



MEDAL OF HONOR

RIISING SUN



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ✧ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ✧ Do not bend it, crush it, or submerge it in liquids.
- ✧ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✧ Be sure to take an occasional rest break during extended play.
- ✧ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

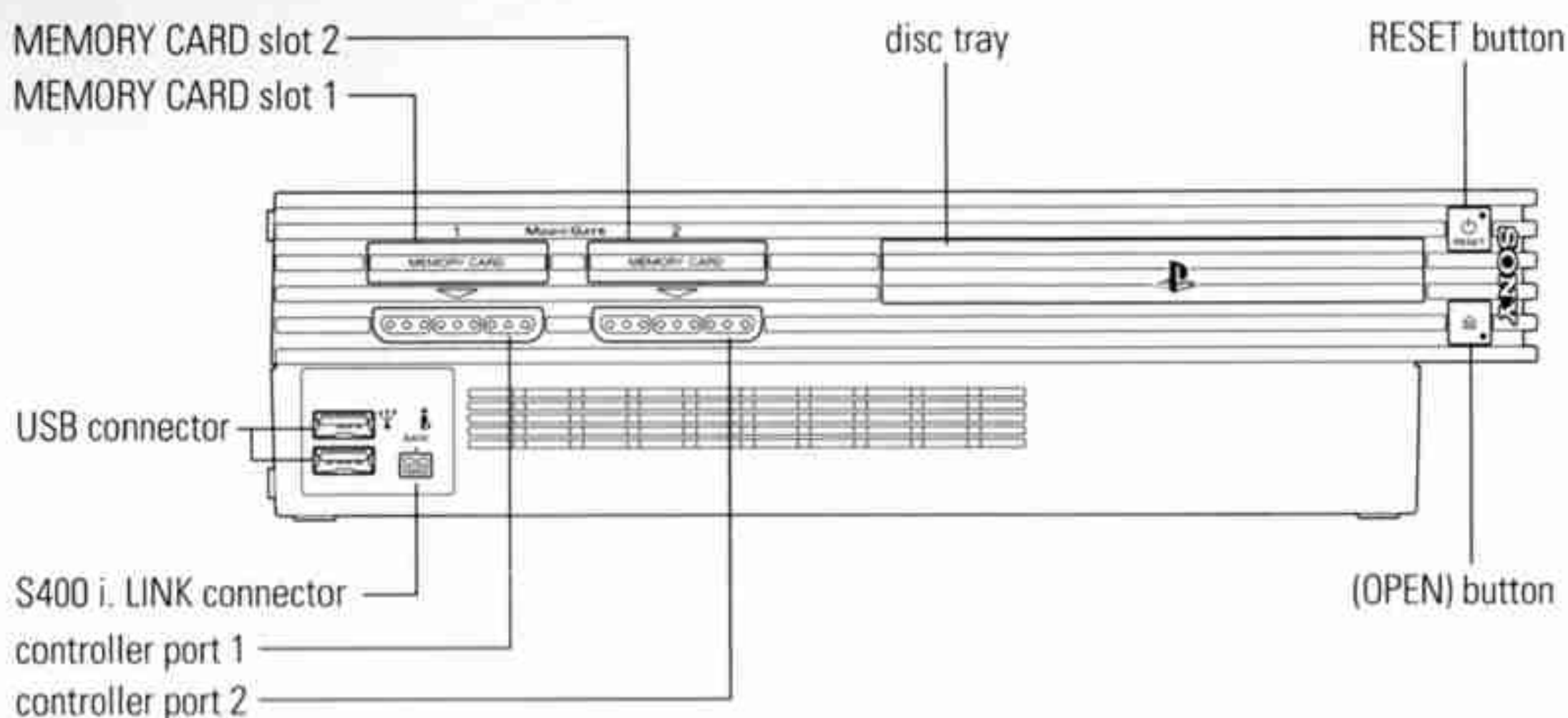
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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GETTING STARTED

PlayStation®2 Computer Entertainment System

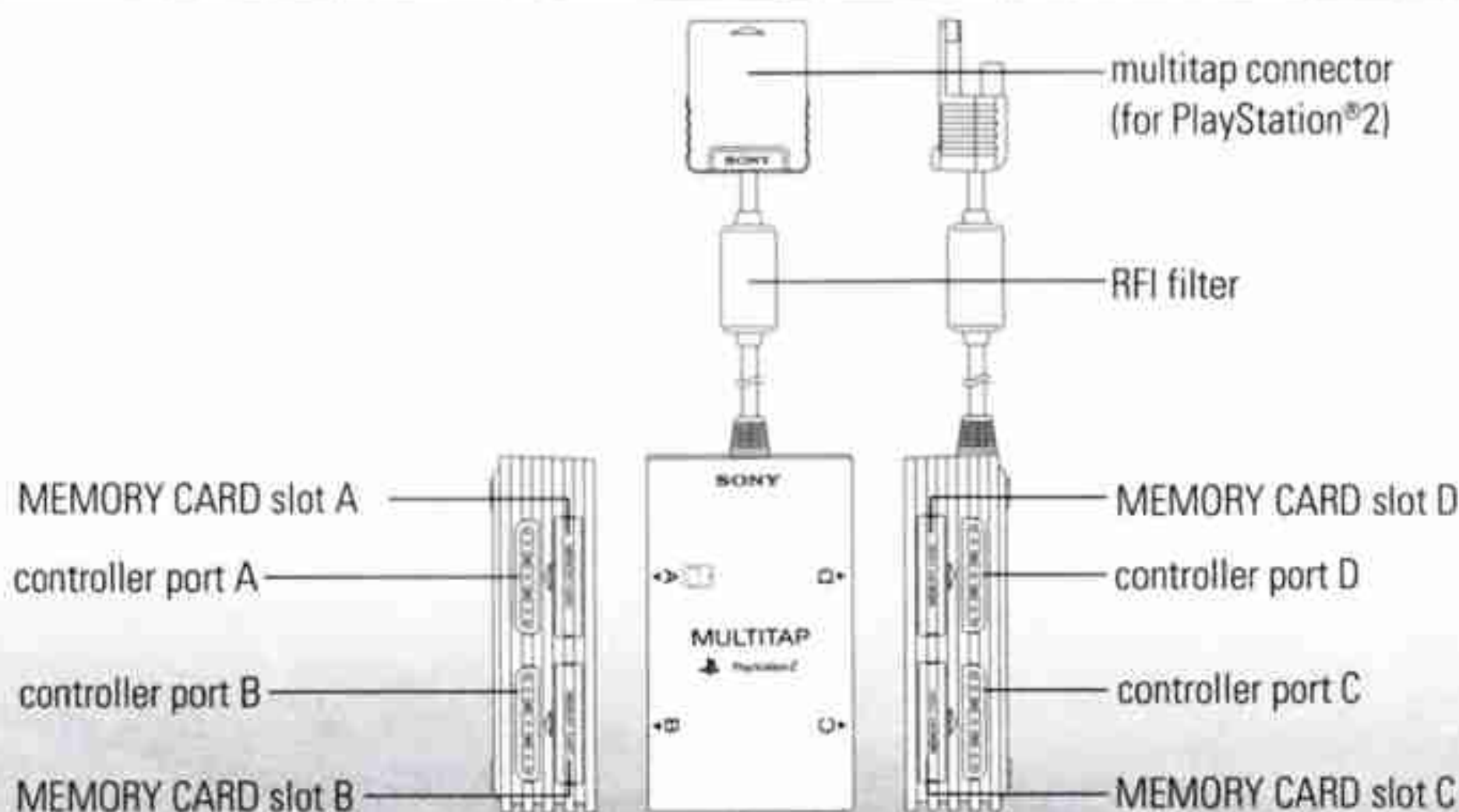


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Medal of Honor™ Rising Sun* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.

NOTE: A DUALSHOCK®2 analog controller must be connected to controller port 1 to play the game.

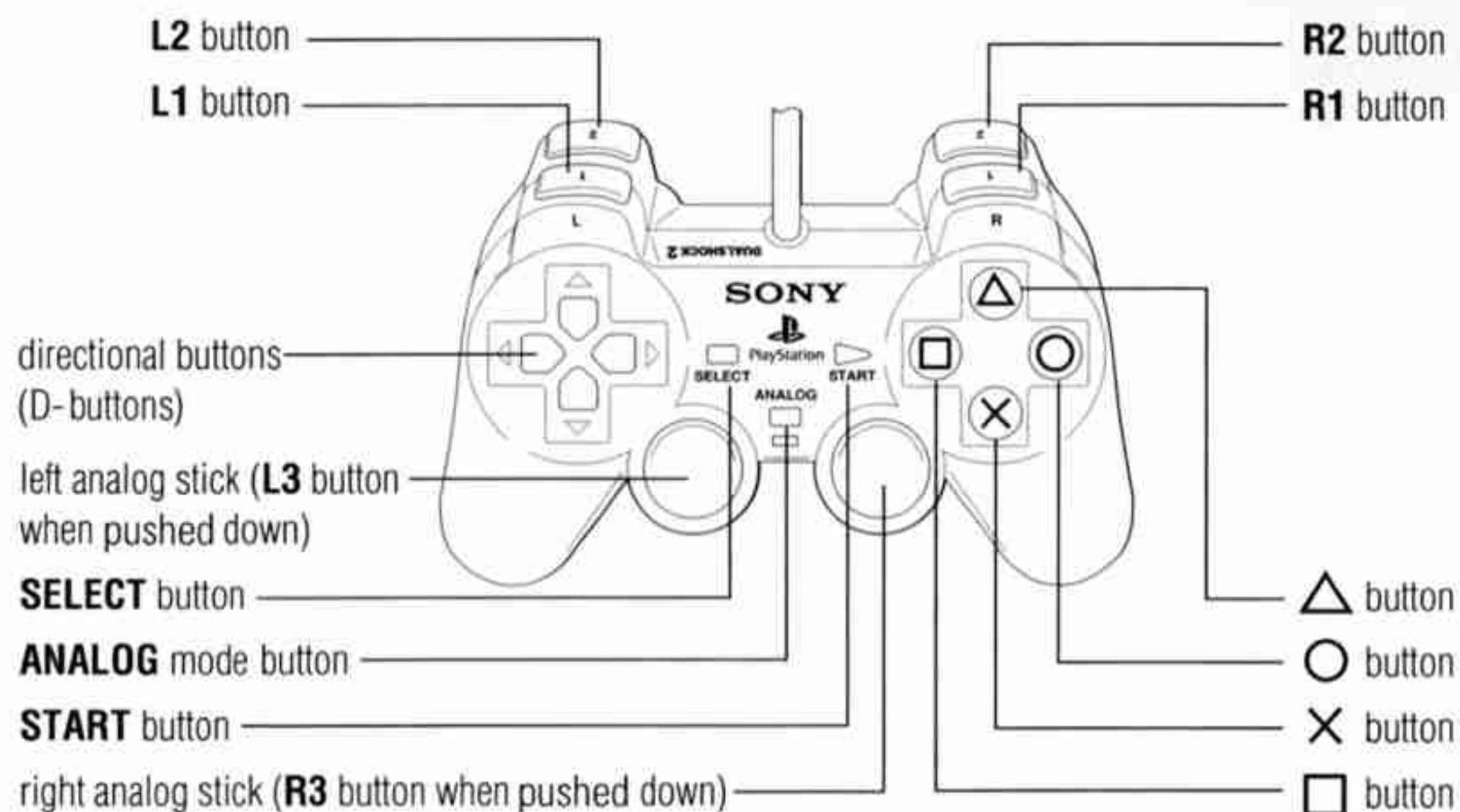
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 analog controller configurations



Menu Controls

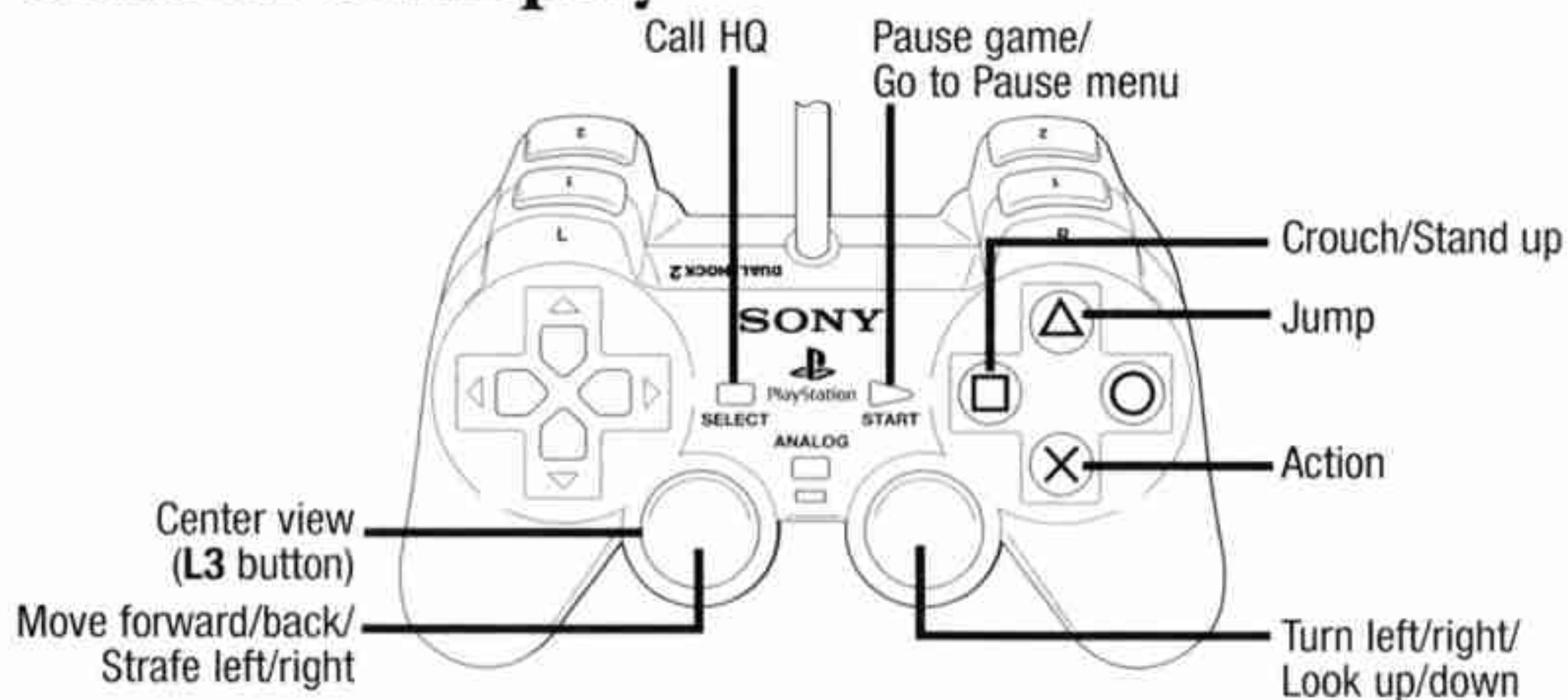
To choose an option:

- ⇒ Press the D-button to browse or cycle through the different options.
- ⇒ Press the × button to select an option.
- ⇒ Within a menu, press the Δ button to return to the previous screen.

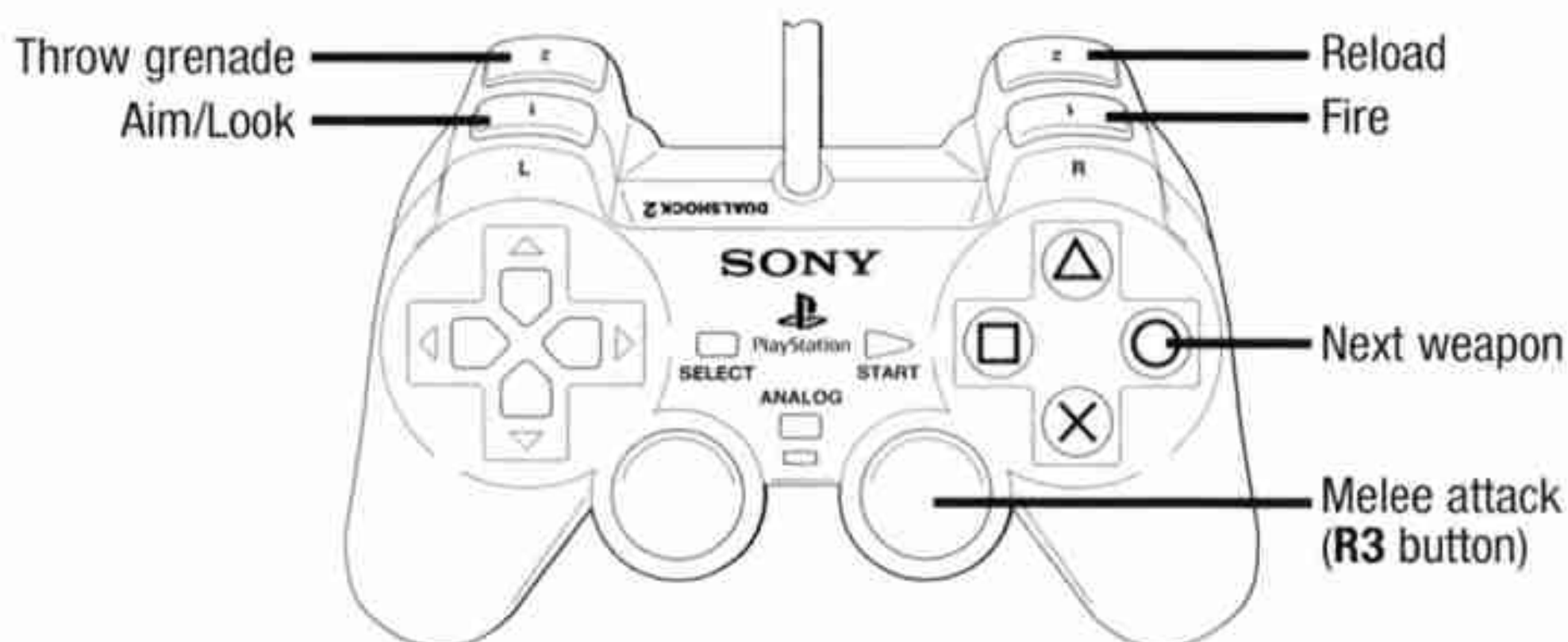
BASIC CONTROLS

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 Layout* 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 card (8MB) (for PlayStation®2), 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 the **START** button to access the Pause menu, press the D-button ⇨ 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 friends (➤ *Two Player Campaign* on p. 24).

MULTIPLAYER Play head-to-head against friends on a variety of maps (➤ *Multiplayer* on p. 25).

ONLINE Go online to match up with the world's best soldiers (➤ *Online* on p. 26).

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 a memory card (8MB) (for PlayStation®2).

⇒ To load a profile, press the D-button  to highlight the profile, and then press the  button. You advance to the Single Player Campaign menu (➤ *Single Player Campaign Menu* below).

To create a profile:

1. To create a new profile, press the D-button  to highlight NEW PROFILE then press the  button.
2. Press the D-button to highlight a letter, and then press the  button to enter it. Continue entering letters until you complete the profile name.
3. To finish, highlight SEND and press the  button. Press the D-button  to select the MEMORY CARD slot you would like to save to, then press the  button. The profile is saved to your memory card.

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 location (➤ <i>Load Saved Game</i> on p. 13).
OPTIONS	Set controller, audio and subtitles, difficulty level, and gameplay options (➤ <i>Options</i> on p. 13).
MEDALS	Review your hard-earned medals (➤ <i>Medals</i> 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 the  button. Press the  button again to begin "Day of Infamy" (➤ *The Campaign* on p. 12).
- ⇒ To return to the Single Player Campaign menu, press the  button.

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 the D-button ⇔ to highlight the mission, and then press the ⓧ button.

Mission Menu

START MISSION

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

CUMULATIVE 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, or EXIT TO MAIN MENU.

Load/Save

NOTE: Never insert or remove a memory card 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.

NOTE: A saved game of *Medal of Honor Rising Sun* requires 117 KB of free space on a memory card.

Load Saved Game

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

To load a location:

1. Press the **START** button to access the Pause menu.
2. Press the D-button $\leftrightarrow$ to select EXIT.
3. Press the D-button to highlight LOAD GAME and press the $\otimes$ button.
4. Select a point to load and press the $\otimes$ button.

Medals

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

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 the D-button $\updownarrow$ and press the $\otimes$ button.

⇒ To exit, press the $\triangle$ button.

Controller Layout

⇒ To select a different controller configuration, press the D-button $\updownarrow$ to highlight CONTROLLER LAYOUT. Press the $\otimes$ button. To select a different controller layout, press the D-button $\leftrightarrow$ and press the $\otimes$ button.

Controller Options

⇒ To change options for selected controller layout, press the D-button $\updownarrow$ to highlight CONTROLLER OPTIONS. Press the $\otimes$ button.

CROSSHAIRS

When **ON**, the aiming crosshair is on-screen at all times. When **OFF**, the cross hairs only appear when aiming with the **L1** button.

VIBRATION

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

ANALOG SENSITIVITY

This option adjusts the rate of acceleration of your turns when pressing the left analog stick (when using the default controller configuration).

TURN SPEED

This option adjusts the maximum speed at which you turn when pressing the left analog stick (when using the default controller configuration).

INVERT Y AXIS

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

Audio

⇒ To select a different audio setting to configure, press the D-button . To change the selected setting, press the D-button .

⇒ To go back to the Options screen, press the  button.

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

MUSIC VOLUME Volume level for music in the game.

SOUND FORMAT Select the type of sound to play back: **STEREO**, **MONO**, or **DOLBY® PRO LOGIC II**.

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 passwords that operatives have left for you to unlock a Bonus. After you enter a password, a new extra is available in the Bonus screen.

⇒ To select a letter, press the D-button to highlight a letter and press the  button.

⇒ To enter the selected password, select SEND and press the  button. The password is entered.

⇒ To get to the Bonus screen after entering a password, press the  button to return to the Options screen. Then, press the D-button  to highlight BONUS and press the  button.

Bonus

A Bonus can unlock cheats and special features.

⇒ To toggle use of a Bonus, press the D-button  to highlight it, and press the  button.

⇒ To go back to the Options screen, press the  button.

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, Game Type, and more. When you access the Multiplayer Setup screen (➤ p. 25), your selections are saved in the profile you have chosen.

Online Options

Set your default online options from this screen. Pick your skin for both your Allied and Axis soldiers, set your online name, manage your network configuration, and manage your "favorites list."

The Favorites List screen lets you type in the name of a player that you want to keep track of. From here, if there are favorite players on a server, that server will have a smiley face next to it.

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.

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

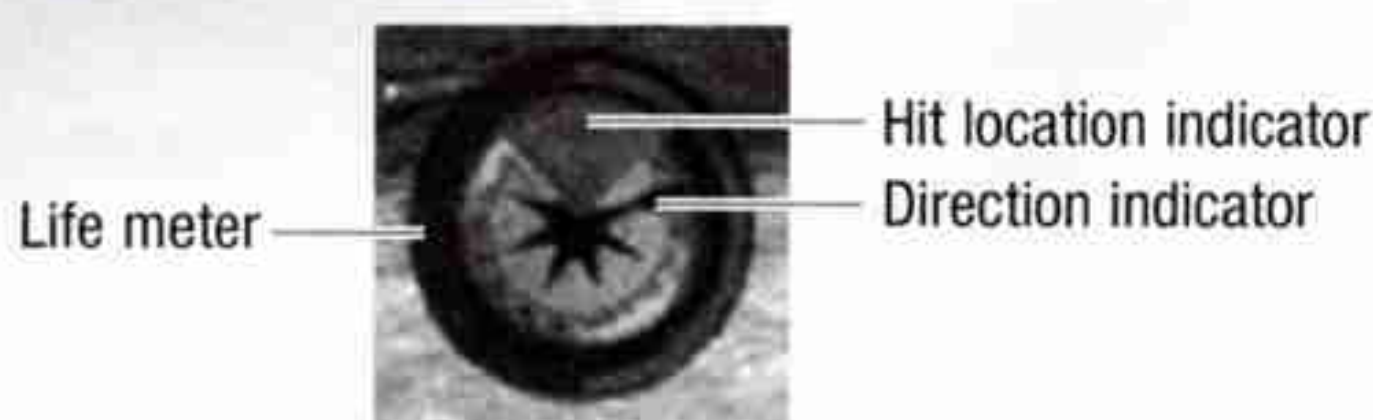
⇒ After an item is collected, use the Action button to apply the item in the location where it is needed.

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

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 the **R2** button.

Even if you are out of ammo, you can still swing your gun to club enemies in hand-to-hand combat by pressing the **R3** button.

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**, press and hold the **L1** button.
- ⇒ For Sniper Rifle only: To **zoom** in and out, press the D-button .
- ⇒ To move your aim, press the right analog stick.
- ⇒ To **fire**, press the **R1** button.

TIP: Use Aim Mode with the left analog stick 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 the  button.

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 ASIATIC PACIFIC CAMPAIGN	For any member of the Marine Corps who landed on foreign soil and engaged armed opposition.
BRONZE STAR	For any soldier in the Navy, Coast Guard, or Marine Corps who served in the Pacific Campaign of WWII.
SILVER STAR	For heroic or meritorious service for operations against an opposing armed force and not involving aerial flight.
	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.

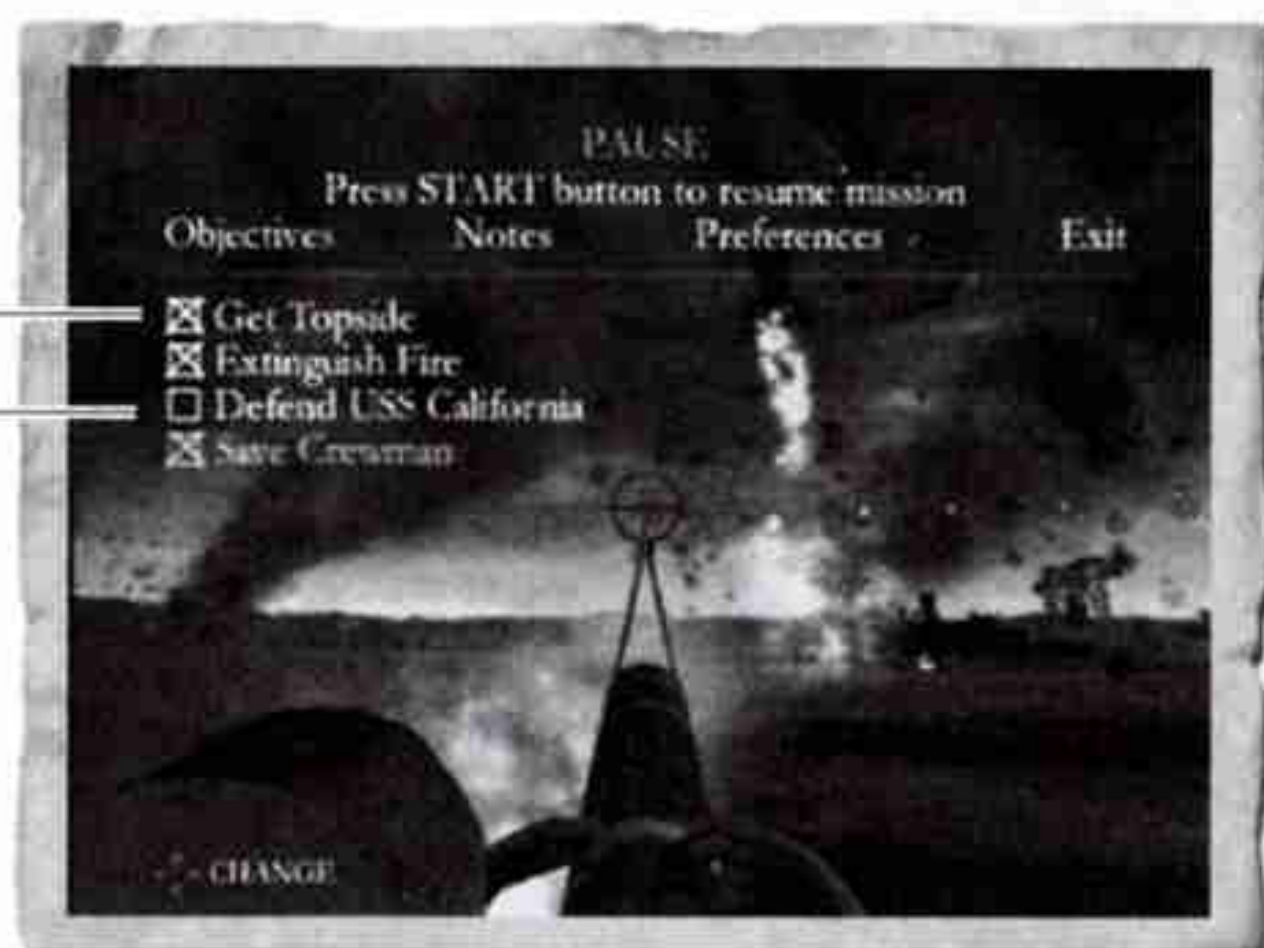
✧ If you earn a medal on all missions, you receive a secret bonus award.

Pause Menu

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

Completed
Objectives

Remaining
Objectives



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

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 whether you have completed them.

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 (➤ *Options* on p. 13).

EXIT

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

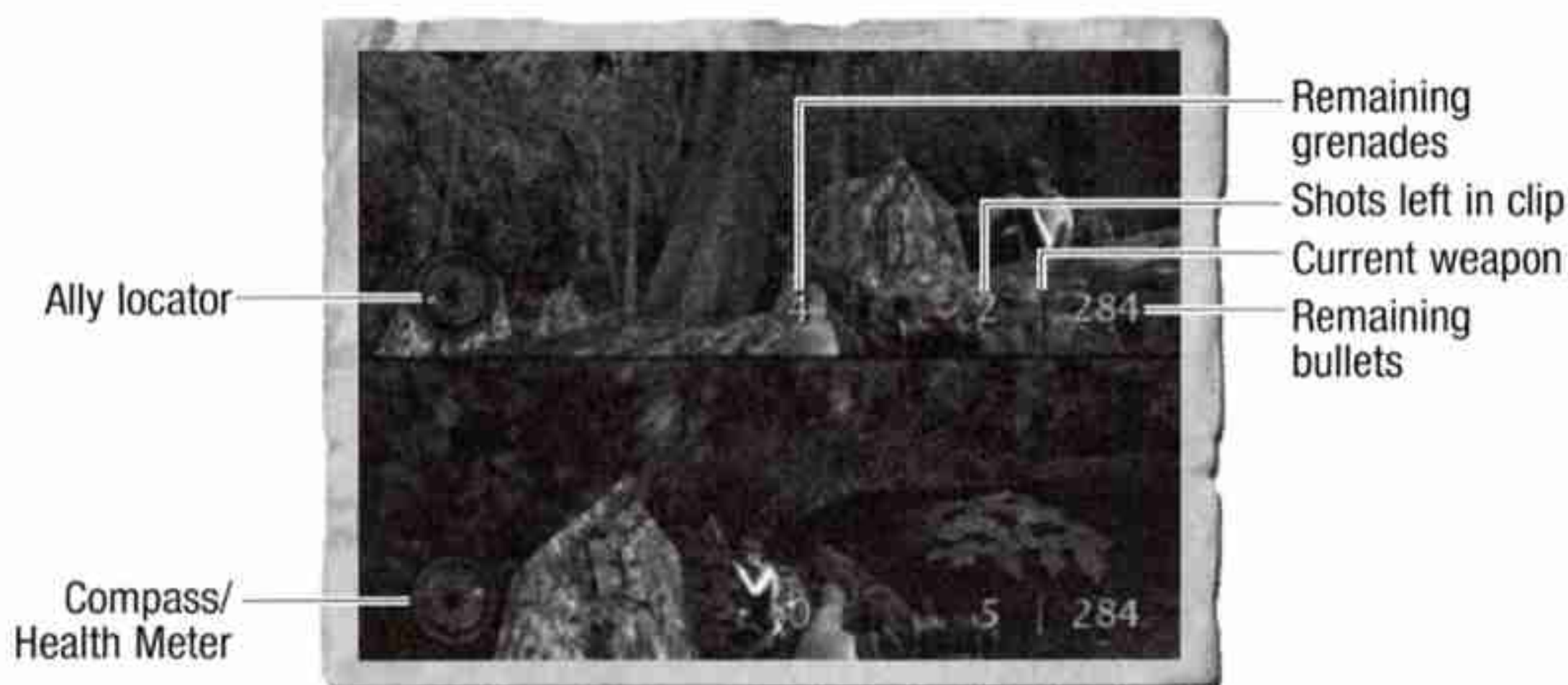
OTHER GAME MODES

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

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 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 the D-button  to highlight **START MISSION**. Press the  button 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.

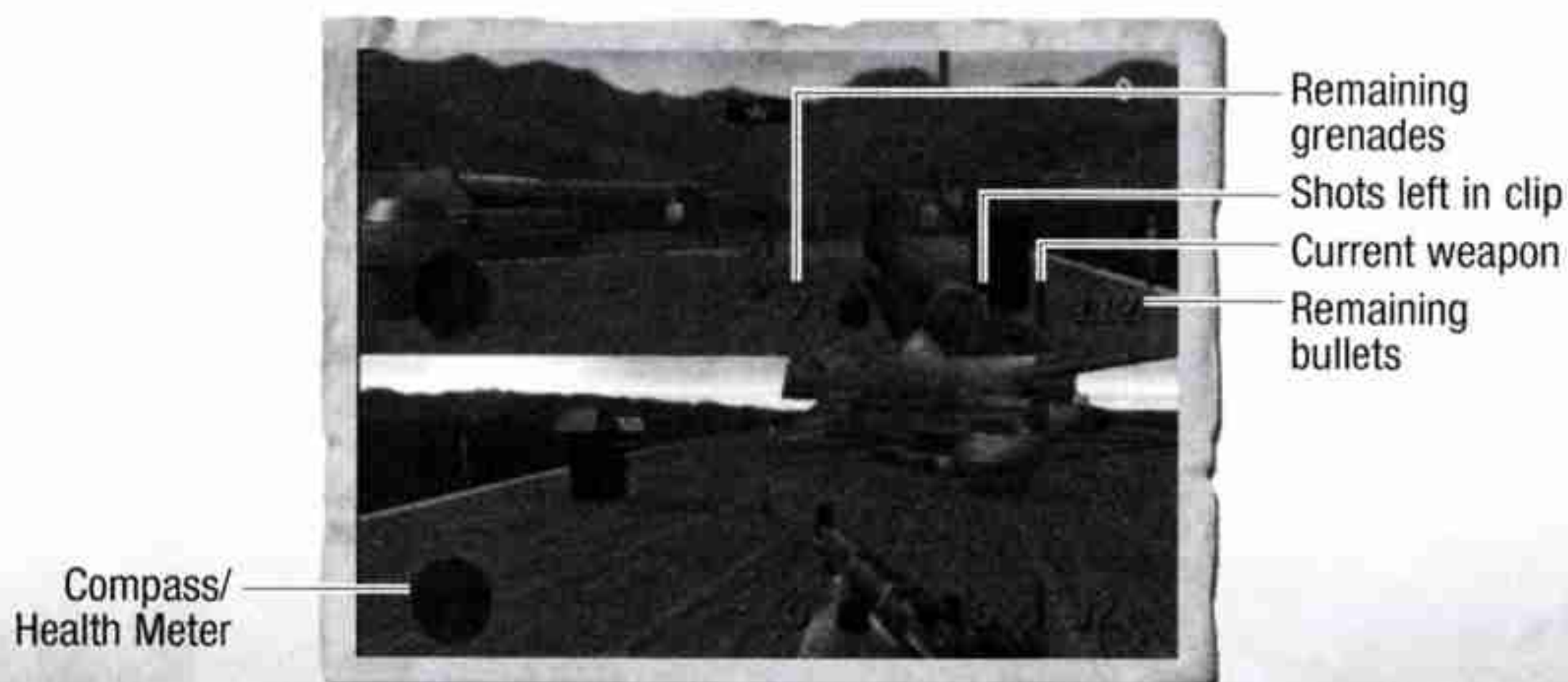
Multiplayer Setup

⇒ 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 on which to play.
WEAPON SET	Choose the set of 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.
KILL LIMIT	Set the number of kills required to win the game.
⇒ To exit a game with an UNLIMITED kill limit, press the START button. Then, select EXIT TO MAIN MENU.	
FRIENDLY FIRE	When ON, your weapons can hurt your teammates.
⇒ To begin the game, press the D-button  to highlight START GAME. Press the  button 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	➤ <i>Controller Layout</i> on p. 13.
CONTROLLER OPTIONS	➤ <i>Controller Options</i> on p. 13.

Multiplayer Game Screen



Online Multiplayer

Play online against the best *Medal of Honor Rising Sun* soldiers in games for two to eight players.

YOU MUST BE 13+ TO REGISTER FOR THE EA ONLINE SERVICE. Online features for *Medal of Honor Rising Sun* subject to online Membership Agreement. Please check online at www.eagames.com for more information.

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NOTE: In order to play Online, you will need a broadband connection plus the following items: a network adaptor (Ethernet/modem) (for PlayStation®2) installed, an active Internet connection via your own Internet service provider (ISP) account, and a memory card with at least 94 KB free space. Prior to playing online, you will need to set up Your Network Configuration file. *Medal of Honor Rising Sun* includes a Network Configuration GUI for setting up this file.

NOTE: Online play, including saving and loading Your Network Configuration file, only supports MEMORY CARD slot 1.

NOTE: Online play only supports controllers in controller port 1 and controller port 1-A.

Playing Behind A Firewall

We recommend that you do not play *Medal of Honor Rising Sun* online behind a firewall. However, if you do wish to play behind a firewall, you must forward port 28500 to your IP address. If you need assistance in setting up your firewall, please contact the manufacturer of your firewall.

Select Network Configuration

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card) or create a new one through the Network Configuration GUI.

NOTE: After using the included Network Configuration GUI, the **RESET** button functions differently in *Medal of Honor Rising Sun*. To put the console into standby mode press and hold the **RESET** button until the LED indicates in a red color.

Network Configuration File

Press the D-button to scroll through the available Internet service provider settings, and select one for the upcoming Online game. The default displayed is the last configuration file saved to the memory card.

Create/Edit Network Configuration

The Network Configuration GUI allows you to create and edit Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

Connect

Once you select your Internet service provider settings, *Medal Of Honor Rising Sun* will connect to the Internet. If you only have one valid Internet service provider setting saved to your memory card, *Medal Of Honor Rising Sun* will automatically connect to the Internet when you select ONLINE MULTIPLAYER from the Main menu. Once connected, you can join or host a game.

Welcome to *Medal of Honor*[™] *Rising Sun* Online

In the Online menu, you can choose to join a game, host your own game, or Exit to the Main menu.

Joining a Game

To join an online game:

1. At the Online Region Select screen, press the D-button  to select a region, then press the  button.
⇒ Press the D-button  then press the  button to refresh the server list or to sort by NAME or SERVERS.
2. At the Online Server Select screen, press the D-button  to select a game to join, then press the  button.

Hosting a Game

In the Host Game screen, you can configure the upcoming game.

MAX PLAYERS

Set the maximum number of players in your game: 2 to **8**.

GAME TYPE

Select the type of online game to play. **DEATHMATCH** is every player for himself. **TEAM DEATHMATCH** lets you play in teams in Deathmatch format.

MAP ROTATION

Select the first map in the set rotation.

WEAPON SET

Choose the weapon set to use.

TIME LIMIT

Set the limit for one match in five minute increments from 5 to 60 minutes, or **UNLIMITED**.

KILL LIMIT

Set the limit for one match in increments of five kills from 5 to 50, or **UNLIMITED**.

SERVER NAME

Select the server to host the game.

PASSWORD

Set the password a user needs in order to join your game.

VOICE COMMUNICATIONS

Turn Voice Communications **ON/OFF**.

FRIENDLY FIRE

When **ON**, you and your teammates can hurt each other.

⇒ To change a setting, press the D-button  to highlight the setting. To change it, press the D-button  until the desired value is displayed.

⇒ To begin the game, press the D-button  to highlight the map to use. Press the  button to begin the game. Other players may join in later.

Online Pause Menu

⇒ Press the **START** button during gameplay to access the Pause menu with online-only options.

LEADERBOARD

See who is doing the most killing and the least amount of dying in the current match. Also, for hosts, choose to mute or kick out other players.

OPTIONS

Change your game options including Audio and Controls. If you're hosting, you can also choose to launch a new game with an altered weapon set, map, and time and kill limits.

EXIT

Respawn in the current game or exit to the main online menu.

Voice Communications

Talk to your opponents during online gameplay.

⇒ **To activate Voice Communications:** Connect your USB-supported headset to the PlayStation 2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated.

⇒ To talk, press the **SELECT** button.

✧ During Team Deathmatch games, team members can only speak to other team members. You can use this feature to plan strategies, or to get the drop on an enemy soldier.

NOTE: Voice Communications supports the Logitech USB headset.

NOTE: During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ You and your opponent may have a low quality connection to each other.

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.

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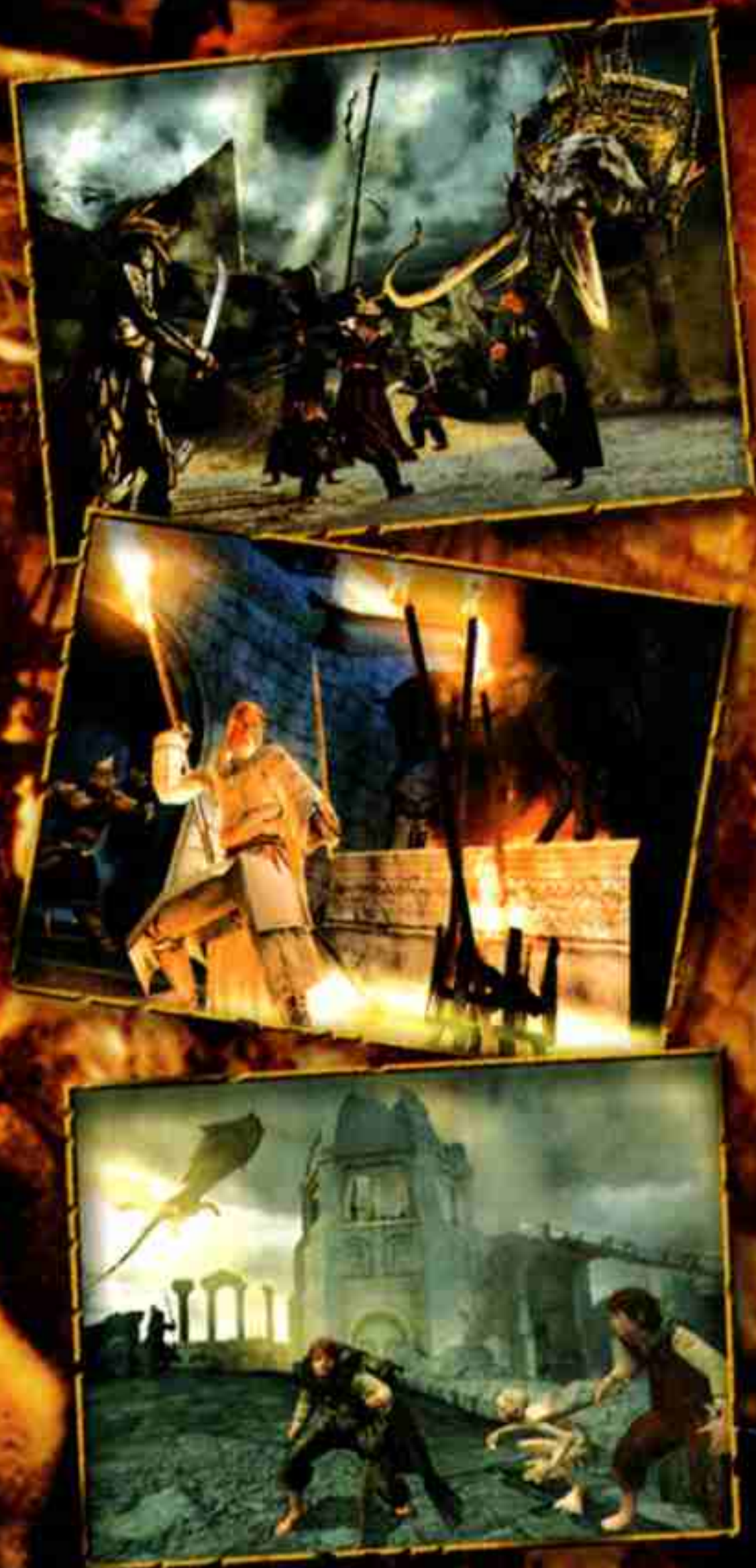
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