

MEDAL OF HONOR HEROES 2

June 1944 – The war is far from over. The Allies have just made history and stormed the beaches of Normandy as part of Operation Overlord, sending the Axis forces reeling, but more determined than ever. Days after D-Day, Lieutenant John Berg, a hardened veteran now an operative of the Office of Strategic Services, has been sent alongside the 5th Rangers into an area near Omaha Beach to investigate and sabotage some suspicious and sinister enemy activity. Using tactics of combat, infiltration, reconnaissance and sabotage, Berg must execute the covert operations that will help destroy the Nazi war machine and ensure the victory of the Allies in history's greatest conflict.

These are the circumstances gamers are thrust into in Medal of Honor Heroes 2, the latest video game from EA's acclaimed and bestselling Medal of Honor franchise, credited with pioneering the World War II first-person shooter genre and revolutionizing video games after its debut in 1999. Born out of the mind of Steven Spielberg, the original Medal of Honor provided a visceral and substantive gaming experience that spoke to today's audience and brought the WWII experience to a younger generation, alongside his masterpiece Saving Private Ryan. Nearly a decade later, the Medal of Honor franchise's influence has not waned and its core tenets of heroism and sacrifice are as relevant as ever before.

Over the past year, the Medal of Honor Heroes 2 development team at EA Canada in Burnaby, British Columbia, has worked diligently to provide a unique gaming experience for the Nintendo Wii and the Sony PlayStation Portable (PSP) systems. Each game

has been built from the ground up for its respective platform and has undergone rounds of testing and tuning to ensure a balanced and entertaining game. Taking into account consumer feedback and meticulously scouring gaming message boards online, the producers of this game sought to improve upon the shortcomings of previous games, such as controls.

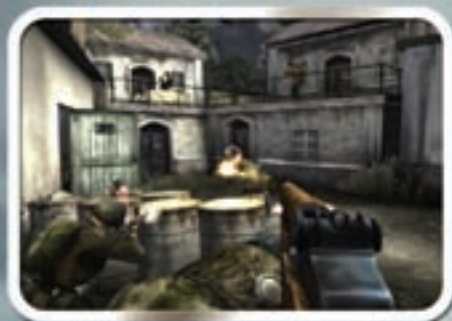
“One of our main challenges was to design our controls with both new and advanced users in mind. By starting on controls early in development, extensively playtesting the controls, and consistently tuning we feel that we've achieved our goals and are excited to get the game into people's hands,” noted game producer and lead designer Matt Tomporowski.

On the Nintendo Wii, the world's current best-selling video game system, Heroes 2 has been built to deliver features for players of all skill levels - from the most casual to the hardcore. For casual gamers, the development has created the Arcade Mode, a throw back to arcade shooting games of the past and features accessible, pick-up-and-play action.

“We created this mode because we feel that there are a lot of Wii owners out there who are looking for a more casual game experience, without a steep learning curve. We're very excited about this mode because it makes the Medal of Honor series that we love accessible and very approachable for a whole new group of gamers,” said Tomporowski.

In this mode, all of Lt. Berg's movement is controlled by the Wii, a game type those in the industry call a “rail shooter”. The computer moves the player from position to position, each of which contains a combat encounter with various Nazi enemies, and the player merely has to point the Wii Remote or Wii Zapper (more on this below) at the screen, move the target reticule, and pull the trigger. Because of the Wii's innovative control scheme, actions are motion-triggered and wireless, allowing for gamers to actively stand in front of the TV rather than the slovenly sit on the couch.

Heroes 2 also features full support of the Wii Zapper, this holiday's hottest gaming accessory. Designed for shooting games like



“Medal of Honor Heroes 2 is certain to be one of the hottest games this holiday.”

Heroes 2, the Zapper allows gamers to get a more interactive and immersive experience than ever before by allowing them to feel as if they are actually wielding a Thompson SMG or MP40 while playing the game. While the Zapper is perfect for the Arcade Mode, it can be used in all game modes.

For more advanced gamers or those who have mastered the Arcade Mode, Heroes 2 on Wii also features a full single player campaign, a traditional first-person-shooter mode in which movement and aiming are player-controlled. In this mode, gamers have the opportunity to get immersed more than ever and are given full control of Lt. Berg using a variety of gestures. Using a shotgun? Pump the Wii Nunchuck with each reload. Wielding a sniper rifle? Adjust the scope using the Wii Remote. Need to tune enemy radios for OSS transmissions or use a mine detector? Imagine how you would do it if you were really on the battlefield.

Lastly, for the most hardcore, Heroes 2 is the first game on Nintendo Wii to deliver 32-person online multiplayer matches, allowing the best players to test their mettle online against one another in cyberspace. No other game has come close to delivering this on Wii, and the Wii fanbase has embraced the game as their first multiplayer game. With full leaderboard and stat tracking support, the online experience in Medal of Honor Heroes 2 adds the spirit of community and competition to the Wii.

For those that own the Sony PlayStation Portable system, Heroes 2 is set to deliver a portable version of the full single player campaign and 32-player online multiplayer experience. If you are travelling and on the road and like to bring your PSP with you wherever you go, Heroes 2 allows you to experience WWII anytime, anywhere.

As with all previous Medal of Honor games, the development team has worked to ensure that the events presented in the game are based on historical events, and that the ideals of the Congressional Medal of Honor are adhered to.

Medal of Honor Heroes 2 will be shipping out to stores on November 13th and will be available at major retailers near you. For more information, visit <http://www.mohheroes2.ea.com>

