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- Engage enemies like Shelob, the Witch King, and a vast multitude of Sauron's minions.
- Fight for Middle-earth™ in 15 highly interactive locations.
- Includes video and music from the films.

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THE LORD OF THE RINGS THE RETURN OF THE KING

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

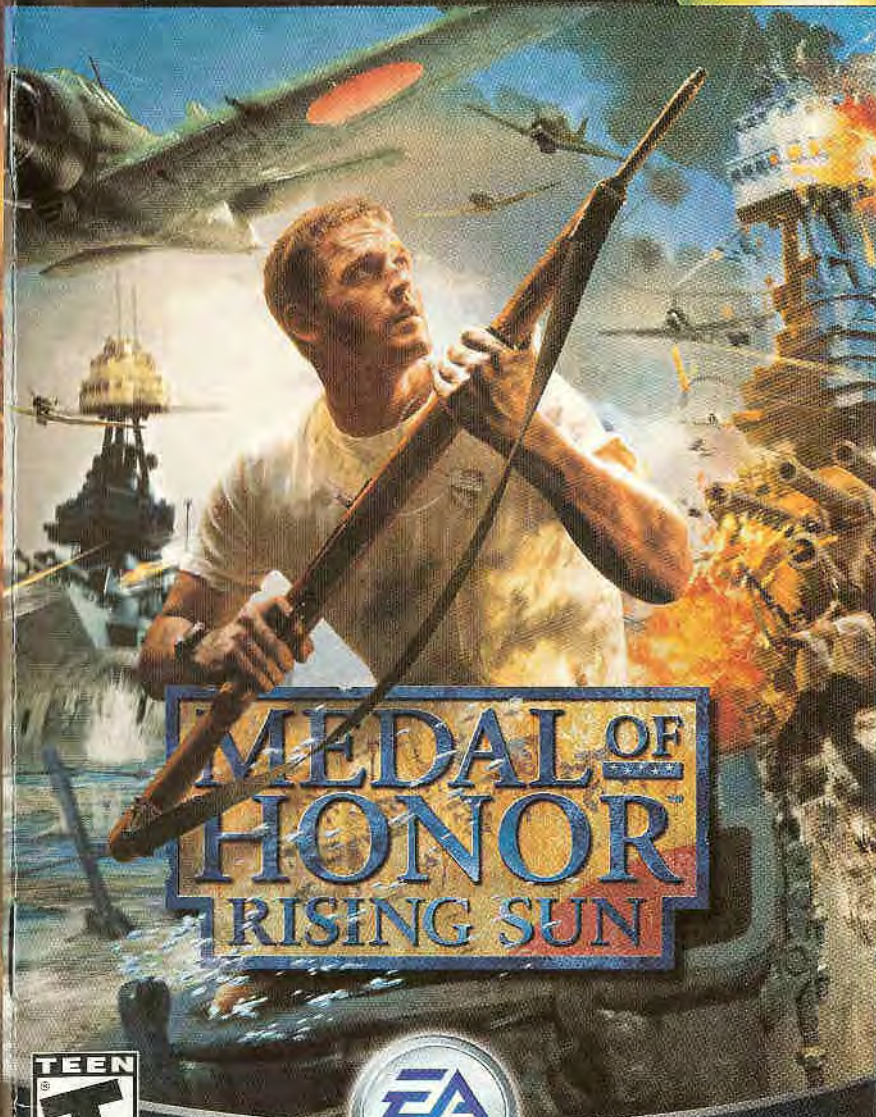
NEW LINE CINEMA
An MGM/UA Video Company

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XBOX

<http://www.replacementdocs.com>



MEDAL OF HONOR RISING SUN



About 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 sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

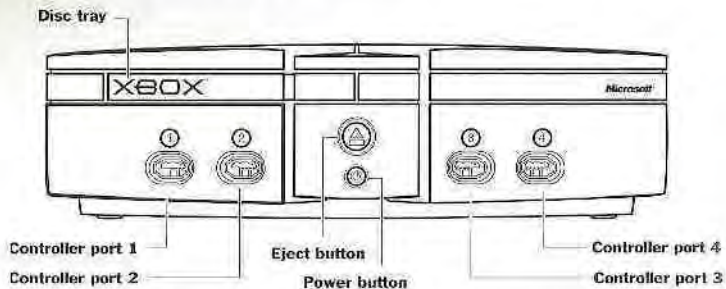
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX™ VIDEO GAME SYSTEM



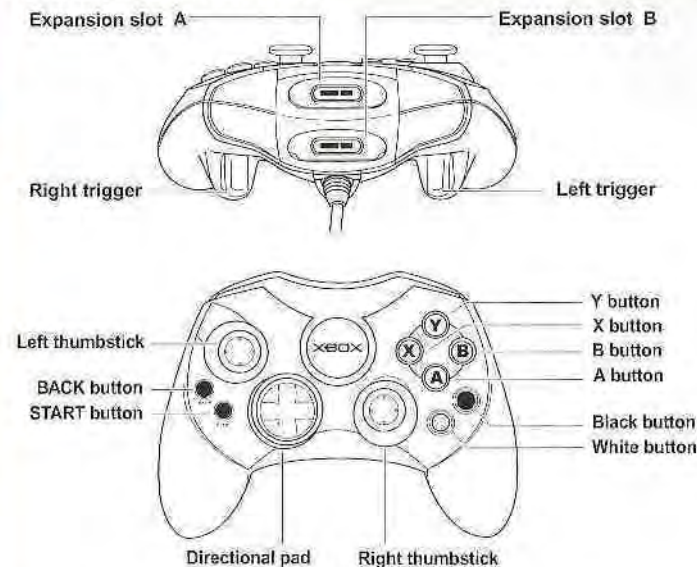
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Medal of Honor™ Rising Sun* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Medal of Honor Rising Sun*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- ✦ Insert only Xbox-compatible discs into the disc drive.
- ✦ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ✦ Do not leave a disc in the Xbox console for extended periods when not in use.
- ✦ Do not move the Xbox console while the power is on and a disc is inserted.
- ✦ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER

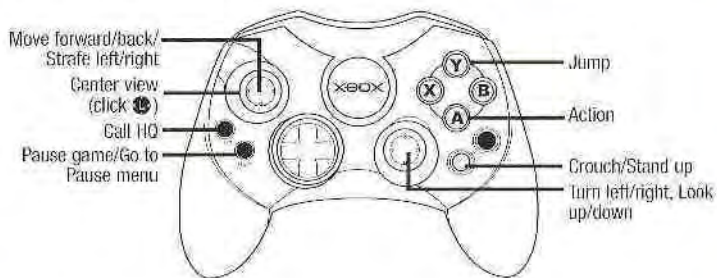


1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Medal of Honor Rising Sun*.

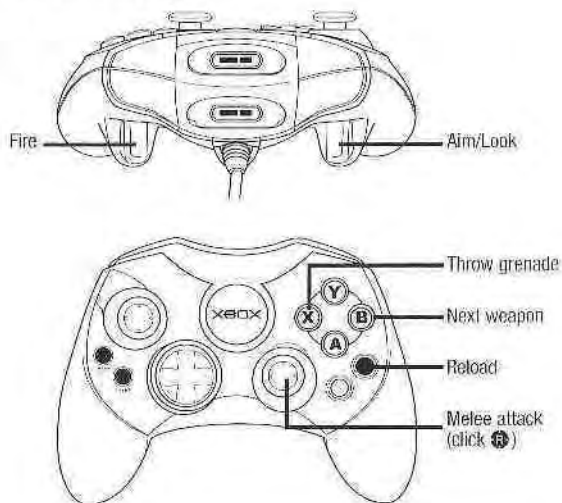
BASIC CONTROLS

These are the basic commands for the *MOH Sharpshooter* controller configuration. You can also select four other configurations, or set up your own customized configurations (► *Controller* on p. 13).

General Gameplay



Weapons Handling



◆ You can use Aim Mode to zoom in and get better aim on a target. For more information, ► *Aim Mode* on p. 21.

DESIGNATION OF ASSIGNMENT

22 May 1940

LETTER OF DESIGNATION
FOR OFFICIAL USE ONLY

From: Major General James J. Seymour, Commanding
Officer, MCRD/ERR Parris Island, S.C.
To: Corporal Joseph D. Griffin
Subj: Designation of Assignment

1. By order of the Commandant of the United States Marine Corps, you are hereby designated for assignment at NAS Ford Island, Pearl Harbor in Honolulu, Hawaii. You will familiarize yourself with base policies and procedures and other applicable standards in the performance of your duties.
2. In your capacity as a Marine, you will uphold the standards of the US Marine Corps in your conduct, dress, and execution of orders. Upon your arrival at Pearl Harbor, you will report to the Commanding Officer of the Marines detachment immediately. This designation remains in effect until rescinded or amended in writing.


James J. Seymour
Major General
United States Marine Corps

DOSSIERS

In *Medal of Honor Rising Sun*, you may encounter individuals who can help you to complete your missions.

Joseph Griffin



Name: Joseph Griffin

Rank: Corporal

Service: US Marines

Station: Honolulu

In your hometown of Mather, Pennsylvania, you were everybody's All-American. A star athlete in high school, you found it only natural that you would join the Marines the day after graduation. Seven years later, you are just as proud to serve your country. As tensions rose between the United States and Japan, you grew concerned that there may be a real war and that your younger brother Donnie may enlist. Although you tried to discourage him, Donnie signed up.

Universally liked by everyone in your squad, you are an asset to any platoon. Strong and brave, you are always ready for any assignment. Although you work well in teams, some of your superiors believe that your future lies in solo missions. There are plans in the works for you, Corporal Griffin.

Donnie Griffin



Name: Donnie Griffin

Rank: Private 1st Class

Service: US Marines

Station: Philippines

In Mather, Pennsylvania, Marines Private 1st Class Donnie Griffin was known as Joe Griffin's kid brother. Donnie was proud of brother Joe, but he yearned for the chance to prove himself. When a neighbor's house caught fire, it was thirteen year-old Donnie who kicked in the back door and pulled two children to safety. After that, no one called him "kid" anymore.

As a sophomore receiver on the high school football team, Donnie was named to the all-league team with his brother, a senior. When Joe graduated and joined the Marines, Donnie became the quarterback and led the team to two consecutive county titles. Ask him who his hero is, and he'll point to his brother. Ask him who is the better football player, and he'll point to the Waynesburg Central High record books.

Private 1st Class Donnie Griffin is attached to a demolition outfit based in the Philippines.

Phillip Bromley



Name: Phillip Andrew Bromley

Rank: Major

Service: British Special Operations Executive branch

Station: Singapore

Since the fall of Singapore to the Japanese, Major Phillip Bromley of the British Special Operations Executive branch has been organizing resistance from within the city of Singapore. Living in and moving through the catacombs beneath the city, he continues to sabotage Japanese interests and to courier people and information through Singapore.

It should be noted that Bromley remains angry at the British leadership that failed to prepare for the invasion even when he provided accurate information about the invaders. While some British commanders have threatened him with insubordination, more influential ones consider him a national hero.

Michael P. Floyd



Name: Michael Paul Floyd

Rank: Colonel

Service: Office of Strategic Services

Station: Honolulu

The fledgling Office of Strategic Services has few more competent operatives in the field than Colonel Michael P. Floyd. As Washington has struggled to build and integrate the new organization into the war effort, Colonel Floyd has been given considerable latitude in developing contacts in East Asia. A habitual planner, Colonel Floyd prepares diligently for any contingency.

While he is the ideal man for a small and growing organization, Colonel Floyd's focus on winning the battle can obscure his perspective on the overall war. This resourceful man from rural Montana can take care of himself.

Edmund Harrison



Name: Edmund Harrison

Rank: Lieutenant

Service: US Marines

Station: Honolulu

It takes a rare bird to enjoy working with explosives, and Lieutenant Harrison enjoys his work perhaps a little too much. More than one officer has wondered about the stability of this hyperactive soldier. He is both feared and respected by his squaddies for his willingness to do just about any demo job, no matter how dangerous or how crazy it is. His enthusiasm for explosives work has turned into expertise; few soldiers in the entire Pacific campaign know how to bring down a bridge or building like Lieutenant Harrison.

Jack "Gunny" Lauton



Name: Jack Lauton

Rank: Gunnery Sergeant

Service: US Marines

Station: Honolulu

A lifer in the Marines, Gunnery Sergeant Jack Lauton fought his way out of the steel mills of Pittsburgh and across the battlefields of Europe in the First World War. Twenty years and two Purple Hearts later, he's still a Sergeant and still taking names. Always tough on his troops, he is either loved or hated and always respected. A man of remarkable fortitude at 52, Gunny Lauton stays in the field because he knows nothing else. In combat, he prefers a shotgun.

Frank Spinelli



Name: Francis Giovanni Spinelli

Rank: Private 1st Class

Service: US Marines

Station: Honolulu

Francis Giovanni Spinelli was brought up in a vocal Italian family and has been scrapping to get himself heard ever since. Born in Newark, New Jersey, Spinelli used his mouth to get himself out of plenty of trouble in the neighborhood. A self-

styled ladies man, he joined the military because he thought he'd look good in a uniform. Private Spinelli will tell you what a great soldier he is. Slowly, he is proving it.

Ichiro "Harry" Tanaka



Name: Ichiro "Harry" Tanaka

Rank: Private 1st Class

Service: Office of Strategic Services

Station: Singapore

Like many Japanese-Americans, Ichiro "Harry" Tanaka came under suspicion as the Empire of the Rising Sun began to rattle its sabers. Born to Japanese immigrants in Honolulu, Hawaii, Harry has never seen himself as anything but American. To avoid the looks and insults, he enlisted in the OSS.

Because of his fluency in Japanese, he has been hurried through training. Tanaka has been inserted into Singapore as a Japanese trader. Using his cover, he has been able to eavesdrop on sidewalk conversations among the occupying Japanese soldiers. Tanaka is also a trained pilot.

Silas Whitfield



Name: Silas Earl Whitfield

Rank: Private 1st Class

Service: US Marines

Station: Honolulu

If you can drop a raccoon from 75 yards with a pellet rifle, reckoned Silas Whitfield, why not try your hand at Japanese with a Springfield scope? Since joining the Marines Corps in the Spring of 1940, Whitfield has consistently rated Superior in all categories of marksmanship. Quiet to a fault and steady under fire, this young soldier has all of the makings of a top sniper. Born and raised in rural Kentucky, Whitfield can sometimes seem out of place on base at Pearl Harbor. Although a bit homesick, he is enjoying his tour of the Pacific so far.

MAIN MENU



❖ The first time you start *Medal of Honor Rising Sun*, you are loaded directly into the Day of Infamy level in Single Player Campaign mode after a short introduction. Once you have a save file on your memory unit (MU) or hard disk, you no longer load straight into gameplay upon start up, but instead proceed to the Main menu.

From the Main menu, you can learn more about the game, load or save a game, change game options, or begin the Pacific campaign.

❖ To access the Main menu during gameplay, press **ESC** to access the Pause menu, press **↓** to highlight EXIT, then select EXIT TO MAIN MENU.

SINGLE PLAYER CAMPAIGN Start the campaign when the first bombs land on Pearl Harbor (➤ *Single Player Campaign* on p. 11).

TWO PLAYER CAMPAIGN Play cooperatively with a friend (➤ *Two Player Campaign* on p. 24).

MULTIPLAYER Play head-to-head against friends on a variety of maps (➤ *Multiplayer* on p. 24).

NOTE: Default options appear in **bold** in this manual.

Single Player Campaign

Ready to enlist? From the Single Player Campaign screen, you can leap from your bunk into the war in the Pacific or manage your saved games.

Profiles Screen

Create a profile to store your progress and your settings for *Medal of Honor Rising Sun*.

NOTE: To save a profile, you must have space on your MU or hard disk.

❖ To load a profile, press **↑** to highlight the profile, and then press **A**. You advance to the Single Player Campaign menu (➤ *Single Player Campaign Menu* below).

To create a profile:

1. To create a new profile, press **↑** to highlight NEW PROFILE. Press **A**.
2. Press **←** to highlight a letter, and then press **A** to enter it. Continue entering letters until you complete the profile name.
3. To finish, highlight SEND and press **A**. Then press **↑** to save the profile to your MU or hard disk.

Single Player Campaign Menu

MISSIONS

Resume playing the Pacific campaign, access bonus materials, and check mission statistics.

LOAD SAVED GAME

Load a previously saved game (➤ *Load Saved Game* on p. 13).

OPTIONS

Set Controller, Audio, Difficulty, and Gameplay Options (➤ *Options* on p. 13).

MEDALS

Review your hard-earned medals (➤ *Medals* on p. 13).

SPECIAL FEATURES

Check out bonus features such as historical videos.

To begin the Single Player Campaign:

- ➔ To begin the campaign at the bombing of Pearl Harbor, highlight MISSIONS and press **A**. Press **A** again to begin "Day of Infamy" (➤ *The Campaign* on p. 12).
- ➔ To return to the Single Player Campaign menu, press **B**.

The Campaign

The attack on Pearl Harbor threw the US back on its heels and into a war on two fronts. Already strategically involved in the European Campaign, the United States Armed Forces must rise from the ashes of Pearl Harbor to lead the fight against the Japanese war machine before it overruns the entire Pacific Theater.

From the first bombs landing on Pearl Harbor, you begin an odyssey through the critical battles of the early parts of the Pacific Campaign. Always scrambling against time and a battle-hardened enemy, you must claw and scratch to turn the tide of the War in the Pacific.

⇒ To play through other missions that you have already reached, press **←** to highlight the mission, and then press **A**.

Mission Menu

START MISSION

Begin playing the mission (> *Playing the Game* on p. 15).

STATISTICS

Review mission objectives and statistics accumulated so far.

HISTORICAL MOVIE

See a short movie on the circumstances leading up to the current mission.

LETTER FROM HOME

Read the latest letter sent by your sister from home.

VALOR IN HISTORY

Hear the story of the real mission from a soldier who fought in this historical battle.

STORYBOARD

Through animatic storyboards, you can learn more about how this mission was actually created.

Mission Complete

When you complete a mission, you can review the results and your statistics, then **SAVE PROFILE AND CONTINUE**, **CONTINUE WITHOUT SAVING PROFILE**, **LETTERS FROM HOME**, or **EXIT TO MAIN MENU**.

Load/Save

NOTE: Never insert or remove a MU while loading or saving files.

Load Profile

When you select a game type to play in the Main menu, you are prompted to load or create a user profile. For more information, > *Profiles Screen* on p. 11.

Save Points

When you reach a save point, you can choose to save your location, current status, and settings in your profile. When you load the profile again, you resume at the save point that you last saved.

Load Saved Game

You can load locations that have been saved for the current User Profile.

To load a location:

1. Press **○** to access the Pause menu.
2. Press **→** to select EXIT.
3. Press **↓** to highlight LOAD GAME and press **A**.
4. Select a point to load and press **A**.

Medals

In the Medals screen, you can review the medals and statistics that you have accumulated in the current campaign.

⇒ To review the medals you've won, press **←**.

Options

From the Options screen, you can enter Passwords and adjust Bonus features, as well as change Controller, Audio, and Difficulty settings.

⇒ To select an option, press **I** and press **A**.

⇒ To exit, press **○**.

Controller Layout

⇒ To select a different controller configuration, press **I** to highlight CONTROLLER LAYOUT. Press **A**. To select a different controller layout, press **→** and press **A**.

Controller Options

⇒ To change options for selected controller layout, press **I** to highlight CONTROLLER OPTIONS. Press **A**.

CROSSHAIRS

When **ON**, the aiming cross hair is on-screen at all times. When **OFF**, the cross hairs only appear when manually aiming by pulling **L**.

VIBRATION

When **ON**, your controller vibrates based on game events.

ANALOG SENSITIVITY

This option adjusts the rate of acceleration of your turns.

TURN SPEED

This option adjusts the maximum speed at which you turn.

INVERT Y AXIS

When **ON**, your up/down axis is reversed.

Audio

⇒ To select a different audio setting to configure, press **F1**. To change the selected setting, press **←**.

⇒ To go back to the Options screen, press **B**.

SOUND EFFECTS VOLUME Volume level for sound effects and ambient sounds in the game.

MUSIC VOLUME Volume level for music in the game.

SUBTITLES Toggle display of English subtitles: **OFF** or **ON**.

Difficulty

EASY Player is a skilled marksman. Enemies are new recruits.

NORMAL Player and enemies are evenly matched.

HARD This is war! Your enemies are truly dangerous.

Passwords

Enter a password to unlock a Bonus. After you enter a password, a new option is available in the Bonus screen.

⇒ To select a letter, press **←** to highlight a letter and press **A**.

⇒ To enter the selected password, select **DONE** and press **A**. The password is entered.

⇒ To get to the Bonus screen after entering a password, press **B** to return to the Options screen. Then, press **F1** to highlight **BONUS** and press **A**.

Bonus

A Bonus can unlock cheats and special features.

⇒ To toggle use of a Bonus, press **F1** to highlight it, and press **A**.

⇒ To go back to the Options screen, press **B**.

Multiplayer Options

Selecting **MULTIPLAYER OPTIONS** from the Options screen brings up the Multiplayer Game Options menu. Save all your default settings for a Multiplayer game, including Character, Weapon Set, Time Limit, and more. When you access the Multiplayer Setup screen (► p. 25), your selections are saved in the profile you have chosen.

PLAYING THE GAME

To succeed at your missions, you need to know your weapons, objectives, and controls—success comes from knowing more than just how to aim and shoot.

Game Screen

On the game screen, you should pay regular attention to the compass and health meter. Also, you should be aware of your weapon ammo levels.



From time to time, important text messages appear at the top of the screen.

Hidden Items

You can pick up hidden items to assist you in completing your mission. Hidden items could be almost anywhere—in dark corners, dilapidated buildings, wooden crates, etc.

When you find a hidden item such as a machete or an entrenching tool, look for places to use them. A tool you find on one level could come in handy on another level, so always explore your environment and always keep in mind what you have in your inventory.

⇒ Walk over an item to pick it up. A text message indicates that it's been added to your inventory.

⇒ After an item is collected, use the Action button to apply the item in the location where it is needed.

Allies

Depending on the mission, you may find yourself fighting alongside other Allied soldiers. In some cases, you are the mission leader, and you may receive vital information from them in the field. You should do whatever you can to protect them, so they can complete their assignments for the mission. They also can supply some much needed firepower to help you get past your enemies.

Compass and Health Meter

In addition to assisting in navigation, the compass can be a lifesaver.



When you are hit by enemy fire, a red flash appears in the quadrant of the compass from which the shot came. As you take damage, the ring around the compass shrinks, changing from green to red, until the ring and your health are gone.

Health

To restore health, look for the following items:

FOOD	Restores 10% of your total health.
MEDICINAL CANTEEN	Restores 25% of your total health.
MEDICAL KIT	Restores 50% of your total health.
FIELD SURGEON PACK	Restores 75% of your total health.

Weapons

In the lower-right corner of the game screen, you can see the remaining amount of ammo you're carrying for the selected weapon and the amount of ammo remaining in the loaded clip.

Pistols

Welrod



Rate of Fire: Single
Round Type: .32
Clip: 1
Muzzle Velocity: Classified
Invented: Classified

Only 2,800 of this single-shot pistol, known as the assassin's pistol, were manufactured, and its true performance characteristics remain classified. Equipped with a primitive silencer, its magazine separates from the barrel for easy concealment. The Welrod has an effective range of approximately 50 feet.

M1911 Pistol



Rate of Fire: Semi
Round Type: .45
Clip: 7
Muzzle Velocity: 830 ft/sec
Invented: 1911

An update of an earlier Browning design, this Colt semi-automatic pistol delivers a .45 caliber slug with great effect. Most of its working components are not exposed to the elements, which enhances its reliability in muddy or sandy conditions.

Rifles

Springfield '03 Rifle



Rate of Fire: Bolt
Round Type: .30-06
Clip: 5
Muzzle Velocity: 2,800 ft/sec
Invented: 1903

This bolt-action sniper rifle can deliver high-grain .30-06 rounds considerable distances to target. Without the scope, it is a simple bolt action rifle and poorly suited for close quarters combat. At the beginning of the war, the US military was already phasing it out.

M1 Garand Semi-Automatic Rifle



Rate of Fire: Semi
Round Type: .30-06
Clip: 8
Muzzle Velocity: 2,800 ft/sec
Invented: 1936

The most common weapon among US infantrymen, this semi-automatic weapon fires a .30-06 slug at very high speeds. Easy to disassemble and service, the Garand can operate in battlefield conditions for a week without maintenance. Popular for its caliber, muzzle velocity, and semi-automatic capabilities, the Garand is superior to earlier, bolt-action rifles.

Sub-Machine Guns

Sten Mk II Silenced SMG



Rate of Fire: Auto
Round Type: 9mm
Clip: 20
Muzzle Velocity: 1,250 ft/sec
Invented: 1941

A cheap and efficient weapon, this British sub-machine gun features a removable barrel and a silencer. Manufactured of only 47 parts, it can be quickly disassembled and hidden, making it a favorite weapon of resistance groups in the war.

Thompson M1 SMG



Rate of Fire: Auto
Round Type: .45
Clip: 30
Muzzle Velocity: 920 ft/sec
Invented: 1920

In the aftermath of World War I, John T. Thompson began work on what he called, "a trench broom" to sweep and clear areas in close quarters. Thompson knew that the heavy slug of the M1911 .45 caliber pistol could have impressive effects in a fully automatic weapon. Reliable and tough, the Thompson SMG is a good weapon in muddy, dirty combat.

Light Machine Guns

Type 11 LMG



Rate of Fire: Auto
Round Type: 6.5mm
Clip: 30
Muzzle Velocity: 2,440 ft/sec
Invented: 1936

Based on a French design, this Japanese gas-powered machine gun uses six side-mounted clips of five rounds each. Such a mechanism naturally can cause jamming problems. The "Nambu Light" Type 11 was switched to a weaker round than previous versions, which improved its reliability.

Browning Automatic Rifle LMG



Rate of Fire: Auto
Round Type: .30-06
Clip: 20
Muzzle Velocity: 2,800 ft/sec
Invented: 1918

Originally designed in World War I as the M1918A1 model, the Browning Automatic Rifle (BAR) received praise for its reliability in tough environments. The BAR received high marks for its rate of fire and the penetration power of its .30-06 rounds. This is a comparatively light weapon which, along with its ammo, can be carried without difficulty.

Type 99 LMG



Rate of Fire: Auto
Round Type: 7.7mm
Clip: 30
Muzzle Velocity: 2,300 ft/sec
Invented: 1939

The Type 99 is superior in force and range to the Type 11 sub-machine gun. The side-mounted hopper is replaced by a single, top-mounted clip of 30 rounds. With less exposure to dust and grime, the firing mechanism is much more reliable.

Grenades

Type 97 Hand Grenade



Rate of Fire: 1
Round Type: Explosive
Clip: 1
Muzzle Velocity: N/A
Invented: 1937

The standard issue for the Japanese armed forces, this barrel-shaped grenade features a grooved iron casing. The top can be unscrewed to expose the firing mechanism and the explosive charge.

Shot Guns

Winchester 1893 Riot Shotgun

Rate of Fire: Pump

Round Type: 12-gauge shell

Clip: 8

Muzzle Velocity: N/A

Invented: 1893



The Winchester 1893 Pump Shotgun was designed by John Browning. This “riot” gun does much to stop the action in proximity of the shooter.

Bazooka

M9A1 Bazooka

Rate of Fire: Single

Round Type: 2.36” explosive shell

Clip: 1

Muzzle Velocity: 270 ft/sec

Invented: 1942



Named after an instrument invented by a musician, the M9A1 Bazooka first appeared among troops in 1942. A 2.36in rocket-powered projectile is inserted into the back end, and when the trigger is pressed, an electrical charge ignites its motor.

Ammo

Each class of weapon has a type of ammunition that it can use. You can find ammo during the course of your missions and use it.

⇒ To **reload**, press **R**.

Even if you are out of ammo, you can still swing your gun to club enemies in hand-to-hand combat by clicking **MB**.

Weapons Modes

Familiarize yourself with any zoom features or stationary weapons you may encounter.

Aim Mode

Aim Mode lets you focus on getting a good shot on a slow-moving or stationary target. When you enter Aim Mode, you utilize the aiming sight or the scope of your current weapon and steady your aim, heart, and movements to hit the target.

⇒ To activate **Aim Mode**, pull and hold **LB**.

⇒ For Sniper Rifle only: To **zoom** in and out, press **Alt**.

⇒ To move your aim, move **MB**.

⇒ To **fire**, pull **RB**.

TIP: Use Aim Mode with **MB** to peek around corners.

Gun Emplacements

You may encounter and be able to man stationary gun emplacements behind enemy lines. Usually, these weapons are heavy-caliber machine guns and can quickly clear an area for you.

⇒ To man a gun emplacement, move next to the weapon and press **A**.

Mission Ratings

When you finish a mission, you receive a rating based on your Accuracy, Hits Taken, and Bonus Objectives completed. If you receive Gold Stars on all three, you are awarded a Mission Medal and receive a skeleton key (➤ below) for that level.

❖ To achieve a Gold Star rating for a level, you must meet that level's criteria for Accuracy, Hits Taken, and Bonus Objectives. The criteria differ from level to level.

Skeleton Key

Skeleton keys can unlock small red chests or doors. Once you earn a skeleton key in a level, replay that level and find the spot where you can use the key to unlock skins in Team Deathmatch mode (➤ *Multiplayer Setup* on p. 25).

❖ Each level has one hidden skin.

Rewards and Medals

Excellence has its rewards. If you perform well enough, you may be eligible for mission and campaign medals.

Mission Medals

AMERICAN DEFENSE SERVICE

Awarded to any person serving on active duty between September 8, 1939 and December 7, 1941.

NAVY DISTINGUISHED SERVICE

For exceptionally meritorious service to the government in a duty of great responsibility.

PHILIPPINE DEFENSE

Earned by all servicemen for the defense of the Philippines between December 8, 1941 and June 15, 1942.

GUADALCANAL PATCH

Awarded to the 1st Division of the Marines Corps for its sacrifices in the Battle of Guadalcanal.

AMERICAN CAMPAIGN

For any service member who served in the continental United States for one aggregate year between December 7, 1941 and March 2, 1946.

MARINE CORPS EXPEDITIONARY

For any member of the Marine Corps who landed on foreign soil and engaged armed opposition.

ASIATIC PACIFIC CAMPAIGN

For any soldier in the Navy, Coast Guard, or Marine Corps who served in the Pacific Campaign of WWII.

BRONZE STAR

For heroic or meritorious service for operations against an opposing armed force and not involving aerial flight.

SILVER STAR

For distinguished gallantry in combat against an enemy force.

❖ When you complete a level you can always replay it later and try for a better rating.

End of Game Medals

At the end of the game, you can earn a medal based on your performance through all the missions. If you are good enough, you may receive the Navy Cross.

❖ If you earn a medal on all missions, you receive a secret bonus award.

Pause Menu

You can pause the game at any time to review objectives, or end your game through the Pause menu.



⇒ To pause the game and open the Pause menu, press **○**.

The Pause menu lists your objectives for the current level with a check in the box next to all objectives that have been completed so far.

OBJECTIVES

Review the mission objectives and their current status.

NOTES

Check out your current score, briefing information, and historical notes.

PREFERENCES

Change your controller layout, or alter your controller, audio, or Heads Up Display (HUD) options (► *Controller* on p. 13).

EXIT

Restart the current mission, load saved games (► *Load Saved Game* on p. 13), or exit to the Main menu.

OTHER GAME MODES

In addition to the single-player campaign, you can go to war with or against your friends in *Medal of Honor: Rising Sun*.

Two Player Campaign

In Two Player Campaign mode, you and a friend can play missions together at the same time.

❖ Setting up a Two Player Campaign game is very similar to Single Player Campaign setup. For more information, ➤ *Single Player Campaign* on p. 11.



Two Player Campaign Game Options

- FRIENDLY FIRE** When ON, your weapons can hurt your teammates. Default is OFF.
- SCREEN SPLIT** When set to **HORIZONTAL**, the screen is split in two with a horizontal break. When set to **VERTICAL**, it is split with a vertical break.
- SHARE HEALTH** When ON, a player who picks up a health pack will, after healing himself to full health, transfer any unused health from the pack to the other player, as long as neither players' teammate distance indicator is yellow or red.
- SHARE AMMO** When ON, a player who picks up ammo will, after gaining the maximum amount of ammo for that ammo type, transfer any unused ammo to the other player, as long as neither players' teammate distance indicator is yellow or red.

⇒ To begin the game, press **Ⓜ** to highlight START MISSION. Press **Ⓜ** to begin.

Multiplayer

Up to four players can duke it out on one of nine maps.

NOTE: Each player must have a connected controller for Multiplayer games.

⇒ To begin a Multiplayer game, select MULTIPLAYER from the Main menu. Select the number of players and then select or create a User Profile to use in the game.

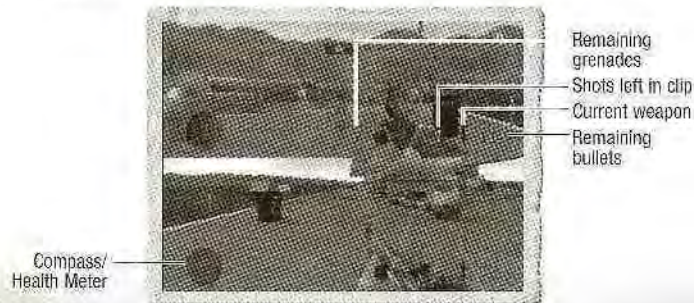
Multiplayer Setup

⇒ Select MULTIPLAYER at the Main menu to access the Multiplayer Setup screen.

NOTE: You can set up default Multiplayer options via the Multiplayer Game Options screen (➤ *Multiplayer Options* on p. 14).

- MAP** Select the map number on which to play.
- WEAPON SET** Choose the set of the weapons to use in the game.
- GAME TYPE** Choose a FREE FOR ALL MATCH or choose up sides in a TEAM DEATHMATCH.
- TIME LIMIT** Set the time limit for the game: 5 to 60 minutes or UNLIMITED time.
- KILL LIMIT** Set the number of kills required to win the game.
- ⇒ To exit a game with an UNLIMITED kill limit, press **Ⓜ**. Then, select EXIT TO MAIN MENU.
- FRIENDLY FIRE** When ON, your weapons can hurt your teammates.
- ⇒ To begin the game, press **Ⓜ** to highlight START GAME. Press **Ⓜ** to begin.
- CHARACTER SELECT** Choose your character as well as the characters of your console-controlled enemies. You can also choose your teams on this screen.
- CONTROLLER LAYOUT** ➤ *Controller Layout* on p. 13.
- CONTROLLER OPTIONS** ➤ *Controller Options* on p. 13.

Multiplayer Game Screen



NAVY CROSS



The Navy Cross is awarded in recognition of extraordinary heroism in the presence of great danger and personal risk during combat operations.

This commendation is presented to a person who, while serving in any capacity with the United States Navy, distinguishes himself or herself by extraordinary heroism while engaged in an action against an enemy of the United States; while engaged in military operations involving conflict with an opposing foreign force; or while serving with friendly foreign forces engaged in an armed conflict against an opposing Armed Force in which the United States is not a belligerent party.

Authorized by an act of Congress on February 4, 1919, the Navy Cross was initially recognized as the third highest award to U.S. Navy personnel for either distinguished service or combat heroism. In 1942, Congress made the Navy Cross a combat-only designation and elevated it to be second only to the Medal of Honor among Naval battlefield achievements. Despite the changes to the commendation and ribbons, the medal itself has remained a constant. Each one is struck from the same die and is of a three-part construction.

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.

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