

XBOX



NTSC

SHELLSHOCK™

NAM '67



<http://www.replacementdocs.com>

eidos

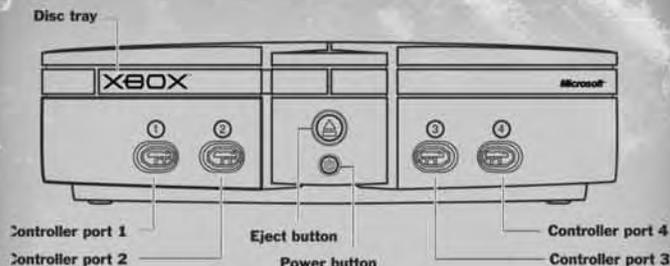




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USING THE XBOX® VIDEO GAME SYSTEM



USING THE XBOX® VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *SHELLSHOCK: NAM '67* disc on the disc tray with the label facing up. Close the disc tray.
5. Follow the onscreen instructions and refer to this manual for more information about playing the game.

ABOUT SAVING GAMES

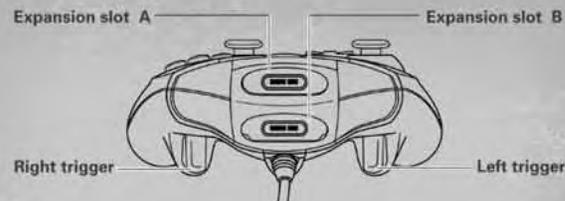
Your progress is saved automatically to the Xbox Hard Disk at preset mission checkpoints. You can also save manually when you Quit to Profile. (This game does not support the Xbox Memory Unit.)

NOTE: Do not reset the game while saving, or your game data could be lost or corrupted.

AVOIDING DAMAGE TO THE DISCS OR THE DISC DRIVE

- ★ Insert only Xbox-compatible discs into the disc drive.
- ★ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ★ Do not leave a disc in the Xbox console for extended periods when not in use.
- ★ Do not move the Xbox console while the power is on and a disc is inserted.
- ★ Do not apply labels, stickers or other foreign objects to discs.

USING THE XBOX® CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert peripherals into the controller expansion slots as appropriate.
3. Follow the onscreen instructions and refer to this manual for more information about using the Xbox Controller to play this game.

DEFAULT CONTROLS

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

MENU CONTROLS

Directional pad	Highlight (select) menu item
A button	Confirm selection
B button	Cancel



Use equipped item

Sprint

Move forward and backward
Strafe left and right

Crouch

Fire select

Quick switch

Intel
Pause

Reload

Zoom out (when
in Scope mode)

Use

Peer left

Inventory

Binoculars

Prone

Peer right

Beading (zoom if
weapon is scoped)

Zoom in (when
in Scope mode)

Look

Y + **X** buttons

Drop highlighted item

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

Once you've powered up *SHELLSHOCK: NAM '67*, the Main Menu appears. Your choices include *NEW PROFILE*, *LOAD PROFILE*, *DELETE PROFILE* and *CREDITS*.

- ★ 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 pad to highlight a letter and press the **A** button to select it. Select *OK* to complete the name.
- ★ *LOAD PROFILE* displays all saved profiles. Select a profile using the directional pad and press the **A** button to load the profile and start your game.
- ★ *DELETE PROFILE* displays all currently saved profiles. Select a profile using the directional pad and press the **A** button to delete it.
- ★ Select *CREDITS* to roll the *SHELLSHOCK: NAM '67* credits.

PAUSE MENU

During play, press the **⏸** button to pause the game and display the Pause menu. From here you can select a restart point, modify game options or return to the game.

SAVING GAMES

- ★ Your progress is saved automatically at preset 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 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 last checkpoint activated will be saved to your Xbox Hard Disk.
- ★ To resume a saved game, select a profile from the Profile Select screen and choose *CONTINUE MISSION*. You resume play 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. Press the directional pad **↑/↓** to cycle through options, and **←/→** to adjust the highlighted option.

GAME OPTIONS

Configure your game experience.

- ★ *VIBRATION*—Toggle controller vibration *ON/OFF*.
- ★ *ROTATION*—Toggle the Look Up/Down control.
- ★ *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*.

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.

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 and hold the **○** button to display the Inventory, use the directional pad to select a different item, 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 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 button 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 directional pad to highlight them. A highlighted item will be assigned for use when you release the Inventory button.

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

Compass Symbols & Colors

<i>TRIANGLE</i> = Unit	<i>RED</i> = Enemy
<i>SQUARE</i> = Location	<i>BLUE</i> = Neutral
<i>CIRCLE</i> = Object	<i>GREEN</i> = 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 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

- Movement
- Sustained firing

Negative Effects

- Crouching
- 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 thumbstick to move and the right thumbstick to look around. You can control the pace of your movement in relation to the pressure you apply to the left thumbstick. Push it slightly and you'll move slowly, push slightly harder and your movement speed increases. The right thumbstick has a weaker ramping-up effect that assists aiming.

- ★ **ACTIONS**—When you are near an interactive object, an Interact icon describing the action appears. When two or more actions are available, multiple icons appear. Press and hold the **A** button to initiate the action, press the directional pad **←/→** to scroll through the icons and release the **A** button to perform the action.



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



CONVERSATION—Press the Action button to initiate a conversation. Highlight the **CONVERSATION** icon with the directional pad. Re-press the Action button when people finish talking—they might have more to say!



MOUNTED WEAPONS—Weapons can be mounted on helos, on jeeps or 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 pad, 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 **A** button to initiate the interaction, press the directional pad **←/→** to scroll through the pick-ups and release the **A** 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 **A** 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 pad **←/→** 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 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 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 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.