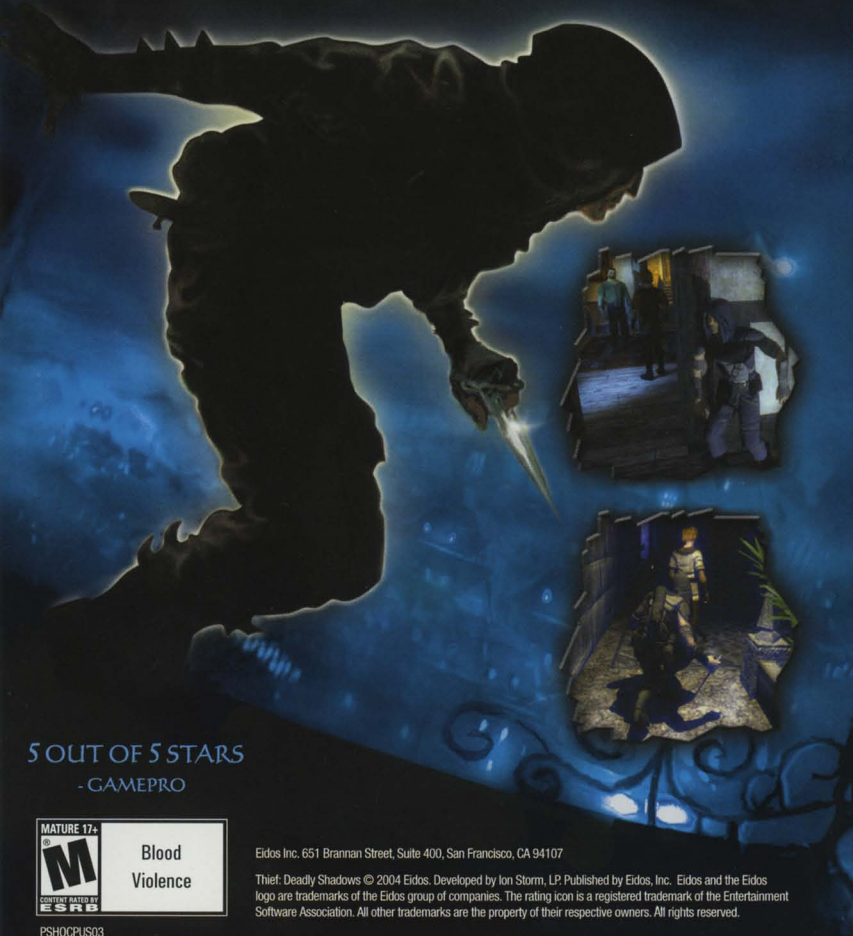


WHAT IS LOCKED, CAN BE OPENED. WHAT IS HIDDEN, CAN BE FOUND.
WHAT IS YOURS, CAN BE MINE.

THIEF

DEADLY SHADOWS



5 OUT OF 5 STARS
- GAMEPRO



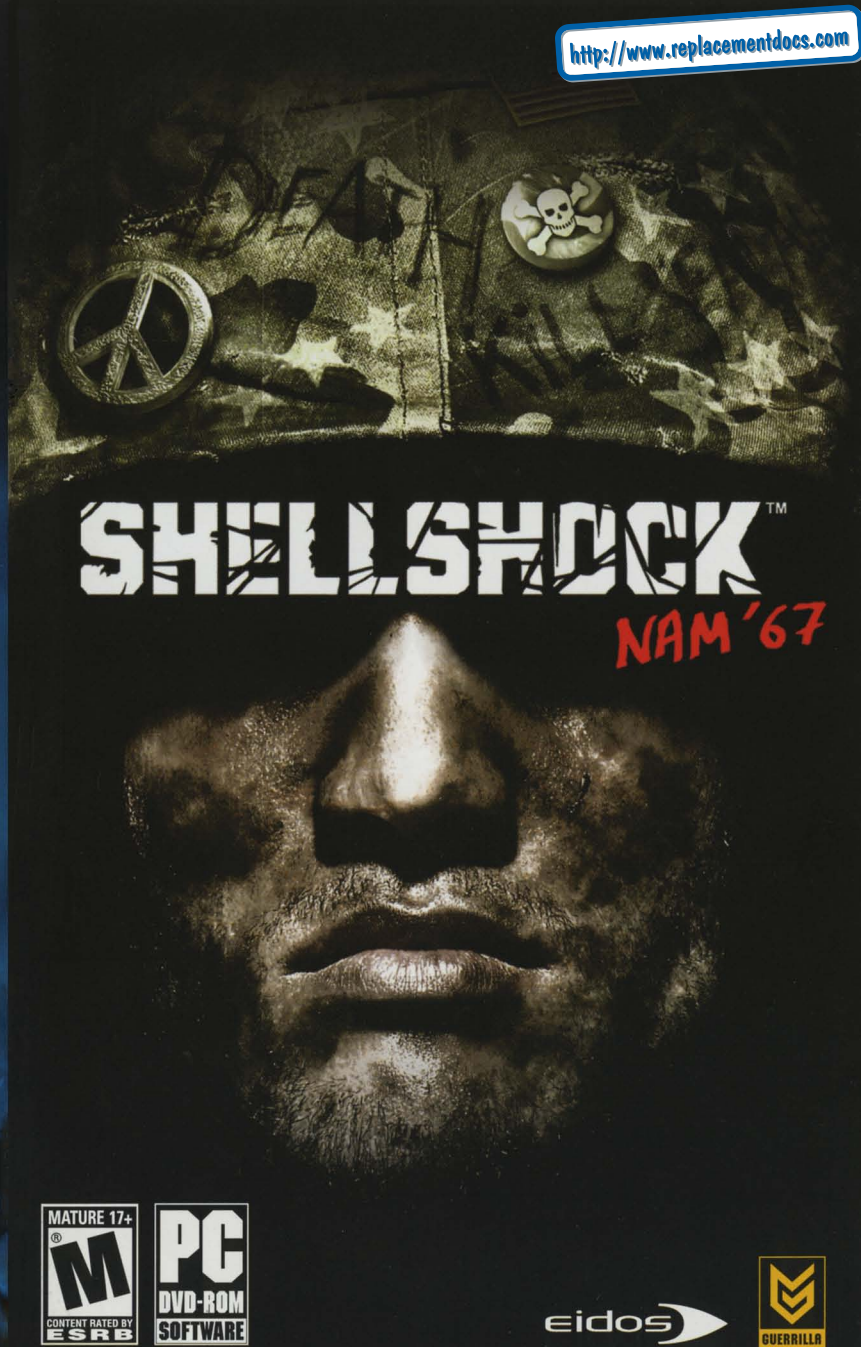
Blood
Violence

Eidos Inc. 651 Brannan Street, Suite 400, San Francisco, CA 94107

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PSHOCPU03

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EPILEPSY WARNING

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 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 of epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following 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 a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

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 www.esrb.com.

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GETTING STARTED

If you are getting ready to play *SHELLSHOCK: NAM '67* for the first time, you must first install the game on your computer's hard drive and configure it for optimal operation.

After the install process is complete, and if you are familiar with other third-person shooters, you can jump straight into the steaming jungles of Vietnam, or you can take a quick look at the controls. This manual explains the game's features in detail; please use it as a reference guide in case you need a refresher on any *SHELLSHOCK: NAM '67* information.

BEFORE INSTALLATION

Before installing the game software, make sure your hard disk is in proper working order. It's recommended that you run Scandisk and Disk Defragmenter to fix any problems before installing the game.

INSTALLATION INSTRUCTIONS

1. Insert the *SHELLSHOCK: NAM '67* DVD into your DVD-ROM drive. The installation program should start automatically, if the feature is enabled in Windows.
NOTE: If the program does not autorun, run the file setup.exe manually from your SHELLSHOCK: NAM '67 DVD.
2. The game's default installation directory is *C:\Program Files\Eidos\ShellShock_Nam67*, but you can enter any existing path to install the game to.
3. After successfully completing the software installation, start *SHELLSHOCK: NAM '67* by clicking on its icon from the Windows Start Menu.

DEFAULT CONTROLS

DEFAULT MENU CONTROLS

Move the mouse cursor to highlight, select and navigate through the menu options.

DEFAULT ACTION CONTROLS

Move forward/backward	W/S keys
Strafe left/right	A/D keys
Look	Mouse
Fire/Action/Use equipped item	Mouse 1
Toggle Beading or Scope mode	Mouse 2
Zoom in/out (Sniper Scope)	[I] keys
Inventory up/down	Mouse wheel up/down
Drop item	T key
Use	E key
With multiple Use items	E key to cycle, Mouse 1 to select
Grenade switch	F key
Toggle crouch	Q key
Reload	R key
Sprint	Spacebar
Prone	Left Ctrl key
Fire mode select	X key
Peer left/right	Z/C keys
Binoculars	B key
Intel	I key
Options	Esc key
Disarm Booby Trap	Arrow keys
Walk	Shift key

DEFAULT WEAPON HOTKEYS

You can select weapons with the hotkeys, then equip them with the Fire key. If multiple weapons in one category are available, cycle through them with the appropriate hotkey.

Primary weapon	1 key
Secondary weapon	2 key
Grenades	3 key
Special weapons	4 key



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 three-million Vietnamese from both sides died to make it happen, and another two-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

MAIN MENU

1. At the Title screen, select **NEW PROFILE** to begin.
 2. When creating a new profile, you can select your style of player character. Choosing a character takes you to the name input screen where you can input your profile save name. Press the Enter key to complete the name.
- ★ **LOAD PROFILE** displays all saved profiles. Select a profile to load it and start your game.
 - ★ **DELETE PROFILE** displays all currently saved profiles. Select a profile to delete it.
 - ★ Select **CREDITS** to roll the **SHELLSHOCK: NAM '67** credits.

PAUSE MENU

During play, press the Esc key to pause the game and display the Pause menu. From here you can select a restart point, modify game options, return to the game or quit to the Profile screen.

SAVING GAMES

- ★ Your progress is saved automatically at checkpoints during each mission. This progress is saved only for the duration of the game session. If you power down or reset your computer, this information is lost.
- ★ However, if you choose **QUIT TO PROFILE** from the Pause menu during a mission, you will be prompted to save your progress. If you choose **YES**, the game will be saved at the last checkpoint activated.
- ★ 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 **↑/↓** arrow keys to cycle through options, then use the **←/→** arrow keys to adjust the highlighted option.

GAME OPTIONS

Configure your game experience.

- ★ **ROTATION**—Toggle the look up/down control *NORMAL/INVERSE*.
- ★ **AUTO RELOAD**—Toggle auto reload *ON/OFF*.
- ★ **MOUSE SENSITIVITY**—Adjust mouse sensitivity.
- ★ **SUBTITLES**—Toggle subtitles *ON/OFF*.
- ★ **HINTS**—Toggle hints *ON/OFF*.

VIDEO OPTIONS

Configure video options.

- ★ **RESOLUTION**—Adjust the resolution value.
- ★ **LEVEL OF DETAIL**—Adjust the level of detail value.
- ★ **SHADOWS**—Adjust the number of shadows drawn.
- ★ **BRIGHTNESS**—Adjust the brightness value.

AUDIO OPTIONS

Configure audio options.

- ★ **MUSIC VOLUME**—Adjust the music volume.
- ★ **SFX VOLUME**—Adjust the sound effects volume.
- ★ **SPEECH VOLUME**—Adjust the volume of in-game speech.

KEY CONFIGURATION

Reassign the game controls.

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. Roll the mouse wheel up/down and press the Fire key to select another item from your inventory, or press the F key to quickly switch 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 loaded clip. 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 key and 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 mouse wheel to highlight them. Press the Fire key to assign a highlighted item for use.

- 
- ★ **COMPASS**—Useful navigation aid. Displays your direction of movement plus various intel 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, updates, play tips, etc.
- ★ **CHECKPOINTS**—Although invisible, checkpoints are located 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 for reloading at a later time. Be sure to save if you want to progress.
- ★ **SUBTITLES**—Toggle subtitles *ON/OFF* in the Game Options menu.
- ★ **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 level. 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

- Crouching
- Lying down
- Firing in short bursts

Negative Effects

- Movement
- Sustained firing

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 crosshairs will display *OBJECTIVE*.

- 
- ★ **OVERHEATING**—Heavy machine guns overheat under sustained firing. When the weapon reaches maximum operational temperature, it ceases to fire, displayed by the red crosshairs. 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* below 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

- ★ **ACTIONS**—When you are near an interactive object, an Interact icon describing the action appears. Press the Action key to initiate the action. When two or more actions are available, multiple icons appear. Hold down the Action key, use the E key to scroll through the icons and release the Action key to perform the action.



LADDERS—Press the Action key to climb onto the ladder. Use the movement keys to climb up or down. You dismount automatically when you reach the top or bottom of the ladder.



CONVERSATION—Press the Action key to initiate a conversation. Re-press the Action key when people finish talking—they might have more to say!



MOUNTED WEAPONS—Weapons can be mounted on helos, jeeps or tripods on the ground. Press the Action key to use the weapon, fire and aim as usual, and press the Action key 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 key to enter Disarm mode. Using the arrow keys, 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. Sometimes several pick-ups are available near each other. Press and hold the Action key to initiate the interaction, press the E key to scroll through the pick-ups and release Action key to pick up the item.



C4—You can only place and use C4 when this icon appears. Select the C4 from your Inventory and press the Fire key 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 resume a crouch when you stop moving. This 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 fire even more accurately 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 default Item Select control—the mouse wheel—displays your entire Inventory so you can select any item quickly. The Inventory disappears after a little inactivity, or when you select an item.

★ **GRENADE SWITCH**—Pressing the Grenade Switch key stows your active weapon and equips a grenade. Press it again to stow the 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 Z/C key to peer left/right. Release 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 is 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 pays 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, such as gathering enemy documents or completing a mission particularly well, 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. Collect all the interesting items you can. Once you complete the mission, they will be automatically 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 Weapons 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 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.

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In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we may contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Your postage paid package should be sent to the following address:

Eidos, Inc. Customer Services
RMA# (include your authorization number here)
651 Brannan Street, suite 400
San Francisco, CA 94107

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