

**WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer 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; and 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.

## COMPLETE CONTROLS

There are three controller configurations available in *Medal of Honor Airborne™*. The configuration below is the default.

- ✦ To view the other two configurations, or to change your controller scheme to that configuration, select **OPTIONS** in the Main menu, then select **CONTROLS**.



## 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 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 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 or 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** from within the Gameplay menu 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 **START** to access the Pause menu, then select **OPTIONS**.

Check out EA™ online at [www.ea.com](http://www.ea.com).

## 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 Weapons 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, move **W**. To flare your chute, press **A**.
- ✦ Green signal smoke indicates a safe landing area.
- ✦ If you perform a melee attack (press **RT**) while in your chute at the moment of impact you have the chance of dispatching an enemy with a swift kick.

### LANDING

There are three types of landings.

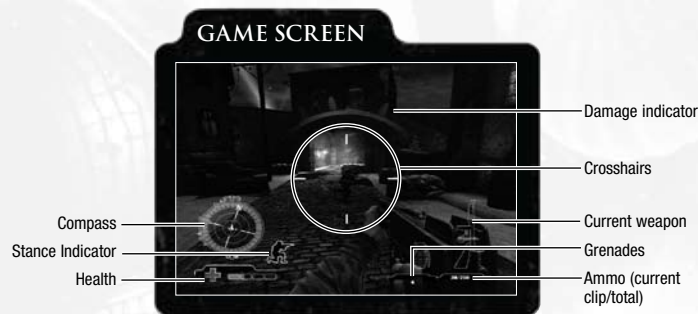
- Flared** If you've flared your chute (press **A**) within a safe distance from the ground, you achieve a flared landing.
- Botched** If you fail to flare your chute in time, your landing is botched and you fall to the ground. With this style of landing, it takes a long time before you are ready to fight, so be careful!
- 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 be an ideal starting position. With this landing, you can begin fighting almost immediately.

### SKILL DROPS

Each mission has five 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 for each mission is recorded in your stats.

## GAME SCREEN



## 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 **START** 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 dashing out of the line of fire are important lessons of the battle-hardened.

- ✦ To sprint, press **RT** while moving **W**.
- ✦ To sprint while crouching, press **X** to go into a crouch, then press and hold **RT** while moving **W** to sprint. (**NOTE:** When you release **RT**, you automatically return to the crouched position.)
- ✦ Sprinting at an enemy, then performing a melee attack (press **RT**) 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 **X**. Move **←** to creep around in any direction while in the crouched position.
- ✦ When you are crouched, enable your scope or gun sight (pull **LT**) and move **↑** to peek above or below cover or around corners.

### IRONSIGHTS

- ✦ To enable your scope or gun sight and attack effectively from cover, pull **LT**.
- ✦ When in ironsights, moving **←** enables you to peek safely around and over cover. Move **→** to peek, then return to center to snap back into cover.
- ✦ To duck, move **↓**.
- ✦ When crouched, move **↑** to peek above cover.
- ✦ To walk in ironsights, press **RT**. 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, pull and hold **LT**. This enters a scope view when using a sniper rifle.
- ✦ To use the True Trigger meter, slowly pull and hold **LT**. A meter appears on the left side of the screen. When the bulls-eye on the meter reaches the center 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.

#### COOKING

- ✦ With grenades selected as your weapon, pull and hold **RT**. Once **RT** is depressed, the grenade starts to cook and you can hear its countdown ticking. To throw, release **RT**.

#### THROWING

- ✦ How hard you pulled and held **RT** determines the distance of your throw. A light pull results in you merely tossing the grenade. A strong pull 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 Weapons Loadout.
- ✦ Upgrades are permanent. Even if you drop a weapon you have upgraded in a mission, the next one you pick up of the same type automatically has the upgrades you already 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

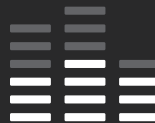
Awarded to Army personnel who demonstrated heroic or meritorious service in connection with military operations. To earn this medal, earn a five star rating in all missions on the Casual difficulty setting.

#### 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.



You Played the Game. Now Play the Music.

EA SOUNDTRACKS AND  
RINGTONES AVAILABLE AT  
[WWW.EA.COM/EATRAX/](http://WWW.EA.COM/EATRAX/)

## 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, 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 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  to access the Pause menu, pull  to open the Save & Load screen, 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 Continue. To load a game during gameplay, press  to access the Pause menu, pull  to open the Save & Load screen, then select LOAD LAST CHECKPOINT.

## XBOX LIVE™

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

**REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. EA TERMS & CONDITIONS AND FEATURE UPDATES ARE 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).**

### 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](http://www.xbox.com/live).

### 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. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## PLAYING ONLINE

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

### MATCH TYPES

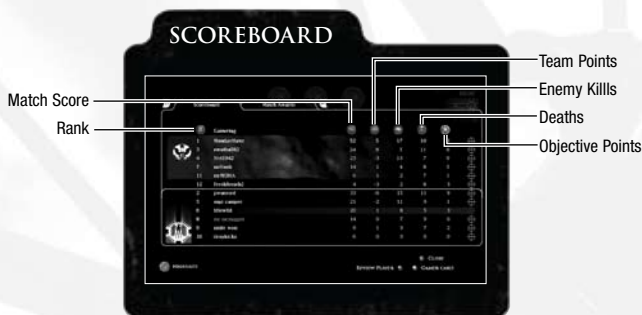
- Quick Match** (Ranked or Unranked) You are matched with the first available game, regardless of preferences.
- Custom Match** (Ranked or Unranked) Specify your preferred map, game type, and other options and the game automatically finds a suitable game for you. If no match is found meeting all your criteria, you are placed in a game that is closest to your criteria.
- Create Match** (Unranked) 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 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 Airborne** 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  
Score  
Team Points

Your overall rank in this match, by score.

Your score for this match.

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  
Deaths  
Objective Points

The number of enemies you killed in the match.

The number of times you were killed in the match.

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 in the Extras menu.
- ✦ Automatic rifles are more accurate in short bursts.
- ✦ Each player can carry two weapons plus a sidearm, 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!