS**) menu found at the bottom left of the screen.

### FOR EA LINK USERS

You can access the installation/play instructions from the Help section found within EA LINK™.

## STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA – it's fast and easy!

You can register during the installation process or via the Electronic Registration link found in the game's START menu. Alternatively, visit our website at [www.gamereg.ea.com](http://www.gamereg.ea.com) and sign up today!

**NOTE:** Registering this game to your EA Member Account saves a copy of your PC Serial Number to your EA 'My Account' details so you can refer back to it in the future.

## COMPLETE CONTROLS

To customise your control configuration in *Medal of Honor Airborne*™, select **OPTIONS** in the main menu, then select **CONTROLS**.

### GENERAL GAMEPLAY

ACTION	KEYBOARD AND MOUSE
Fire/Cook grenade	Click
Alt fire (available on upgraded weapons)	Right-click
Move	W/S
Strafe	A/D
Use/Action/Flare chute	E
Flare chute	SPACEBAR
Crouch/Stand	CTRL
Sprint/Ironsights	SHIFT
Cycle grenade	G
Melee attack	F
Pause game	ESC

**NOTE:** For the purposes of this manual, the term click always refers to the left mouse button.

## SETTING UP THE GAME

### INTRODUCTION

Step into the boots of Boyd Travers, Private First Class of the "All-American" 82<sup>nd</sup> Airborne Division, and revolutionise the way the war is fought. From a rocky beginning in Sicily to war-winning triumphs in the heart of Germany, fight the epic WWII battles that turned America's first paratroopers into combat legends. Begin each mission from the air, behind enemy lines, then jump immediately into the action. On the ground, tackle objectives in any order across an expansive, free-roaming environment, using a wide variety of upgradeable weapons to your strategic advantage.

### OPTIONS

Adjust screen, audio and controller options from the Options menu.

- ✧ To adjust options, select **OPTIONS** in the main menu. Select **GAMEPLAY** to invert the Y axis, adjust aim sensitivity or enable/disable vibration, subtitles and the compass. Select **CONTROLS** to choose one of three controller configurations. Select **AUDIO/VIDEO** to change the volume of the music and sound effects, test 5.1 surround sound speaker placement or adjust screen brightness. Select **SPRINT EFFECTS** to toggle motion blur and speed effects associated with sprinting (turning off Sprint Effects reduces motion sickness in some players).
- ✧ To adjust options during gameplay, press **ESC** to access the Pause menu, then select **OPTIONS**.



## PLAYING THE GAME

From the coasts of Sicily to deep in the heart of Nazi Germany, jump behind enemy lines and lead the charge to victory for the Allies of the European Theater of World War II.

- ✦ To begin a new Medal of Honor Airborne campaign, select **CAMPAIGN** in the main menu, select **NEW**, then choose your difficulty level (**CASUAL**, **NORMAL** or **EXPERT**).

**NOTE:** Before you begin the first mission you'll need to complete a jump training exercise to prove that your paratrooper skills are air-worthy.

## WEAPON LOADOUT

The weapons a soldier carries are critical to his survival and success on the battlefield. At the Weapons Loadout screen, inspect your options for rifles, auto-rifles, submachine guns, shotguns and side arms. As you scroll through each weapon, a box on the bottom right provides statistics on its accuracy, reload time, clip size and other important information.

- ✦ Select your primary and secondary weapon and side arm. When you have finished, select **ACCEPT LOADOUT** to continue.
- ✦ If you earn a commendation badge for exceptional marksmanship with a particular weapon, it appears in the Weapon Loadout screen.

**NOTE:** Weapons become unlocked during the course of the game, so your weapon options increase as you succeed in your missions.

## THE FIRST STEP IS EVERYTHING

From the air, assess your landing options. Where you land is up to you – and can sometimes spell the difference between success and disaster.

- ✦ To nudge yourself in the air, press **W/S/A/D**. To flare your chute, press **SPACEBAR**.
- ✦ Green signal smoke indicates a safe landing area.
- ✦ If you perform a melee attack (press **F**) while in your chute, right at the moment of impact, you have the chance of dispatching an enemy with a swift kick.

## LANDING

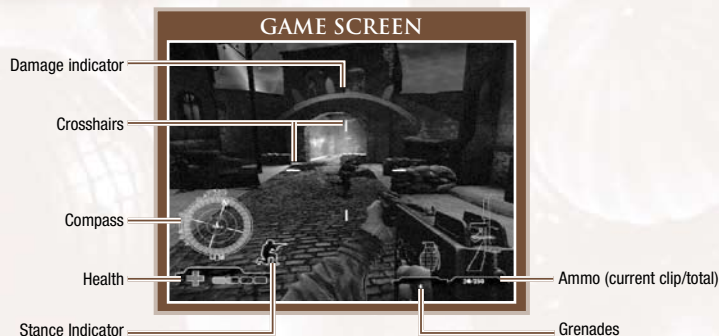
There are three types of landings.

<b>Flared</b>	If you've flared your chute (press <b>SPACEBAR</b> ) within a safe distance from the ground, you achieve a flared landing.
<b>Botched</b>	If you fail to flare your chute in time, your landing is botched and you tumble.
<b>Greased</b>	If you can approach the drop zone at a shallow angle, you hit the ground running in a greased landing.

**TIP:** Landing on rooftops can be an ideal starting position.

## SKILL DROPS

Each mission has a certain number of key landing locations, called skill drops. Some skill drop locations are obvious, while others you'll need to discover on your own. The number of skill drops you complete is recorded in your stats.



## OBJECTIVES

Your mission is successful when you complete all the primary objectives. There are several ways to go about completing objectives and the order in which you decide to tackle them is entirely up to you.

- ✦ To view your objectives, press **ESC** to access the Pause menu.

## COMPASS

Your compass indicates the location of allies and enemies as well as your objectives.

Objectives appear as stars on the compass or, if they're far away, a yellow triangle on the edge of the compass (indicating which direction you should travel to find the objective). Stars that are semi-transparent and have an arrow above or below them are objectives that are above or below your current location.

Friendly units appear as green dots on the compass. Enemies appear as red crosses.

## HEALTH

You have four beads of health (as displayed in the bottom left corner of the screen). As you take damage, a red damage indicator flashes on the screen, letting you know that you've been hit and from what direction, and the health in one of your beads is depleted. If you remove yourself from the line of fire and rest, partial beads regenerate over time. If you have lost an entire bead of health, the only way to replenish it is to find a Medkit.

## SPRINTING

Running into a fire-fight or finding cover under fire are important lessons of the battle-hardened.

- ✦ To sprint, press **SHIFT** while pressing **W**.
- ✦ To sprint while crouching, press **CTRL** to go into a crouch, then press and hold **SHIFT** while pressing **W** to sprint. (**NOTE:** When you release **SHIFT**, you automatically return to the crouched position.)
- ✦ Sprinting at an enemy, then performing a melee attack (press **F**) at just the right moment delivers some extra punch – literally.

**NOTE:** You cannot shoot while sprinting – you must slow down first to be able to take proper aim.

## USING COVER TO YOUR ADVANTAGE

Every soldier knows that staying out of the line of fire is the best way to stay alive. To do this, use objects around you as cover.

- ✦ To crouch behind cover, press **SHIFT**. Press **W** to creep forward in a crouch.
- ✦ When you are crouched, enable your scope or gun sight (press **SHIFT**) and press **W/S** to peek above or below cover or **A/D** to peek around corners.

## IRONSIGHTS

- ✦ To enable your scope or gun sight and attack effectively from cover, press **SHIFT**.
- ✦ When in ironsights, press **W/S** to peek safely around and over cover. Press **W/S** to peek, then return to centre to snap back into cover.
- ✦ To duck, press **D**.
- ✦ When crouched, press **A** to peek above cover.
- ✦ To walk in ironsights, press **SHIFT**. This is very useful in order to get precise alignment with cover.

## WEAPONS

### TRUE TRIGGER

True Trigger allows you to control your shot with more accuracy than ever when you are sniping.

- ✦ To use True Trigger, press and hold **SHIFT** to bring up your scope.
- ✦ To use the True Trigger meter, slowly press and hold the left mouse button. A meter appears on the left side of the screen. When the bull's-eye on the meter reaches the centre and turns red, you have the most optimal control over your shot.

## GRENADE COOKING

The grenade is a powerful, deadly and necessary part of a soldier's arsenal. However, knowing when and how to use it requires some skill.

Press and hold the left mouse button. Once the left mouse button is depressed, the grenade starts to cook and you can hear its countdown ticking. To throw it, release the left mouse button.

## THROWING

How long you press and hold the left mouse button determines the distance of your throw. Use a short press to merely toss the grenade, or a strong press for a long-distance throw.

## TIMING

Timing your throw is crucial. Since your enemies are smart enough to abandon post if they see a live grenade or an air burst, you'll want to lob it so that it's likely to detonate on contact. Just don't hold on too long – you don't want to get yourself caught in the blast!

## UPGRADES

Just as soldiers use their ingenuity to modify their weapons on the battlefield, you have the opportunity to upgrade your weapon as you progress through the game. These upgrades can give you the edge you need in the heat of battle. You earn upgrades by performing extraordinary feats of valour and marksmanship (such as melee kills, headshots, dispatching three enemies at a time and dispatching five enemies at a time).

- ✦ When you earn an upgrade, it is automatically applied to your weapon and added to your Weapon Loadout.

- ✦ Upgrades are permanent. Even if you drop a weapon you have upgraded in a mission, the next one you pick up is automatically credited to that weapon.
- ✦ While your weapon is being upgraded you are invulnerable to attack and have unlimited ammo.

## MEDALS

Your heroism and valour on the battlefield are justly rewarded. To view the medals you've earned, select **CAMPAIGN**, then **STATS & MEDALS**.

### Soldier's Medal

Awarded for exceptional meritorious service in a position of great responsibility. To earn this medal, you must equip and use all weapons in the campaign.

### Legion of Merit

Awarded to Army personnel for exceptional meritorious conduct in the performance of outstanding service. To earn this medal, complete one mission in the game without dying.

### Bronze Star

Awarded to Army personnel who demonstrate heroic or meritorious service in connection with military operations. To earn this medal, earn a five star rating in all missions on the Casual difficulty setting.

### Silver Star

Awarded to all Army personnel for gallantry in action while serving in any capacity. To earn this medal, earn a four star rating in all missions on the Normal difficulty setting.

**Distinguished Service Cross** Awarded to all Army personnel for acts of heroism that do not warrant the Medal of Honor. To earn this medal, earn a three star rating in all missions on the Expert difficulty setting.

## MISSIONS

### OPERATION HUSKY

Your first mission with the 82<sup>nd</sup> Airborne is to drop into the Sicilian village of Adanti and sabotage four Italian anti-aircraft guns. After that, you'll rendezvous with a group of paratroopers at the edge of the village with the ultimate goal of leading a massive counteroffensive against the entrenched Axis forces.

### OPERATION AVALANCHE

The 82<sup>nd</sup> Airborne has now been called in to jump onto Italy's mainland – along the Amalfi coast – to assist the US Fifth Army in putting down a desperate enemy counterattack. You'll land in the vicinity of the ancient Greek ruins at Paestum with orders to disrupt enemy supply lines and communication. Once you've completed your mission, you may need to assist Allied forces in the vicinity.

### OPERATION NEPTUNE

Your D-Day mission is one of the most crucial... and dangerous. Your orders are to drop behind enemy lines and clear the way for the men on Utah beach. But before you can do that, you must take out the enemy's eyes and ears – namely, a radar antenna and a lookout tower. Also, keep your wits about you – Allied intelligence has issued warnings about a particularly lethal enemy weapon in the vicinity: the Panzer tank.

### OPERATION MARKET GARDEN

The plan is simple, but by no means easy. The British XXX Corps – a mile-long collection of tanks, trucks and supplies – will move from Eindhoven in the south, through Nijmegen and finally to Arnhem, which will get the Allies into Germany for the first time in the war. Your mission is to drop into Nijmegen and secure that town, opening up the road (nicknamed "Hell's Highway") for the Allies.



## OPERATION VARSITY

What is being coordinated is nothing short of the largest single-day airborne operation in history. The goal: drop troops straight into the heart of Germany. You'll land in the Ruhr district with the task of dismantling the already-hobbled German war machine. Destroy a munitions factory, lay waste to a semi-operational tank factory and, should any unexpected visitors arrive while you're completing your mission, you know what to do.

## DER FLAKTÜRM

Like a concrete behemoth, Der Flakturm (the flak tower) stands as the last remaining enemy defence, with massive artillery and a dozen AA guns to defend it from allied attack. Your plane was one of the few to sneak into its airspace. Your mission is to cripple the flak tower's defences, then sabotage the inner workings of the structure and rig it for explosives.

## SAVING AND LOADING

Your game is automatically saved from the last checkpoint.

- ✦ To save your game, press **ESC** to access the Pause menu, select the Save & Load tab, then select **SAVE LAST CHECKPOINT**. Your game is saved from the last checkpoint.
- ✦ To load a game, select **CAMPAIGN** from the main menu, then select **LOAD**. To load a game during gameplay, press **ESC** to access the Pause menu, open the Save & Load tab, then select **LOAD LAST CHECKPOINT**.

## ONLINE

TO ACCESS ONLINE FEATURES, YOU MUST REGISTER THIS GAME WITH THE ENCLOSED SINGLE USER REGISTRATION CODE. ONLY ONE USER MAY REGISTER THIS GAME.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT [www.ea.com](http://www.ea.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.ea.com](http://www.ea.com).

## PLAYING ONLINE

At the Online main menu, select the game type you prefer.

### MATCH TYPES

- Quick Match** (Unranked) You are matched with the first available game, regardless of preferences.
- Custom Match** (Ranked or Unranked) Specify your preferred map, game type and other options and the game automatically finds a suitable partner for you. If not all of your match criteria can be met, the game matches you with the opponent who comes the closest (Ranked or Unranked).
- Create Match** (Unranked) Customise your map, time limit, friendly fire and game type and upgrade options, then wait for opponents to join.

## MULTIPLAYER MODES

- Team Deathmatch** Chose your team – Allied or Axis – then enter the firefight. The team with the highest score at the end of the time limit is the winner.

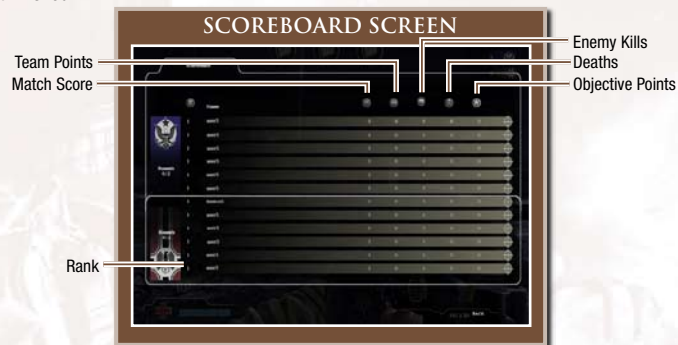
- Team Deathmatch Airborne** The team you select determines where you begin on the map. If you select **ALLIES**, you start the game from the airdrop. If you select **AXIS**, you begin on the ground. The team with the highest score at the end of the time limit is the winner.

### Objective

Choose your team, then fight to capture and hold three flags on the map. The team to capture all three flags is the winner.

## ONLINE SCOREBOARD

When you have completed an online game, a Scoreboard appears displaying the statistics of the game you just finished.



### Rank

Your overall rank in this match, by score.

### Score

Your score for this match.

### Team Points

Team points are earned each time you assist a team-mate on a kill or work with a team-mate to control a two-person flag (when applicable). You lose two team points for every suicide. You lose four team points for killing a team-mate.

**NOTE:** It is possible to have a negative Team Points total.

### Enemy Kills

The number of enemies you killed in the match.

### Deaths

The number of times you were killed in the match.

### Objective Points

The number of times you captured or neutralised a flag, including two-person flags (when applicable).

## HINTS AND TIPS

- ✦ For more advanced training, view the training movies, found under the Extras menu.
- ✦ Automatic rifles are more accurate in short bursts.
- ✦ Each player can carry two weapons plus a pistol, so pick up weapons dropped by fallen allies or enemies. You never know when you might need the extra fire power.
- ✦ Use the Alt Fire button to equip and use certain upgrades. Press it again to remove the upgrade.
- ✦ Danger can come from anywhere, including raining down from the sky. Don't forget to look up!

## ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Congressional Medal of Honor Society (CMOHS) was formed to uphold the qualities of the Medal of Honor and to provide assistance to indigent recipients. Whether they became millionaires or labourers in peacetime, the CMOHS seeks to promote a brotherhood between recipients, for there are no “winners” of the Medal of Honor and no victories on the battlefield without brothers to protect. In so protecting, a number of recipients have given the ultimate gift to their brothers and their country. In their memory and those who have subsequently passed on, the CMOHS retains the record of their valiant actions. For living recipients, the CMOHS seeks to promote full and vibrant lives in peace for these living symbols of what it means to be an American. In times of duress, Americans need to look no further than the Congressional Medal of Honor Society for the values of valour, respect and honour across the spectrum of American backgrounds – the values that make this country great.

Electronic Arts™ is privileged to participate in the Society’s continuing education and awareness efforts on behalf of the Congressional Medal of Honor and its recipients. You can learn more about the Society and the recipients at the Society website: [www.cmoHS.org](http://www.cmoHS.org).

## TROUBLESHOOTING

### ONLINE SUPPORT CENTRE

If you are having trouble running this game, please visit our online Support Centre at <http://support.electronicarts.co.uk> where you can view the latest troubleshooting FAQs and send us your technical support queries online.

For EA Link troubleshooting tips, please ensure you have EA Link running, then select HELP from the top of the EA Link Window to visit the Help section.

#### OFFLINE SUPPORT

This game includes a Technical Support file to help you troubleshoot your problem. You can find the Technical Support file in the same folder as your game. You can also receive support via our Customer Support team (see *Customer Support* below).

### PROBLEMS RUNNING THE GAME

- ✦ Ensure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
  - For NVIDIA video cards, visit [www.nvidia.com](http://www.nvidia.com) to locate and download them.
  - For ATI video cards, visit [www.ati.amd.com](http://www.ati.amd.com) to locate and download them.
- ✦ If you are running the **disc version** of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit [www.microsoft.com/directx](http://www.microsoft.com/directx) to download the latest version of DirectX.

### GENERAL TROUBLESHOOTING TIPS

- ✦ If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- ✦ If the game is running slowly, try reducing the quality of some of the video and sound settings from the game’s options menu. Reducing the screen resolution can often improve performance.
- ✦ For optimum performance when playing, you may like to disable other background tasks or your Antivirus applications running in Windows. However, ensure you restart your Antivirus applications after you have finished playing the game.

### PLAYING ONLINE THROUGH A ROUTER OR FIREWALL

This game uses the following network ports for playing online. If you are running a firewall (e.g. the Windows software firewall or a hardware firewall) ensure it is set to allow the game to communicate on these ports:

**18240, 18245, and 10000** (the default port for player-hosted games).

#### PORT FORWARDING

If you are connected to the Internet through a router, setting up Port Forwarding can solve many network-related connection issues. All routers have unique methods to set up port forwarding, but the following steps should help you:

1. Access the Admin panel for your router. Most routers have a web-based interface with which you can configure port forwarding. The naming conventions are different for each router, but look for any references to Port Forwarding, Services, Virtual Servers, Inbound Services, Applications or Gaming.
2. You then need to create new rules to forward the port numbers listed above to the IP address of your PC. You can find your PC’s IP address through your Windows start menu: Click **START > RUN...** and type **cmd**. Click OK.
3. At the command prompt, type **ipconfig** and press **ENTER**. Your basic network settings are displayed along with your IP address.

A typical Port Forwarding setting looks like this:

**Port** – 3658, **Protocol** – UDP, **Traffic** – Incoming, **Forwarded to** – [your IP address – e.g. 192.168.1.3]

#### DMZ

Routers often have an option to place your PC into a DMZ (De-Militarised Zone). In home router terms, this means that all inbound ports will be forwarded to your PC. This is likely to solve any connectivity problems, but you will lose any security protection that was offered by the router.

For more information on firewalls, port forwarding and DMZs, please take note of the advice in our online Support Centre at <http://support.electronicarts.co.uk>

# CUSTOMER SUPPORT

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Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre at <http://support.electronicarts.co.uk>. Here you can view the latest top FAQs for our games or view our knowledge base by clicking GET HELP. If you are unable to resolve your problem, click CONTACT US to submit your query to a Customer Support Technician who will respond as soon as possible.

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Telephone: **0870 243 2435**

Fax: **0870 2413231**

Calls charged at national call rates, please consult your telecoms provider for details.

**To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:**

- ✪ Click **START > RUN...** and type **dxdiag**. Click OK, then once the report is complete, Click **SAVE ALL INFORMATION...** and save the report to your Windows Desktop.

**NOTE:** Customer Support cannot provide gameplay hints or tips.

**NOTE:** If you need gameplay help please see the back of this manual for details of our official EA Hintline.

**NOTE:** If you purchased this game via EA Link, you may access the End User License Agreement at [http://files.ea.com/downloads/commerce/eula/en\\_US/eula.pdf](http://files.ea.com/downloads/commerce/eula/en_US/eula.pdf)

## WARRANTY

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**NOTE:** The Following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Link.

### LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

### RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.

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