CONTENTS

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the *MAIN POWER* switch (located on the back of the console) is turned ON.

Press the *RESET* button. When the power indicator lights up, press the *OPEN* button and the disc tray will open. Place the *SHELLSHOCK: NAM '67* disc on the disc tray with the label side facing up. Press the *OPEN* button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or any memory card containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS
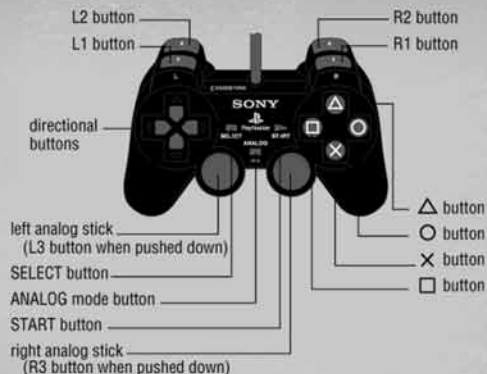
Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play.

★ When the vibration function is ON, the controller will vibrate in response to game events. you can turn the vibration function ON/OFF in the Game Options menu. See page 7.

★ To leave the game and return to the Profile screen, press the ▶ button to display the pause menu and then select *QUIT TO PROFILE*.

ABOUT SAVING PROFILES AND GAMES

To save your game profile, settings and progress, insert a memory card into MEMORY CARD slot 1.

★ The memory card must have at least 200Kb of free space available to save games. If not enough free space exists, erase unwanted game data before starting the game.

★ You *MUST* save your profile when you create it, because you will not be able to save it later.

DOLBY® PRO LOGIC® II

This game is presented in Dolby Pro Logic II. Connect your console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.
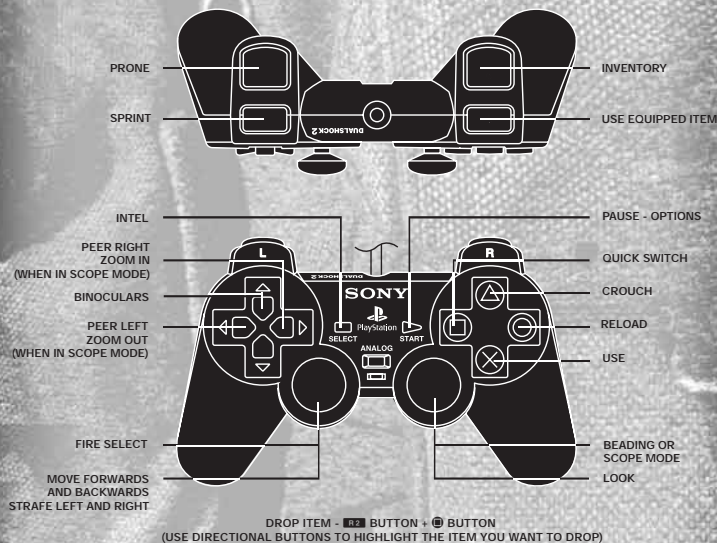
Dolby, Pro Logic, and the double-D symbol are trademarks or registered trademarks of Dolby Laboratories.

DEFAULT CONTROLS

This manual refers to the default controller mapping when describing controls.

STANDARD

MENU CONTROLS	
↑ → ↓ ← DIRECTIONAL BUTTONS	HIGHLIGHT (SELECT) MENU ITEM
✕ BUTTON	CONFIRM SELECTION
○ BUTTON	CANCEL

PRONE

SPRINT

INVENTORY

USE EQUIPPED ITEM

INTEL

PEER RIGHT ZOOM IN (WHEN IN SCOPE MODE)

BINOCULARS

PEER LEFT ZOOM OUT (WHEN IN SCOPE MODE)

PAUSE - OPTIONS

QUICK SWITCH

CROUCH

RELOAD

USE

FIRE SELECT

MOVE FORWARDS AND BACKWARDS STRAFE LEFT AND RIGHT

BEADING OR SCOPE MODE

LOOK

DROP ITEM - R2 BUTTON + ▢ BUTTON
(USE DIRECTIONAL BUTTONS TO HIGHLIGHT THE ITEM YOU WANT TO DROP)

THE WAR SO FAR

It would be the longest military conflict in United States history, and when it was over, 58,000 Americans had given their lives in this jungle war. Another 304,000 were wounded, and nobody who returned home was left unscarred by their time in Vietnam.

In 1946, the Vietnamese fought the French for their freedom in the first Indochina war.

At the end of that war in 1954, two Vietnams were created, South and North. Trouble was...the communists in the North wanted one country, one people, one Vietnam.

It began for the U.S. in 1959 when they sent advisors—government men with money and weapons and advice to help the South. Slowly, almost inevitably, it became a full blown war with the ever-growing U.S. forces joining the South Vietnamese army to fight the North Vietnamese regulars and the National Liberation Front.

By 1975 it was all over. But not before 3 million Vietnamese people from both sides died to make it happen, and another 2 million Laotians and Cambodians also perished.

In Washington they built a Black Wall, a wall with all 58,000 American names. The ones who didn't come back.

But in 1967, the war was still young. Hopes were high. Success was, they say, a bright light at the end of the tunnel. Lessons would have to be learned in Vietnam. And in 1967, class—and hell—were definitely in session.

GETTING INTO NAM

TITLE MENU

At start-up, the game will check for a memory card inserted in MEMORY CARD slot 1 and check the data on it. If you are not using a memory card, the game will allow you to play without saving game data.

NOTE: You MUST use a memory card to save your progress as you complete the missions in your tour of duty. SHELLSHOCK: NAM '67 is a large and challenging game. We recommend using a memory card, saving your progress and continuing saved games for the most satisfying game experience.

1. At the Title screen, press the ▶START button to begin. If you are not using a memory card, select *NEW PROFILE* to begin. If you are using a memory card containing a *SHELLSHOCK: NAM '67* save, you will have the option to select *NEW PROFILE, LOAD PROFILE* or *DELETE PROFILE.*

2. When creating a new profile, you can select your style of player character. Choosing a character takes you to the virtual keyboard where you can input your profile save name. Use the directional buttons to highlight a letter and press the ⊗ button to select it. Select *OK* to complete the name.

   NOTE: If you decide not to save your new profile at this point, it will be impossible to save game progress at a later stage. Once a profile has been created and saved to a memory card, it cannot be saved to another memory card.

   ★ *LOAD PROFILE* displays all saved profiles. Select a profile using the directional buttons and press the ⊗ button to load the profile and start your game.

   ★ *DELETE PROFILE* displays all currently saved profiles. Select a profile using the directional buttons and press the ⊗ button to delete it.

   ★ Select *CREDITS* to play the *SHELLSHOCK: NAM '67* credits movie.

PAUSE MENU

During play, press the ▶START button to pause the game and display the Pause menu. From here you can select a restart point, modify game preferences, return to the game, or quit to the Profile screen.

SAVING GAMES

To save your game progress, insert a memory card into MEMORY CARD slot 1 before power-up.

★ Your progress is saved automatically at checkpoints during each mission. This progress is saved only for the duration of the game session. When you turn the power off, this information is lost.

★ However, if during a mission you choose *QUIT TO PROFILE* from the Pause menu, you will be prompted to save your progress. If you choose *YES,* the last checkpoint activated will be saved to your memory card. Each save uses 200Kb of space on the memory card.

★ To resume a saved game, select a profile from the Load Profile screen and choose *CONTINUE MISSION.* You resume the game at the last checkpoint activated before the game was saved.

PREFERENCES

Preference options only affect the profile loaded at the time the options are set. Use the ↑/↓ directional buttons to cycle through options, then use ←/→ to adjust the highlighted option.

GAME OPTIONS

Configure your game experience.

★ *VIBRATION*—Toggle controller vibration *ON/OFF.*

★ *ROTATION*—Toggle the look up/down control *NORMAL/INVERSE.*

★ *AUTO CENTER*—Toggle the look spring *ON/OFF.*

★ *AUTO AIM*—Toggle auto aim *ON/OFF.*

★ *AUTO RELOAD*—Toggle auto reload *ON/OFF.*

★ *TURN SPEED*—Adjust turn sensitivity.

★ *PITCH SPEED*—Adjust pitch sensitivity.

★ *SUBTITLES*—Toggle subtitles *ON/OFF.*

★ *HINTS*—Toggle hints *ON/OFF.*

VIDEO OPTIONS

Configure video options.

★ *SCREEN SIZE*—Choose between *NORMAL* and *WIDESCREEN.*

★ *SCREEN POSITION*—Adjust the gamescreen position on your TV.

AUDIO OPTIONS

Configure audio options.

★ *STEREO SETTING*—Select STEREO or MONO.

★ *MUSIC VOLUME*—Adjust the music volume.

★ *SFX VOLUME*—Adjust the sound effects volume.

★ *SPEECH VOLUME*—Adjust the volume of in-game speech.

CONTROLS

Reassign the controller buttons.

★ *DEFAULT*—Select the default control set

★ *LEFT HANDED*—Select the default control set modified for left-handed players.

★ *CUSTOM*—Customize your own controller configuration.

IN-GAME DISPLAY

The following items appear on screen during a mission:

★ *PLAYER CHARACTER*—Check the stance of your character and some of the equipment he is carrying.

★ *ACTIVE WEAPON*—Displays the weapon currently in your hands. Press the R2 button to select another item from your inventory, or press the ⬤ button to switch quickly from your active weapon to grenades, and back again.

★ *NO. OF CLIPS*—Displays the number of clips carried for your weapon. It flashes when you are running low as a reminder to collect more clips or swap weapons.

★ *NO. OF ROUNDS*—Indicates how many rounds are in the weapon. It flashes when ammo is low, signaling you to reload.

★ *FIRE MODE*—Some weapons are capable of both Burst and Fully Automatic fire modes. Burst mode fires a short burst of bullets. This avoids the adverse effects of spread and recoil and prevents you from firing all your ammo in the first encounter. Fully Automatic mode fires bullets as long as you hold down the fire button, and as long as ammo is loaded. This mode allows you to burn through ammo at an amazing rate. Best used against multiple dangerous targets.

★ *GRENADES*—Impact detonation sets grenades to explode on impact. Timed detonation sets grenades to explode when thrown after a short time delay.

★ *INVENTORY PANEL*—Displays all items in your possession. Cycle through items with the directional buttons to highlight them. A highlighted item is assigned for use when you release the Inventory button.

★ *COMPASS*—Useful navigation aid. Displays your direction of movement plus various information related to your location.

Compass Symbols & Colors

Triangle = Unit	Red = Enemy
Square = Location	Blue = Neutral
Circle = Object	Green = Ally

For example: enemy units are indicated by red triangles; friendly objects by green circles; neutral locations by blue squares, etc.

★ *OSD*—Displays vital intel such as mission objectives, tips, etc.

★ *CHECKPOINTS*—Although they're invisible, checkpoints are found at key stages in a mission. When you reach a checkpoint, you are notified in the OSD. If you die in a mission, you can return to the last checkpoint you reached as long as you saved your game. When exiting a mission, you'll have the option to save your last checkpoint. Be sure to save if you want to progress.

★ *SUBTITLES*—Toggle subtitles *ON/OFF* in the Preferences menus.

★ *HEALTH METER*—Displays current Health status. Each player character has a unique green Health symbol. As health is lost, the symbol gradually changes color, cycling through to red when health drops to a critical level. Occasionally you'll stumble across First Aid Kits dropped by other soldiers or fallen from a supply vehicle. Moving over one of these restores your health.

★ *SHOCK DEFENSE METER*—Shows your current Shock status. An empty meter means your player character can take several hits in quick succession. With each hit the meter fillS up. When the meter is full, you'll start to lose health. The shock meter recovers over time if no hits are taken.

★ *STAMINA METER*—Displays your current Stamina levels. When the meter contains stamina you are able to sprint. Sprinting drains the stamina meter; it then replenishes when you're either walking or standing still.

★ *CROSSHAIRS*—The tighter the crosshairs on the central reticle, the greater the weapon accuracy. Various actions in the game have positive or negative effects on the weapon's accuracy.

Positive Effects	Negative Effects
• Movement	• Crouching
• Sustained Firing	• Lying Down
	• Firing in short bursts

The crosshairs also respond to item-based mission objectives. When the crosshairs acquire a relevant item (such as ENEMY INTEL or ENEMY AA GUN), the appropriate information appears.

★ *OVERHEAT BAR*—Heavy machine guns overheat under sustained firing. When the weapon reaches maximum operational temperature, it ceases to fire, displayed by the overheat bar. You then have to wait for the weapon to cool down before resuming fire.

★ *INTERACT ICONS*—These icons appear as you near an interactive object, such as a person, ladder or mounted gun. See *CHARACTER ABILITIES* on the next page for more information.

★ *INCOMING FIRE ALERT*—These appear at the screen periphery when incoming fire is dangerously close to you. They can help you find the most dangerous targets in the perilous world of *SHELLSHOCK: NAM '67.*

★ *INCOMING GRENADE ALERT*—These icons flash at the screen periphery in the direction of any grenade landing dangerously close to you, warning you to take immediate evasive action before detonation.

★ *DAMAGE ALERT*—When you are being bombarded by incoming fire, a momentary flash of red appears at the screen periphery in the direction of the incoming fire.

★ *FLASH!*—This blinding effect is triggered when you are close to an explosion. It will fade in time, depending on how close to the explosion you were and how big the explosion was.

CHARACTER ABILITIES

Use the left analog stick to move and the right analog stick to look around. Notice that you can control the pace of your movement in relation to the pressure applied to the left analog stick. Push it slightly and you'll move slowly, push slightly harder and your character's movement speed increases. The right analog stick has a weaker ramping up effect that assists your aiming.

★ *ACTIONS*—When you are near an interactive object, an Interact icon describing the action appears on screen. When two or more actions are available, multiple icons appear. Press and hold the ✕ button to initiate the action, use the ⬅/➡ directional buttons to scroll through the icons and release the ✕ button to perform the action.

LADDERS—Press the Action button to climb onto the ladder. Move using the left analog stick. You will dismount automatically.

CONVERSATION—Press the Action button to initiate a conversation. Highlight the *CONVERSATION* icon with the directional buttons. Re-press the Action button when the person has finished talking—they might have more to say!

MOUNTED WEAPONS—Weapons can be mounted on helos, jeeps or simply on tripods on the ground. Press the Action button to use the weapon, fire and aim as usual, and press the Action button again to cancel the weapon use.

DISARMING TRAPS—This icon appears when you are close to a trap that can be disarmed. Press the Action button to enter Disarm mode. Using the directional buttons, follow the prompts to make a successful disarm. You have only a limited time to successfully disarm the trap.

PICK-UPS—When you are standing over an item that can be picked up, an icon appears on screen. Sometimes several pick-ups are available in close proximity. Press and hold the ✕ button to initiate the interaction, use the ⬅/➡ directional buttons to scroll through the pick-ups and release the ✕ button to select the pick-up.

C4—You can only place and use C4 when this icon appears. Select the C4 from your Inventory and press the ✕ button to prime and place it.

★ *CHANGING STANCE*—Most veterans will tell you that their preferred stance in Vietnam was as low as possible. You will quickly discover that a standing soldier is a dead soldier. Crouching is a flexible stance to adopt in Vietnam. You can quickly ramp up into a full sprint, and immediately return to crouched when you stop moving. It increases your accuracy and makes you harder to hit. Use crouch whenever you can, especially in low cover. Lying down amplifies the effects of crouching. You will be even harder to hit and even more accurate than when crouched.

★ *SPRINTING*—Sprinting is a great way to get around the battlefields of Vietnam quickly. You can only sprint in short bursts as it is tiring and drains your stamina. When you run out of stamina, you stop sprinting. Stamina recharges while you are walking or resting.

★ *INVENTORY*—The Inventory button displays your entire Inventory so you can select any item quickly. When you release the Inventory button, the Inventory is hidden.

★ *QUICK SWITCH*—Pressing the Quick Switch button stows your active weapon and equips a grenade. Press it again and you stow your grenades and re-equip your active weapon. If you use all your grenades, your original active weapon will be re-equipped automatically. Being able to switch quickly between grenades and guns will save your life.

★ *PEERING*—Hold the ⬅/➡ directional buttons to peer left/right. Release the button to return to a normal stance. Peering around a cover object such as a rock or house lets you benefit from the protection of cover while targeting enemies.

★ *THROAT SLIT*—You won't be taught this move until your arrival in Special Forces. Equip your knife. Sneak up quietly behind an enemy until you are within grabbing distance...then use your knife to silently slit the enemy's throat.

★ *BEADING*—Beading describes the process of getting your leading eye down the line of the gun sights. Beading mode gives you a slight zoom—a better view of the distant battlefield. However, Beading mode reduces peripheral side vision and prevents you from moving anywhere quickly. With a scoped weapon, activating Beading mode displays Scope view.

BASE CAMP

Your home in Vietnam is the Base Camp. You can hang around camp for as long as you like listening to the DJ spin some tunes—shooting his mouth off about this or that. Maybe some shooting practice is more your bag, or even chewing the fat with your Base Camp friends. All this, and more is available at Base Camp!

★ *EARNING CHITS*—Chits are the form of currency the U.S. military paid its soldiers in Vietnam. They're basically military money vouchers and they can be earned in several ways.
- *Surviving your missions*—Simply surviving each mission means the Army will pay you a modest wage.
- *Above and beyond*—Doing things above and beyond the call of duty will often be rewarded with extra chits.

•*Trophies*—Some items found during a mission are valuable souvenirs for tourists, C.O.s and stateside civilians. Once you complete the mission, they are converted to chits.

★ *SPENDING CHITS*—Chits can be spent in several places around Base Camp, at Deuce's Supplies and in the R&R compound. Talk with Deuce or the civilians in the R&R compound to find out what's on sale and for how much. Finishing your tour as a rich man means you missed out on your full Vietnam experience.

★ *TAMAZEPAM*—These neurological suppressors, courtesy of Uncle Sam, are the favorite performance enhancer of the sniper. They calm the body's movement and stabilize your aim while using a sniping scope. Their effect wears off after a short time. They are not "official" military equipment and will be confiscated before you arrive back at Base Camp.

★ *DEXEDRINE*—These government-developed bio enhancers turn your body into a very efficient machine, allowing you to sprint for longer with a reduced stamina drain. Dexedrine effects wear off after a short time. Like tamazepam, dexedrine is not "official" military equipment.

★ *POSTCARDS*—Little mementos of Vietnam can be collected during your tour of duty. View them in the Photo Gallery.

★ *R&R PASS*—Available from Deuce, this black market pass lets you escape the war for a bit of downtime. Use it to leave Base Camp via the back gate and relax in the R&R compound.

★ *Command Bunker* — Your C.O. is here. Before every mission, he briefs you on the upcoming objectives.

★ *Firing Range* — Visit Weapon Sergeant Platt before leaving Base Camp to select your combat equipment if you are unhappy with the default assignment.

★ *Hospital* — Look around, but don't expect much conversation. The nurses are busy girls and they're bored with every wetback grunt hitting on them. They're after a real man!

★ *Landing Zone* — To begin some missions you need to catch a ride on the helicopter at the LZ.

★ *Front Gate* — Some missions start at the front gate. Unless you are starting a mission, the Gate Guard won't let you out.

★ *Back Gate* — The MP on the back gate has a business relationship with Deuce and will occasionally bend the rules. The back gate leads to the R&R compound.

★ *Bunkers* — Standard base defenses, the corner bunkers are built from reinforced concrete and provide interlacing fire points that can create a Beaten Fire Zone if it ever gets hot.

★ *Watchtowers* — While the guerrilla VC forces hide their camps in dense vegetation, the well-equipped Americans defoliate a large area around their camp in an attempt to stop sneaky jungle soldiers from creeping up too close.