

**MEDAL OF HONOR
HEROES™ 2 (SONY PSP)**

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

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

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

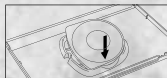
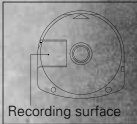
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

CONTENTS

GETTING STARTED	2
STARTING THE GAME	3
COMMAND REFERENCE	4
SETTING UP THE GAME	5
PLAYING THE GAME.	6
OTHER GAME MODES.	8
HINTS AND TIPS.	11
ABOUT THE CONGRESSIONAL	12
MEDAL OF HONOR SOCIETY	
LIMITED 90-DAY WARRANTY	13

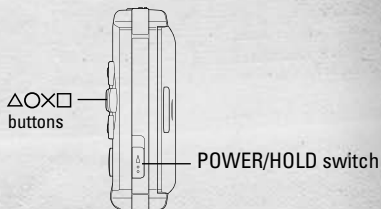
www.ea.com

You Played the Game. Now Play the Music.

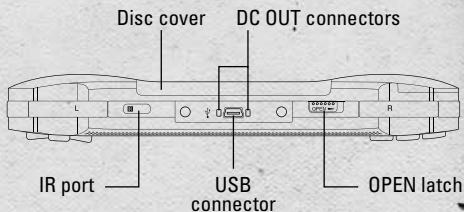
EA Soundtracks and Ringtones
Available at www.ea.com/eatrax/

GETTING STARTED

Right Side View



Front View



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Medal of Honor Heroes™ 2* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Notice: Do not eject a UMD™ while it is playing.

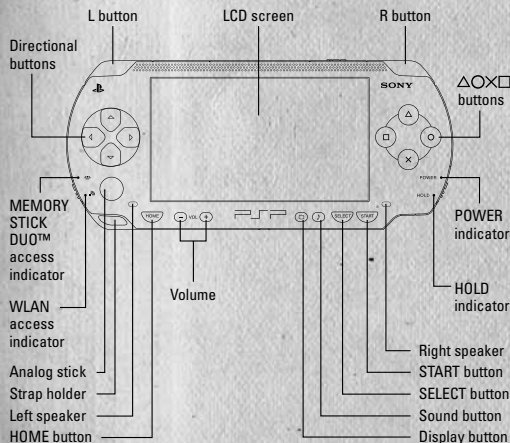
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PlayStation®Portable) system configuration



ex: Iron...
1) Start
2) /m

COMMAND REFERENCE

The Commando controls, below, are the default controls and the control configuration referenced in this manual. It is one of four available controller configurations. Select the configuration that will see you through your tour of duty and to victory.

- To view all of the configurations, access the Options menu (see p. 5), select CONTROL SCHEME, and press the **X** button.

COMMANDO CONTROLS

Move forward/back	Analog stick ↑/↓
Strafe left/right	Analog stick →/←
Look up/down/left/right	▲ button/ ⓧ button/ Ⓚ button/ Ⓞ button
Sprint	Analog stick (double-press and hold ↑)
Use/chat	D-button ↑
Fire/Throw grenade	R button
Cycle weapon	D-button →
Crouch	D-button ↓
Reload	D-button ←
Melee	L button (tap)
Zoom in/out (when scope is equipped)	D-button ↑/↓
Use gun sight or scope/Cook grenade	L button (hold)
Lean left/right (when gun sight is equipped)	D-button ←/→
Pause game/View objectives	START button

SETTING UP THE GAME

INTRODUCTION

On your feet, soldier! The war continues on the PSP® system with *Medal of Honor Heroes 2*. Play and fight in seven campaign missions that take you from the beaches of France's northern coast on a top secret mission to strike a devastating blow against the Axis forces and save the Allied armies from a deadly new threat. Experience intense WWII action in *Medal of Honor Heroes 2* and be the heroic gamer on-the-go.

PROFILE

To save your progress in *Medal of Honor Heroes 2*, create a profile. Your profile keeps track of your preferences, game progress, and online account information, and is automatically loaded when you start a game.

- To create a new profile, select PROFILE in the Main menu, then select NEW PROFILE. To load a previously created profile, select LOAD PROFILE.

OPTIONS

Adjust general settings, audio, and controller options, or toggle the autosave feature ON or OFF from the Options menu.

- To adjust options, select OPTIONS in the Main menu.
- To adjust options during gameplay, press the **START** button to access the Pause menu, then select OPTIONS.

PLAYING THE GAME

The Axis invasion and occupation of Europe must be stopped. The Allied forces now need true heroes to rise and do battle against the Axis tyranny. Fortunately, the Office of Strategic Services (OSS) has compiled the necessary intel to get your boots on the ground and onto the frontlines of WWII. Victory begins and ends with heroes ... heroes like you.

- To begin a new single-player game, select **CAMPAIGN** in the Main menu, select your difficulty level (**GREEN**, **VETERAN**, or **HERO**), then press the **X** button. The Mission Select screen appears. Highlight the mission you wish to play and press the **X** button again. The campaign begins.

GAME SCREEN



Objectives

When the OSS assigns you a mission, they're counting on you to achieve victory! Every mission has primary objectives that you must complete in order to finish the mission and move on to your next assignment. Exactly what weapons and tactics you use to meet your objectives is up to you. Secondary objectives are additional goals that are not given to you at the start of your mission. If you can figure out what these objectives are and complete them, you will gain extra recognition from your superiors at the OSS.

- Completing objectives (both primary and secondary) earns you medals. For more information, see *Medals* on p. 8.

Compass

Your compass is as important as your weapon when behind enemy lines. Use the compass to confirm your position as well as that of your fellow soldiers and the location of your primary objectives. (Secondary objectives never appear on your compass.)

- Green dots on the compass indicate the members of your detachment.
- Stars indicate the location of your primary objectives. These objectives should be your priority.
- For information on your objectives, press the **START** button to open the Pause menu. The Objectives screen automatically opens.

Health

When you are taking enemy fire, a red haze appears at the edges of the screen that indicates where you are getting hit. As you take more damage, the red haze covers more area on the screen. The closer you are to dying, the stronger this effect becomes.

When only the very center of the screen is not covered in red, your health has dropped to a critical level. You will get an idea of just how imminent your demise is since you'll hear a heart beat sound effect coming from the speaker.

To regain health, avoid enemy fire at all costs. Try finding some cover! After a few seconds, the effects start to go away and the redness no longer obscures the screen. When the damage effect is completely gone, you have recovered and you are now back at full health.

Using Cover to Your Advantage

Every soldier knows that avoiding enemy fire is the best way to stay alive. To do this, use objects around you as cover.

- To crouch behind cover, press the D-button **↓**. Press the Analog stick **↑** to creep forward in a crouch.
- When you are crouched behind low cover, enable your scope or gun sight (hold the **LB** button) to automatically peek above the cover.
- To peek around corners, enable your scope or gun sight (hold the **LB** button), then press the D-button **←/→** to lean left or right.

Medals

Winning medals awards you points that increase your rank.

Bronze Medal	Awarded to soldiers who complete all primary objectives on their mission, but do not complete any secondary objectives.
Silver Medal	Awarded to soldiers who complete all primary objectives and at least one secondary objective on their mission.
Gold Medal	Awarded to soldiers who complete all primary and secondary objectives.

SAVING AND LOADING

Your progress in Campaign mode is saved automatically if the autosave feature is enabled in your profile. Gameplay bonuses are also automatically saved to your profile.

- To save your Campaign mode progress, access the Main menu, select PROFILE, then select SAVE PROFILE. Your progress is saved.
- To load your profile manually, select PROFILE in the Main menu then select LOAD PROFILE. Your profile and your campaign progress is loaded.

OTHER GAME MODES

MULTIPLAYER

Battle up to 31 opponents online via Infrastructure mode or up to seven players via Ad Hoc mode.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. EA 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.

Wi-Fi (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

Note: The player is responsible for any Wi-Fi fees.

Ad Hoc Mode

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

Playing in Ad Hoc mode

Battle with up to seven friends via an Ad Hoc connection. Each player must have a copy of *Medal of Honor Heroes 2* to join the game.

To join an Ad Hoc game:

1. Select MULTIPLAYER in the Main menu.
2. Select AD HOC. The Ad Hoc Lobby screen appears.
3. Select the name of the game you wish to join. The Player Options screen appears.
4. Select your team (AXIS or ALLIES), uniform, and weapon, then select DONE. Gameplay begins.

Hosting an Ad Hoc Game

You can also host an Ad Hoc game which up to seven of your friends can join.

To host an Ad Hoc game:

1. Select MULTIPLAYER in the Main menu.
2. Select AD HOC. The Ad Hoc Lobby screen appears.
3. Press the **○** button. The Create Game screen appears.
4. Select a map and game mode, set the maximum number of players, kill score limit, time limit, and number of rounds per map, enable/disable aim assist, friendly fire, and autobalance, allow/disallow each individual weapon and, finally, give your hosted game a name.
5. When you are finished, select DONE and press the **ⓧ** button. The Player Options screen appears.
6. Select your team (AXIS or ALLIES), uniform, and weapon, then select DONE. Gameplay begins.

Infrastructure Mode

Fight in up to 32-multiplayer battles via an Infrastructure Wi-Fi connection.

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP® system's Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

Playing in Infrastructure Mode

Note: Please be sure you have a working network connection before proceeding. Please go to http://www.us.playstation.com/support/psp/connectingtointernet/s_psp_iw_IN.html for instructions on setting up your network connection.

To join an infrastructure game:

1. Select MULTIPLAYER in the Main menu.
2. Select INFRASTRUCTURE.
3. Connect to EA Nation via an existing account or follow the on-screen instructions to create a new one.
4. Select your Persona. The Infrastructure Main menu appears.
5. Select LOBBY.
6. From the Lobby, highlight the game you wish to enter and press the **X** button to join. The Player Options screen appears.
7. Select your team (AXIS or ALLIES), uniform, and weapon, then select DONE. Gameplay begins.

To host an Infrastructure game:

1. Select MULTIPLAYER in the Main menu.
2. Select INFRASTRUCTURE.
3. Connect to EA Nation via an existing account or follow the on-screen instructions to create a new one.
4. Select your Persona. The Infrastructure Main menu appears.
5. Select LOBBY.
6. Press the **R** button to open the Create a Game screen.
7. Select a game mode and map, and use the other settings to fully customize the game. Choose whether to make your game password protected, and if it will be ranked. Finally, give your hosted game a name.
8. When you are finished, highlight DONE and press the **X** button. The Player Options screen appears.
9. Select your team (AXIS or ALLIES), uniform, and weapon, then select DONE. Gameplay begins.

Multiplayer Game Modes

Deathmatch

Every man for himself. The player with the highest score wins. Your score is equal to your total kills minus your total deaths.

Team Death Match

Create teams and the team with the highest score wins. Your team's score is equal to the total number of enemies that your team kills.

Infiltration (Capture the flag) Infiltrate the enemy's home base and steal their flag as often as possible. The team with the most flag captures is the winner.

HINTS AND TIPS

- To look around quickly, double-tap and hold the **○** button to look right or the **⊙** button to look left.
- To inflict greater damage, aim for an enemy's head.
- To cook a grenade, equip one and then press and hold the **L** button. Be sure to throw it by pressing the **R** button before it explodes in your hand.
- To quickly switch from your primary weapon to your grenade, double-tap the **D**-button **→**.
- In multiplayer games, press the **D**-button **↑** to bring up the Chat menu.

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.

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.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

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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