MEDAL OF HONOR
AIRBORNE (PC DVD)

CONTENTS

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

www.ea.com

INSTALLING THE GAME

NOTE: For system requirements, see moh.ea.com.

To install *Medal of Honor Airborne*™:
1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 10 for more info).
2. Insert the *Medal of Honor Airborne* disc into your DVD-ROM drive. The Autorun menu appears.

NOTE: If the Autorun menu does not automatically appear, click the **Start** button from the Windows Taskbar and select **Run…**. Type **D:\Autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your DVD-ROM drive if other than 'D:').

3. Click the INSTALL button on the Autorun menu, then follow the on-screen instructions to complete the installation.

STARTING THE GAME

To start *Medal of Honor Airborne* (with disc already in drive):
1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 10 for more info).
2. Click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **Electronic Arts > Medal of Honor Airborne > Medal of Honor Airborne**.

COMPLETE CONTROLS

To customize your control configuration in *Medal of Honor Airborne*, select OPTIONS in the Main menu, then select CONTROLS.

GENERAL GAMEPLAY

ACTION	KEYBOARD
Fire/Cook grenade	Click
Alt fire (available on upgraded weapons)	Click middle mouse wheel
Move	W / S
Strafe	A / D
Use/Action	E
Jump/Flare chute	SPACEBAR
Crouch/Stand	CONTROL
Sprint/Ironsights move	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" 82nd Airborne Division, and revolutionize 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 and 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 control 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 or disable subtitles and the compass. Select CONTROLS to customize mouse and keyboard controls. 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 can reduce 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 Weapon Loadout screen, inspect your options for rifles, auto-rifles, submachine guns, shotguns, and sidearms. 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 sidearm. When you are 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 grow 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.

IN THE AIR

To steer 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.
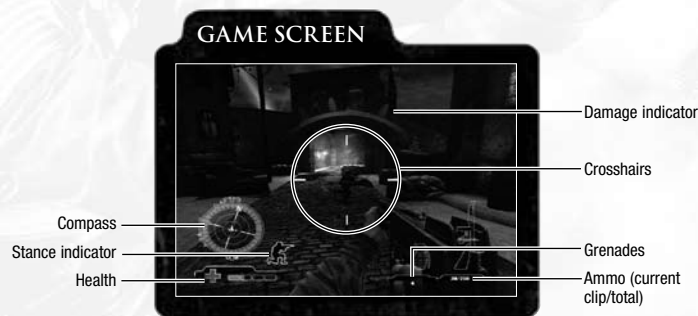
LANDING

There are three types of landings.

Flared	If you've flared your chute (press SPACEBAR) within a safe distance from the ground, you achieve a flared landing.
Botched	If you fail to flare your chute in time, your landing is botched and you stumble.
Greased	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 put you in an ideal starting position.

SKILL DROPS

Each mission has a certain number of key landing locations, called skill drop locations. 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.

GAME SCREEN

GAME SCREEN

Damage indicator

Crosshairs

Compass

Stance indicator

Health

Grenades

Ammo (current clip/total)

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, yellow triangles 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 firefight or dashing out of the line of fire are important lessons of the battle-hardened.

✪ To sprint, press and hold `SHIFT` while pressing `W`.

✪ To sprint while crouching, press `CONTROL` 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 `CTRL`. Press `W` to creep forward in a crouch.

✪ When you are crouched, enable your scope or gun sight (right click) 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, click the right mouse button.

✪ When in ironsights, pressing `W`/`S` enables you to peek safely around and over cover. Press `W`/`S` to peek, then return to center 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

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.

COOKING

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, release the left mouse button.

THROWING

✪ You can toss a grenade a short distance by quickly tapping the left mouse button. Anything more than a quick tap on the left mouse button results in 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, there is considerable tactical advantage to lobbing it when 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 used 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 valor 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 with any upgrades you've earned.

✪ While your weapon is being upgraded you are invulnerable to attack and have unlimited ammo.

MEDALS

Your heroism and valor 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 demonstrated 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 82nd 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 82nd 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, as 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 miles-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 FLAKTURM

Like a concrete behemoth, Der Flakturm (the flak tower) stands as the last remaining enemy defense, 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 defenses, 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 manually 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. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

PLAYING ONLINE

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

MATCH TYPES

|	
Quick Match	You are matched with the first available game, regardless of preferences.
Custom Match	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.
Create Match	Customize your map, time limit, friendly fire, game type, and upgrade options, then wait for opponents to join.

MULTIPLAYER MODES

Team Deathmatch Choose your team—Allied and 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.

SCOREBOARD

Match Score
Rank
Team Points
Enemy Kllls
Deaths
Objective Points
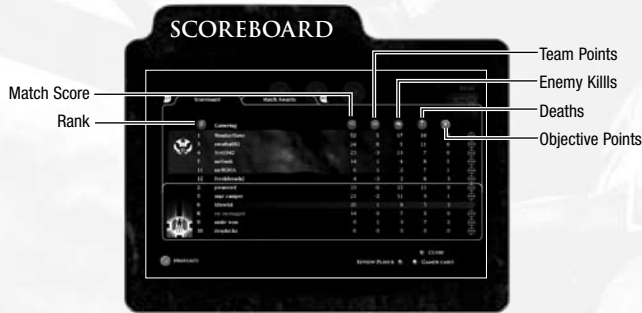
Rank Your overall rank in this match, by score.

Score Your score for this match.

Team Points Team points are earned each time you assist a teammate on a kill or work with a teammate to control a two-person flag (when applicable). You lose two team points for every suicide. You lose four team points for killing a teammate. 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 neutralized 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 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 laborers 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 valor, respect and honor 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.

You Played the Game. Now Play the Music.
EA SOUNDTRACKS AND RINGTONES AVAILABLE AT WWW.EA.COM/EATRAX/

PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Medal of Honor Airborne,* these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Medal of Honor Airborne* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Medal of Honor Airborne.* To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):
1. Hold down CONTROL and SHIFT and then tap ESC. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Medal of Honor Airborne,* be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Medal of Honor Airborne uses the following TCP and UDP port(s) for Internet play:

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

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

If you have trouble with *Medal of Honor Airborne*, EA Technical Support can help. The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with *Medal of Honor Airborne* already installed):
Click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) **> Electronic Arts > Medal of Honor Airborne > Medal of Honor Airborne > Technical Support**.

To access the EA Help file (without *Medal of Honor Airborne* installed):
1. Insert the *Medal of Honor Airborne* disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the *Medal of Honor Airborne* disc and then select OPEN.
4. Double-click the Support folder.
5. Double-click the EA Help folder.
6. Double-click the Electronic_Arts_Technical_Support.htm file in this folder.

EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter.

If you need to talk to someone immediately, call us at US 1 (650) 628-1001. This will help us service your call in the quickest possible time. This number is available Monday through Friday 8 AM – 5 PM PST. **No hints or codes are available from Technical Support.**

EA Technical Support Contact Info
Website: http://support.ea.com
Mailing Address: EA Technical Support
　　　　　　　　　 P.O. BOX 9025
　　　　　　　　　 Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 OYL, UK

Phone (0870) 2432435

http://eauk.custhelp.com

In **Australia**, contact:

Electronic Arts Pty. Ltd.

PO Box 432

Southport Qld 4215, Australia

In **Australia:** For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY INFORMATION

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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