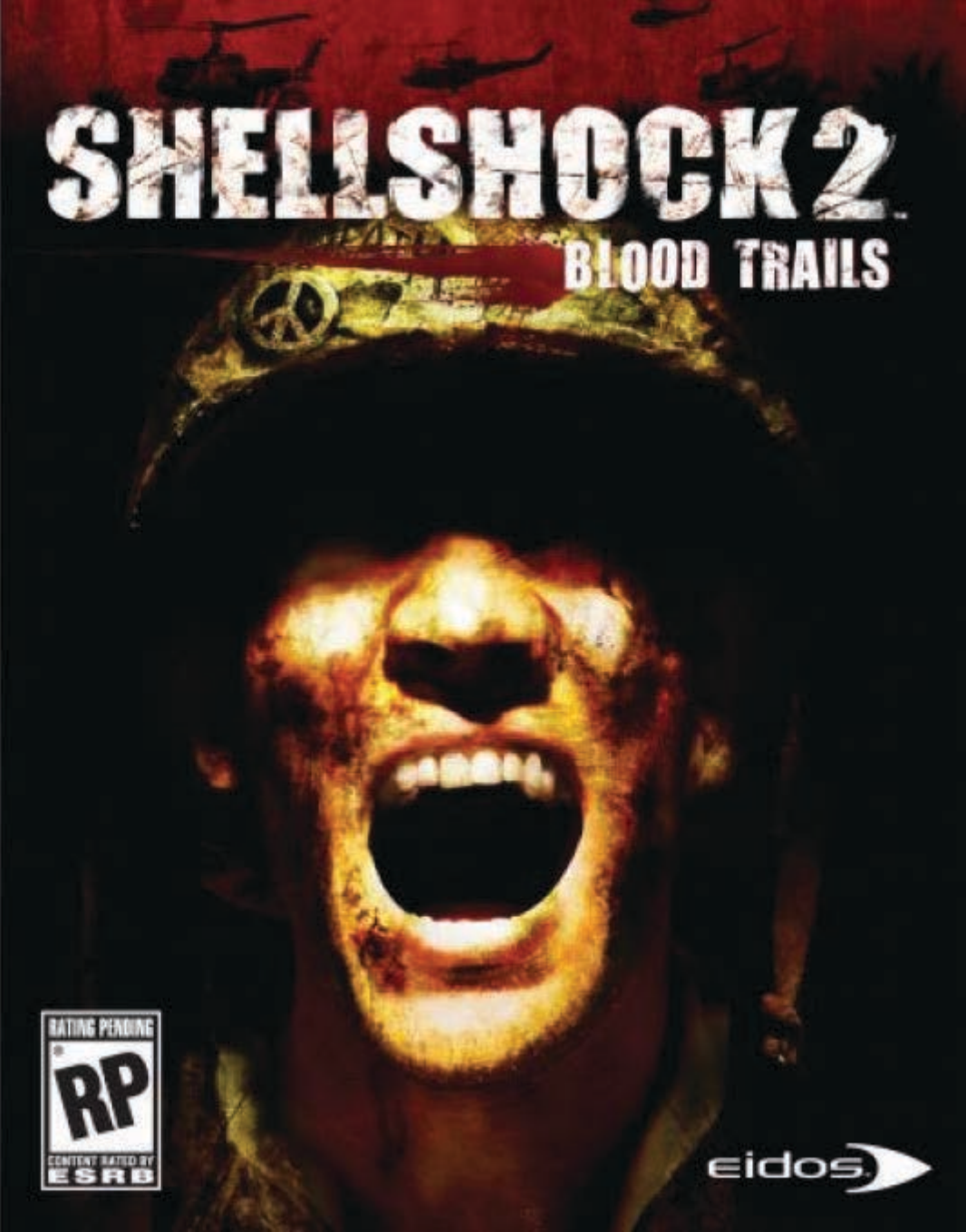
SHELLSHOCK 2
BLOOD TRAILS
RATING PENDING
RP
CONTENT RATED BY
ESRB
eidos

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PLAYSTATION®3 system 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.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:
• 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 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.



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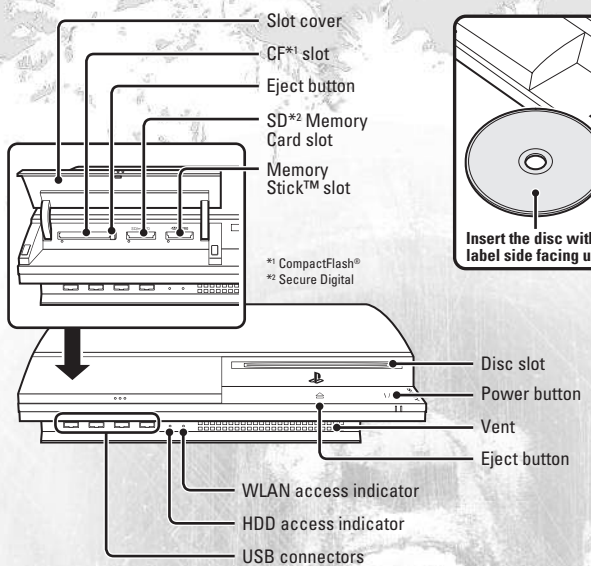
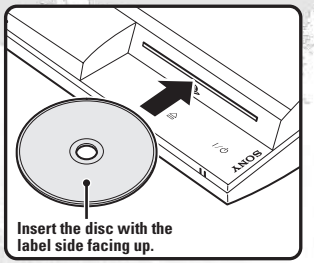
PLAYSTATION®3 system front





Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

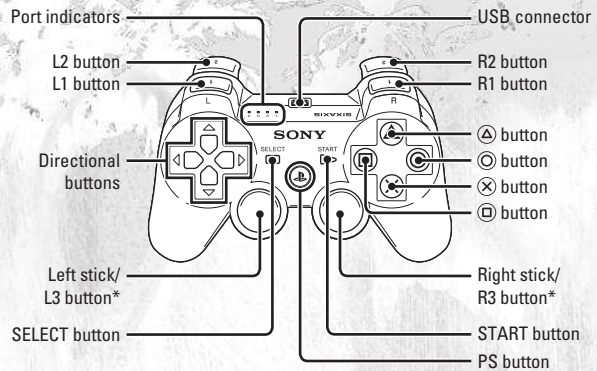
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the **Shellshock 2: Blood Trails** disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

INTRODUCTION

On course for war-torn Vietnam, a US plane carrying a top-secret cargo code-named "Whiteknight" is lost over the jungles of Cambodia. A Special Ops squad is sent in to retrieve it, but they all mysteriously disappear. One month later, one of the team, Sergeant Caleb Walker, walks out of the jungle—but he is changed; something has driven him insane, something that followed him out of the darkness.

The horror...

Cal's younger brother Nate is then quickly brought in to try to get information about "Whiteknight" from his deranged sibling. Cal is being kept in quarantine by the military because he is carrying a highly contagious and horrifically destructive virus. The brothers meet briefly, but then all hell breaks loose: Vietcong Special Forces attack the remote jungle town base, and in the chaos that follows Cal breaks out and escapes.

Now it's in YOUR hands: Shellshock 2 puts you in control of Nate Walker. You must take up the hunt for Cal and try to solve the mystery of "Whiteknight" in this intense "survival horror" game. Set in the dark, nightmarish jungles during the Vietnam War, this is your chance to experience intense, brutal jungle combat matched by swaths of unbridled high tempo horror.



CONTROLS

GAME CONTROLS	GAME ACTION
left stick / directional buttons	Menu highlight
⊗ button	Menu select
◎ button	Menu back

GAME CONTROLS	GAME ACTION
L1 button	Run
L2 button	Press and hold for Iron Sight
directional buttons ⬅/➡	Change weapon
directional buttons ⬆/⬇	Switch to flare or grenade
left stick	Move character
L3 button	Stance toggle
right stick	Camera
⊗ button	Flashlight on/off
◎ button	Melee attack
▣ button	Reload weapon
△ button	Use / Interact / Pickup
R1 button	Throw grenade
R2 button	Fire weapon / Punch
START ▷ button	Pause Menu / Objectives / Melee

GETTING INTO THE GAME

- Once the game loads, press the START ▷ button.
- You will be asked to **Create New Save Game**.
- After the save game has been created, you proceed to the Main Menu screen.

MAIN MENU

The Main Menu screen is the starting point for all areas of the game.

Here you can choose: **New Game** to start a new game; **Continue Game** to resume from the last checkpoint; **Level Select** to replay an unlocked level; **Options** to adjust game and controller options; or **Change Profile** to modify your profile.

If this is the first time you are playing **Shellshock 2: Blood Trails**:

- Select **New Game**.
- Select **Easy**, **Medium** or **Hard** difficulty.
- Press the START ▷ button when the level has loaded.

BRIEFING NOTES

You play Nate Walker. Get to know him well and use these character notes to try to understand the special bond he has with his older brother Cal.

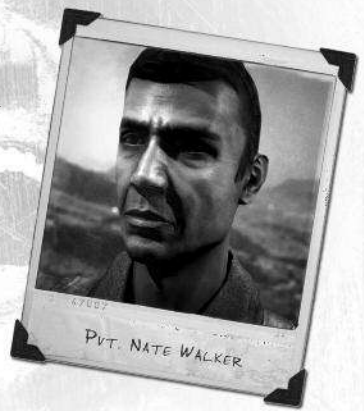
Private Nathanial (Nate) Walker

Nate's father was dishonorably discharged from the US Army in World War Two for cowardice, after suffering shellshock.

Nate's older brother Cal always resented his father. As soon as the US was sucked into the Vietnam conflict, Cal volunteered to fight, to prove that he was not a coward like his father.

It was not long before he was decorated for bravery at the siege of Khe Sanh. His father was overjoyed at the news of the medal and Nate found himself under increasing pressure to volunteer.

But before Nate could decide what to do, he was drafted.

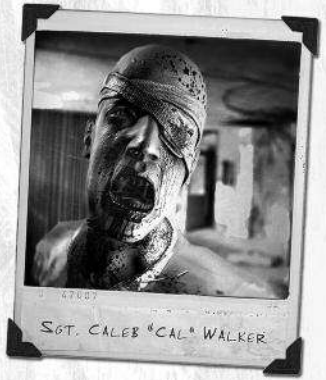


Sergeant Caleb (Cal) Walker

When the brothers were young, Cal always looked after Nate, especially when they were taunted by other kids about their father's reputation for cowardice.

In the Army, Cal was always the first to volunteer for the most dangerous assignments. This "first into the fight" mentality generated furious loyalty from the soldiers he fought with.

Cal worked his way up to Squad Leader of a Special Ops squad, the squad that was sent in to track down "Whiteknight."



MISSION OBJECTIVES

Shellshock 2: Blood Trails has a large number of intense levels. Each level has a number of mission objectives that you must complete before you can progress to the next level.

New objectives are added to the list as you progress. When added, they are shown briefly on-screen and then listed in the Objectives Menu. Completed objectives are checked off.

ROOKIE TUTORIAL

When the game begins, you have to hit the ground running.

Initially, you won't know what's going on. You will be briefed by Master Sergeant Griffin, a fiercely patriotic psychotic who would willingly die for his country.

You are in the frontier town where Cal is quarantined. Griffin takes you to meet your incoherent brother. Cal's first moment of clarity occurs when he recognizes you. There is a connection—but then an explosion blasts through the cell, showering debris into the room. When you come to, you spot Cal escaping with Griffin racing after him.

There's very little time for basic training. You must chase them and learn the basic game controls FAST—your life and the life of your brother now depend on it!

GAME SCREEN

The game screen is deliberately left clear and uncluttered, enabling you to see and hear exactly what Nate Walker is experiencing. This conveys the atmosphere of being there, deep in the jungle, surrounded by hostiles, the VC after your blood and a terrifyingly contagious virus primed and ready to infect you.

Some HUD items and text messages will appear on-screen briefly, then fade away to clear the screen for action. The screen also graphically reflects Nate's state of health, shock, stamina, etc.



COMBAT

Weapons

Your current weapon in hand is shown on-screen, but be warned that you will have to find additional weapons to survive. You will find a number of different US and VC weapons; those that can be picked up are clearly indicated.

- Once you possess more than one weapon, you can scroll through them (put them into your hands) with the directional buttons ⬅/➡.



Crosshair

Each pistol, rifle or automatic weapon you are currently holding has an on-screen crosshair sight icon that allows you to aim and fire at a specific target.

The crosshair is permanently on by default, but you can choose to switch it off via the Options Menu. It will then appear on-screen only when you begin to fire.

Iron Sight

Each pistol, rifle or automatic weapon also has the option of an Iron Sight. This raises the weapon's sight up to your eye line, and allows you to fire an accurate, finely controlled shot.

- Press and hold the L2 button to use the Iron Sight.
- You cannot use the Iron Sight while running, and you will not see the crosshair.

Contextual Button

There are many objects, items, and structures in the game that you can use, pick up, or interact with in some specific way. When you are near the object, an on-screen contextual button prompt will appear.

- Press the contextual button shown on-screen to use, pick up, interact, and so on.





Stance Icon

You have two stance positions in the game: **standing** and **crouching**. Standing gives you more mobility but makes you more vulnerable. Crouching makes you slower across the ground but puts you in a better defensive position. An icon appears briefly on-screen to show the changed stance.

- Press the L3 button to switch between standing and crouching.

Ammo and Reloading

Ammo is at a premium in the game. There's not much of it around, so try not to waste it on indiscriminate fire.

When your weapon is low on ammo, the weapon icon flashes up on the HUD. When your weapon is out of ammo, the weapon icon appears with a red cross through it.

- Press the ■ button to reload the equipped weapon.

Melee Attack



If an enemy jumps out at you too close for you to aim your weapon, you can use a melee attack to smash the enemy in the face with whatever is in your hands.

- Press the ◉ button when close to an enemy to melee attack.

If you are not carrying a weapon, you will use your fist to smash the enemy's face.

Grapple Attack

If a deranged enemy suddenly gets right in your face, that foe will lock you into a hand-to-hand grapple.

- To successfully grapple attack the enemy, press the on-screen button prompts in sequence.
- Once you manage to beat down the enemy, press the L2 or R2 button to perform the finishing move of your choice.

Throwing Grenades

You can pick up and throw various different objects, such as grenades and flares, but in combat the explosive grenades are by far the most important.

- Select the grenade (scroll through your items with the directional buttons ⬆/⬇).
- Turn and look in the direction you want to throw.
- Press the R1 button to throw the grenade.

The grenade is thrown in an arc in the direction you are facing:

- If you are looking forward, level with the ground, the grenade will travel in a low trajectory arc.
- If you are looking up, you'll get a longer distance on the throw by pressing, holding and then releasing the R1 button. Increase the effort you put into throwing the grenade to increase the thrown distance.

A grenade is fitted with a detonation timer that initiates as soon as you release the R1 button. This means that a grenade thrown a great distance with a large trajectory arc can explode in the air above an enemy, making him vulnerable even when he is in good cover.

Heavy Machine Guns



At certain times, you may have to fire a mounted high-caliber weapon such as a heavy machine gun. These weapons can do a lot of damage in a short space of time, and can be very useful against a strong, determined attack.

- Approach the mounted gun by facing the handles, and press the △ button. You will grab hold of the gun.
- Aim with the left stick.
- Fire with the R2 button.
- Press the △ button to release the mounted gun.

Walking and Running

Walking is the default character movement in **Shellshock 2: Blood Trails**. You can also sprint by pressing and holding the L1 button.

- Be aware that running tires you out and uses up stamina.

Stamina

Maintaining stamina is very important; it affects everything you do. Prolonged sprinting, the effects of shellshock, and taking damage all reduce your stamina level. Reduced stamina affects your combat efficiency, reducing your reload time and the accuracy of your aim. You can preserve (or top up) stamina by walking slowly, remaining still or crouching for a period of time.

While there is no specific indicator on the HUD to show your stamina level, you can get a good idea via realistic audio feedback and on-screen effects.

Breathing

The heavier and more frequent your breathing, the lower your stamina. When your stamina is at its lowest point, your breathing will change to an unhealthy wheeze and you will only be able to move very slowly across the ground.

Flashlight

You are carrying a useful flashlight that will help light your way through pitch black tunnels and dark sections of the game. Remember: using a flashlight will also make you visible to an enemy, so turn it off when it's not essential to your progress.

- Press the ✕ button to turn the flashlight on/off.

Health

You are able to see your current state of health without affecting your field of view: as health decreases, the edges of the screen turn red and begin to close in. If you continue to take damage and die, your view will go completely dark. As you regain health from injuries, your field of vision is gradually returned to normal.

Injury

A number of full-screen effects show the effects of injury, impaired vision, drug use or shellshock. If Nate is badly affected by gas or smoke, you will hear him cough and gasp and the screen will flash.



PAUSE MENU

You can access the Pause Menu at any time to freeze the game and take a break from the intense action. The Pause Menu also allows you to:

- Restart the level.
- Return to the last checkpoint.
- Access the game options.
- View your current objectives.

OBJECTIVES

You can access the Objectives screen at any time. **Next objectives** will be shown briefly on-screen and then listed on the Objectives screen. If an objective has been completed, it will be checked off.

- Press the START button to view your current objectives.



OPTIONS MENU

You can access the Options Menu from the Main Menu or from the Pause Menu. It allows you to adjust various control- and game-related options and manually save the game.

Control Options

- Invert Controls on/off (default: off)
- Aim Sensitivity (graduated bar)
- Aim Assist on/off
- Aim Assist Sensitivity (graduated bar)
- Control Style
- Left Handed on/off (default: off)

Graphics Options

- Brightness (graduated bar)

Audio Options

- Music Volume (graduated bar)
- Sound Volume (graduated bar)
- Speech Volume (graduated bar)
- Subtitles on/off (default: off)

Game Options

- Crosshair yes/no (yes = always on)
- Motion Sensor Actions yes/no

Save Options

- Save Game
- Auto Save on/off

View Credits

Available from the Main Menu Options Menu only.

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Jake Turner
Friends, Families and the better halves of all of the staff during the development process

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"FREE BIRD"
Performed by Lynyrd Skynyrd
Written by (Van Sant/Collins)
Courtesy of MCA Records Inc
Under licence from Universal Music Operations
Published by Duchess Music Corp/Longitude Music Co/Universal/ MCA Music Ltd

"A HORSE WITH NO NAME"
Cover version produced by Hal Ritson and Richard Adlam
Written by Dewey Bunnell
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Guitars – Guthrie Govan, Vocals – Roland Jones, Drums – Richard Adlam, Keyboards by Hal Ritson

"ME YA YA"
Written by Andrew Barnabas, Paul Arnold & Li Jiang.
Lyrics by Li Jiang
Vocals by Amy Li, backing vocals by Li Jiang.
Drums & percussion – Alex Reeves,
Guitars – Louis Thorne,
Bass – Chris Taylor,
Trumpet – Paul Arnold
Recorded at Blue Bank Studios, Cambridgeshire.
Engineered & edited by Chris Taylor
Music produced by Bob & Barn, Side UK.

"ALL THE SMOKE"
Written by Leavon Archer, Andrew Barnabas & Paul Arnold.
Lyrics by Leavon Archer
Vocals & Guitar – Leavon Archer,
Drums & percussion – Alex Reeves,
Bass – Chris Taylor,
Organ – Paul Arnold.
Recorded at Blue Bank Studios, Cambridgeshire.
Engineered & edited by Chris Taylor
Music produced by Bob & Barn, Side UK.

"L'EDGE EN DAME"
Written by Andrew Barnabas and Paul Arnold
Performed by the City of Prague Philharmonic Orchestra.
Guitar – Louis Thorne
Orchestrated and conducted by Nic Raine
Recorded at Barrandov Scoring Stage, Smecky Studios, Prague.
Engineered and mixed by Jan Holzner
Produced by James Fitpatrick



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www.eidosregistration.com

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For warranty claims and product support, please contact us at support.eidosinteractive.com (or www.eidosinteractive.com) or (650) 421-7670. Our Customer Services Department personnel are available between the hours of 9:00 a.m. and 4:00 p.m. (Pacific time) Monday through Friday (except holidays). You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies, or codes.

To initiate a warranty return, you will need an RMA# ("Return Merchandise Authorization") from our Custom er Services Department. (Any materials not containing an RMA# sent to Eidos may be returned unprocessed.) In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty. Our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

In the event the Recording Medium or Manual is confirmed to be defective and replacement is subject to the foregoing limited warranty, you will need to return, postage prepaid, the Recording Medium/Manual (along with its packaging, unless advised to the contrary by Eidos Customer Service Department personnel) together with a copy of your original sales receipt (dated no earlier than 90 days preceding the date of your return), and a statement containing a brief description of the difficulty you are experiencing, the applicable RMA# you have been issued, your first and last name, return address, email address and phone number to Eidos Customer Service at the following address to receive warranty replacement:

Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

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