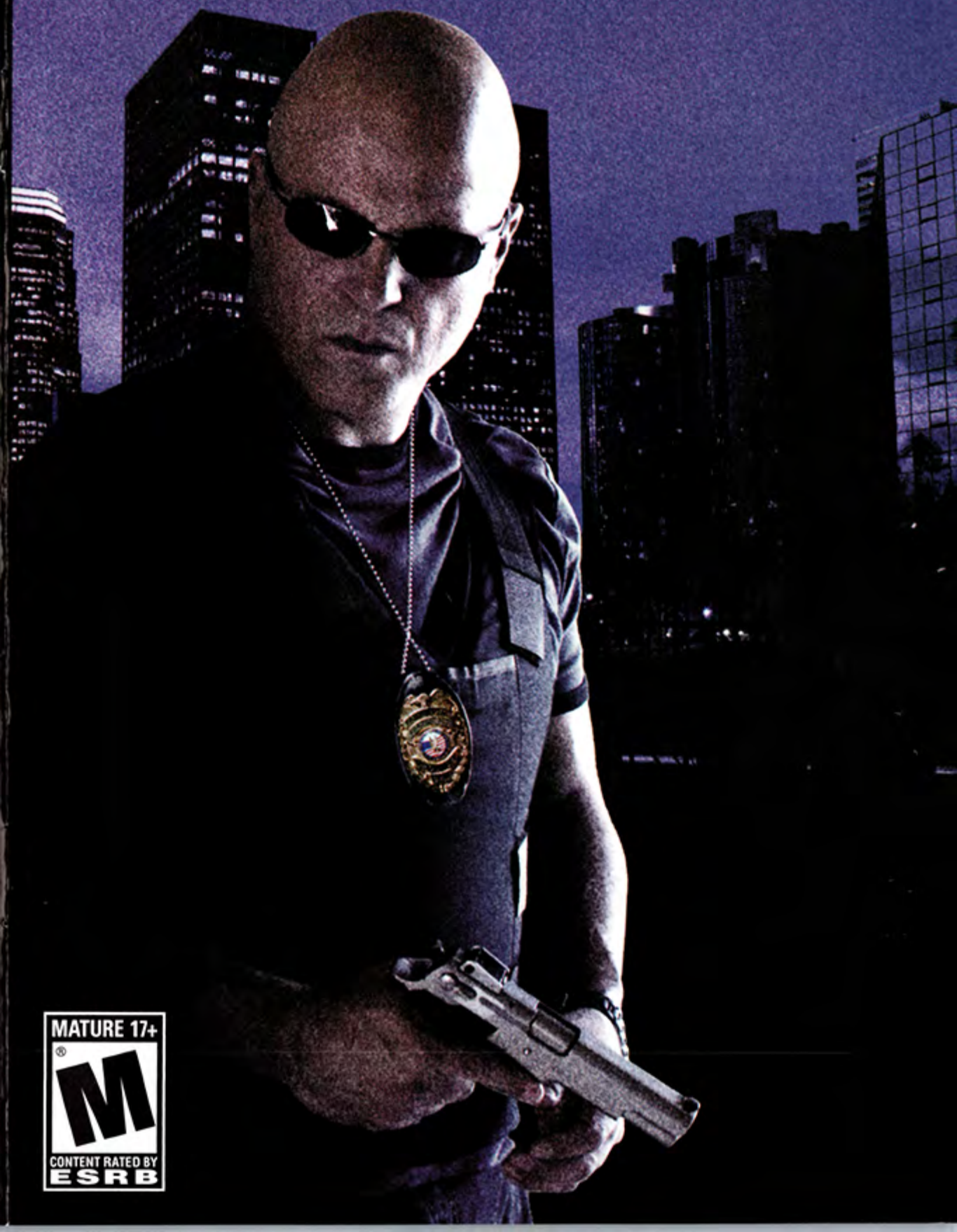


# THE SHIELD™

## THE GAME



## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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, including games played on the PlayStation 2 console, 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 or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms 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 your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console 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.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 compact 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.

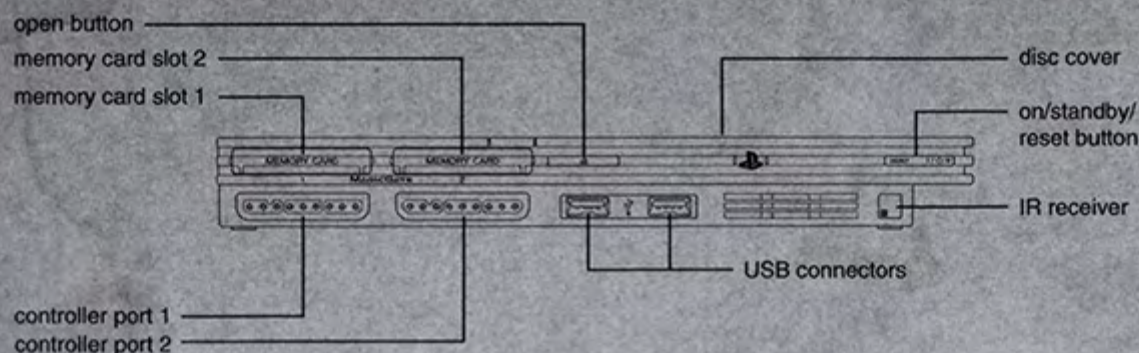
# THE SHIELD™

## THE GAME

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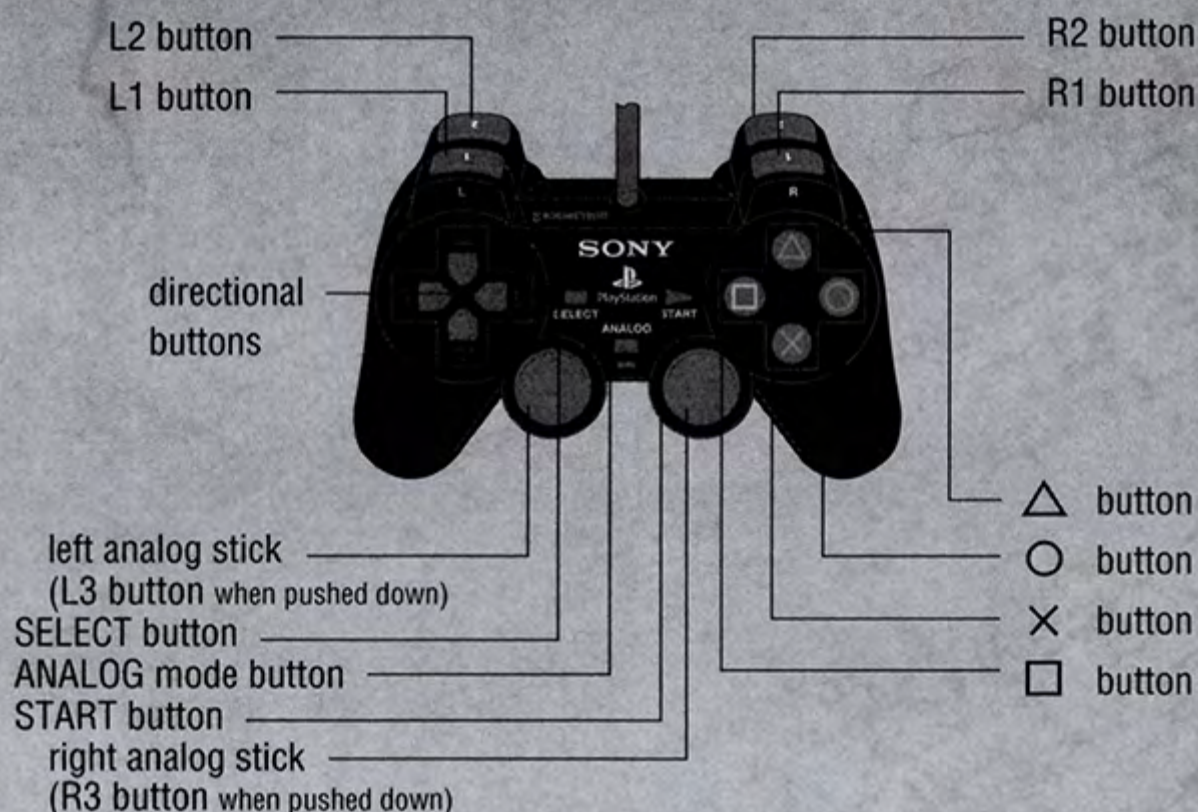
# GETTING STARTED



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 *The Shield The Game* 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.

# DUALSHOCK®2 ANALOG CONTROLLER

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## MAIN MENU CONTROLS

|                              |   |
|------------------------------|---|
| Start Game .....             | △ |
| Select Menu Items .....      | □ |
| Confirm menu selection ..... | × |
| Cancel menu selection .....  | ○ |

# OPTIONS

From the **Main Menu**, select **OPTIONS** to change the following:

## **VIBRATION**

Select ON to play with the controller's shock/vibration feature. The default is ON.

## **INVERT AIM**

Select ON to reverse the controller's directions when manually targeting an object. The default is OFF.

## **ASSISTED TARGETING**

Select ON to automatically lock the target when aiming for an object. The default is OFF.

## **SUBTITLES**

Select ON to play with the subtitle feature. The default is OFF.

## **WIDESCREEN**

Select YES to play in widescreen mode. The default is NO widescreen.

## **SFX VOLUME**

Select the volume level for the game's sound effects. The default is 100%.

## **MUSIC VOLUME**

Select the volume level for the background music. The default is 100%.

## **VOICE VOLUME**

Select the volume level for the in game voice over. The default is 100%.

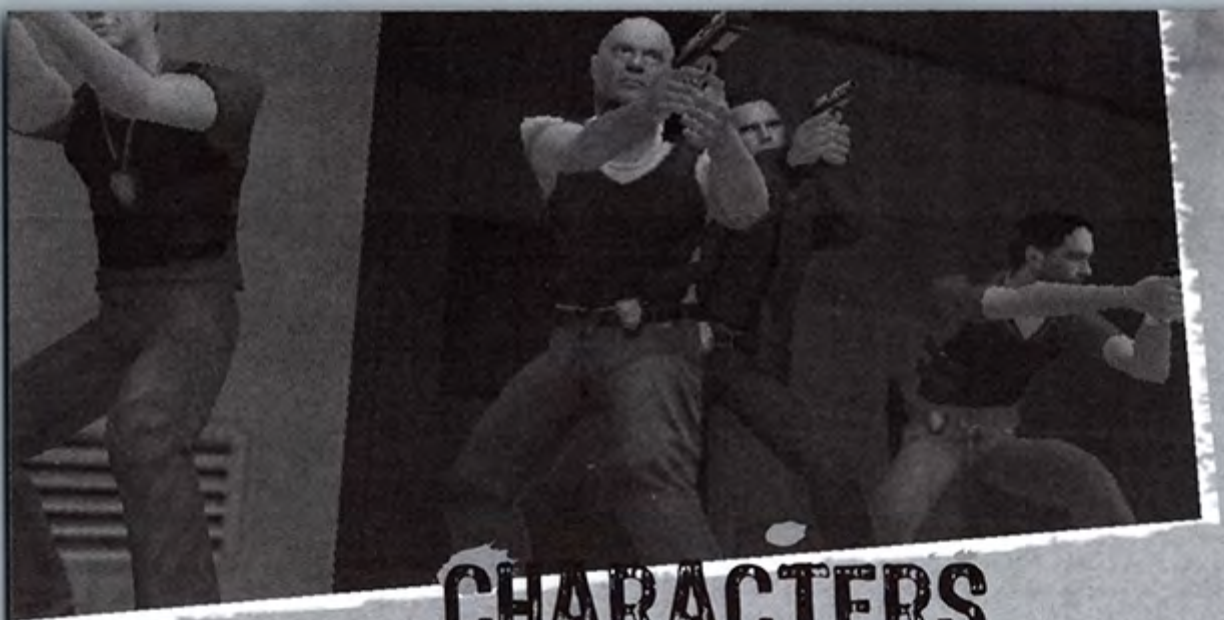
## **AIM SENSITIVITY**

Select the sensitivity level for targeting objects. The default is 100%.

# THE STORY

The game follows Detective Vic Mackey and his Strike Team through the seedy, high-crime Farmington District, a.k.a. "The Farm." They will keep the streets safe...at all costs. Vic and his crew are not above breaking the rules when it comes to serving up their own brand of justice.

In The Shield game, you are Detective Vic Mackey. You're a no-holds-barred cop who engages in perilous police work that includes busting crack dens, keeping the gang-bangers in line, and apprehending the worst criminals in the city.



# CHARACTERS

## THE STRIKE TEAM

The Strike Team is Farmington District's anti-gang unit. They're highly effective at controlling Farmington's drug traffic, but they sometimes use questionable methods to achieve their goals.



### DETECTIVE VIC MACKEY

Vic Mackey is a different kind of cop. As the head of the Strike Team, Vic believes that the end will justify any means and uses tough tactics to fight crime. Vic is loyal to his allies and protects the innocent, but if you cross him, all bets are off.



### DETECTIVE SHANE VENDRELL

Second in command of the Strike Team, Shane is often regarded as reckless and a loose cannon. He is fiercely loyal to Vic, who has bailed him out of many tough situations. Shane lives by the saying, "Work hard, play hard."



### DETECTIVE RONNIE GARDOCKI

Quiet, cynical and introverted, Ronnie is the Strike Team's resident expert in the field of surveillance and law enforcement tools. Ronnie has a close friendship with Vic, but is often unaware of Vic's most questionable actions.



## **DETECTIVE CURTIS "LEMONHEAD" LEMANSKY**

Lemonhead is the conscience of the Strike Team, and has deep reservations about Vic's apparent corruption, but he is also very loyal to Vic and the Strike Team. He adds some extra brawn to the team, and his relaxed attitude quickly disappears in tense situations.



## **CAPTAIN DAVID ACEVEDA**

Captain of Farmington's police force, Aceveda's political ambitions clash with Vic's tactics. Aceveda would like nothing better than to see the Strike Team dissolved.



## **OFFICER DANIELLE "DANNY" SOFER**

Danny is a patrol officer who aspires to become a detective. She was loyal to Vic, but now believes that he was behind her recent demotion.



## **OFFICER JULIEN LOWE**

Julien was trained by Danny, and is partnered with her. Religious and with a strong moral compass, Julien genuinely wants to help the people of Farmington District.



## **DETECTIVE CLAUDETTE WYMS**

A veteran detective, Claudette is highly respected by the force. She is partnered with Dutch Wagenbach, and takes a no-nonsense approach to her job. Claudette has much disdain for Vic's methods.



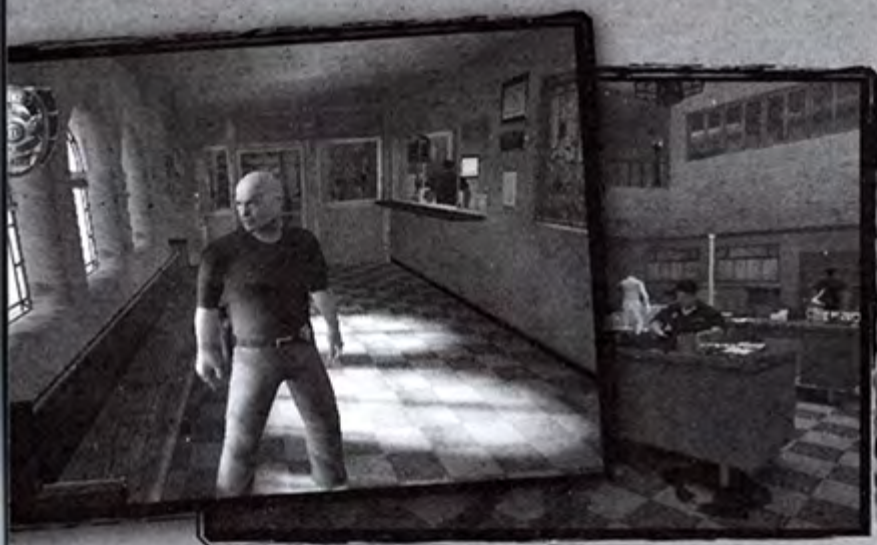
## **DETECTIVE HOLLAND "DUTCH" WAGENBACH**

Dutch is a by-the-book cop who specializes in criminal profiling. He has an ongoing rivalry with Vic, and is determined to get to the bottom of the Strike Team's involvement with the Money Train heist.

# THE BARN

The Farmington District's police headquarters is nicknamed "The Barn." The Clubhouse is a room in "The Barn" where Vic and his

Strike Team regroup at the end of a mission. "The Barn" is also where contraband is supposed to be turned in and where Vic stores his Retirement Fund.



## RETIREMENT FUND

Vic and his Strike Team spend considerable effort building their Retirement Fund. This is done by keeping a piece of the cash and drugs confiscated from criminals in order to finance their own less-than-ethical ambitions. Their goal is to collect enough in the Retirement Fund in order to leave the police force completely. Collect cash by taking evidence during raids and depositing into Vic's locker. As Detective Vic Mackey, you decide how much cash to keep and how much to turn in when you head back to the Clubhouse in "The Barn." Earn enough for your Retirement Fund and you will unlock game extras (such as deleted scenes) at the end of the game. Keeping all the money for yourself isn't always a good thing, but your desire to build that Retirement Fund is strong!

# CONTRABAND

Part of Vic's job is dealing with shady drug dealers. Ideally, any drugs Vic discovers will always be turned in at "The Barn"...but that's not always the case. As Vic, you can choose how much contraband to turn in. Turning in contraband lowers Vic's heat level.

*Remember: Vic sometimes follows his OWN set of rules in order to catch the bad guys, and he'll use whatever means necessary.*



# DISPLAY



## HEALTH

Vic's health is represented by the green bar. As Vic's health decreases, this bar changes from green to yellow to red. When Vic's health runs out, the mission is over. Criminal attacks impact his health.

Over time, Vic's health slowly regenerates. To restore health faster, find a first-aid kit. As Vic takes damage, the maximum amount of health that can be regenerated over time is decreased. Vic can only heal back up to the new health limit unless he finds a first-aid kit.

## HEAT

Even though Vic is a crooked cop, he still has limits and is subject to the consequences of his criminal activities. Performing illegal activities, such as killing innocent suspects or having eye witnesses present when engaging in questionable interrogation tactics, raises the heat meter. If Vic accumulates too much heat, he fails the mission.

To lower heat, Vic must perform his duties within the limits of the law. Returning evidence to the Barn and arresting criminals lowers heat. Hiding Vic's bad behaviors, such as planting evidence, also lowers heat.

You must carry out Vic's unique brand of justice and maximize his Retirement Fund earnings while keeping heat levels low enough not to get caught.

## **EYE WITNESS**

An eye icon displays when an eye witness is present. Extra heat is added when Vic performs questionable acts when someone is watching.

## **ADRENALINE**

The blue meter represents Vic's adrenaline. Adrenaline increases during intense situations, such as fighting. When Vic's health is low, adrenaline kicks in to assist him during combat. Adrenaline decreases over time.

## **WILL METER**

The meter above a criminal or suspect's image represents his will and his ability to be intimidated. The higher a suspect's will, the less likely he will give in to Vic's methods of interrogation. When suspects have low will, they readily give into questioning, physical force, and handcuffing.

There are several ways to intimidate a suspect. Not everyone can easily be broken...as Vic, you must find the best way to intimidate people. Sometimes, punching a suspect in the face is enough. Other times, Vic may have to resort to more drastic methods such as smashing a gun in a criminal's face or shoving a criminal's head in a toilet.

## **CONTROLS**

The lower left menu displays the actions available to Vic. These actions vary, depending on the situation. Choose Vic's next move by selecting the appropriate button as displayed on the screen. To see the list of all actions, see page 12.

# CONTROLS

The following controls are available at different points during the game. Select the appropriate button when displayed in the controls menu to choose Vic's next move.

## NORMAL MODE



### OPEN DOOR

When approaching a door, press the  button when prompted. Vic attempts to open it using the handle.



### COVER

When approaching a wall, press the  button when prompted. Vic takes cover behind a wall or solid object by pressing his back up against it. He will crouch if the object is shorter than him.



### OPEN DOOR WITH COVER

When approaching a door while using a wall for cover, press the  button when prompted to open it using the handle.



### CASH IN/DEPOSIT EVIDENCE

When approaching the Evidence Room or Vic's locker in the Clubhouse, press the  button when prompted to deposit evidence in the Evidence Room or cash in evidence towards Vic's Retirement Fund.



### DISABLE CAMERA

When approaching a camera, press the  button when prompted to disable it.



### PLANT OBJECT

When approaching a highlighted location, press the  button when prompted to plant an object at that location.



## CLIMB UP LADDER

When approaching a ladder from the bottom, press the  button when prompted to climb onto the ladder.



## CLIMB DOWN LADDER

When approaching a ladder from the top, press the  button when prompted to climb onto the ladder.



## LOW PUNCH

When fighting a suspect, press the  button when prompted to throw punches at the suspect's torso.



## HIGH PUNCH / SWING WEAPON

When fighting a suspect, press the  button when prompted to punch at the suspect's face.



## GRAPPLE

When approaching a suspect, press the  button when prompted to turn the suspect around and begin a grapple.



## TALK

When approaching an individual, press the  button when prompted for Vic to talk to that person. Take note that not everyone will have time to talk to Vic.



## PICK UP

When approaching a highlighted object, press the  button to pick up the object.



## SEARCH

When approaching furniture and environmental objects, press the  button when prompted to search for contraband and items.



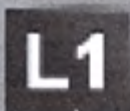
## DODGE

When fighting a suspect, press the  button when prompted to dodge incoming punches.



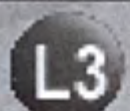
## KICK DOOR / KICK DOOR WITH COVER

When walking to a door or approaching a door while using a wall as cover, press the  button when prompted to attempt to kick open the door.



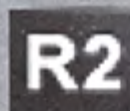
## L1 BUTTON

Perform a Swat Roll to dodge attacks.



## L3 BUTTON

Crouch to carefully sneak around unnoticed.



## R2 BUTTON

Draw Vic's firearm to enter Shooting Mode.



## R3 BUTTON

Center camera view behind Vic.

# CHASE MODE



## JUMP

When chasing a suspect, press the  button when prompted to jump over objects.



## CLIMB OVER

When chasing a suspect, press the  button when prompted to climb over an object.



## R3 button

Center camera view behind Vic.

# GRAPPLE MODE



## TAKEDOWN

After grappling a suspect, press the **X** button when prompted to perform a takedown and pin the suspect to the ground.



## HANDCUFF

After pressing a suspect against a wall during a grapple or performing a takedown, press the **X** button when prompted to handcuff the suspect.

When handcuffing a suspect, a mini-game starts. Rotate the right analog stick within the allocated time to lock the handcuffs on the suspect.



## RELEASE SUSPECT

After grappling a suspect, performing a takedown, or handcuffing a suspect, press the **△** button when prompted to release the suspect.



## SEARCH PERSON

After grappling a suspect or performing a takedown, press the **□** button when prompted for Vic to search the suspect's body.



## SMASH SUSPECT

After grappling a suspect, press the **□** button when prompted to smash a suspect into items in the environment.



## PUNCH

After grappling a suspect or performing a takedown, press the **○** button to punch the suspect into submission.



## R3 button

Center camera view behind Vic.

# SHOOTING MODE



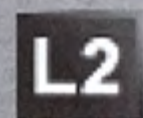
## RELOAD CLIP

After firing rounds using the pistol, press the  button when prompted to reload the pistol's clip.



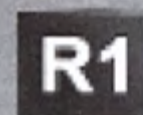
## RELOAD SHOTGUN

After firing rounds using the shotgun, press the  button when prompted to reload the shotgun.



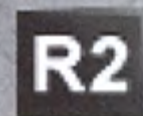
## L2 button

Toggle the shoulder perspective used while aiming and firing.



## R1 button

Fire Vic's weapon.



## R2 button

Holster your firearm to enter Normal Mode.



## R3 button

Center the aiming reticule.

# GAMEPLAY

## GETTING AROUND

Use the left analog stick to control Vic's movements.

## ROLLING

Use the L1 button to have Vic do an evasive roll. Use the left analog stick to control the direction.

## HOLSTER GUN

Use the **R2** button to draw or put away Vic's gun.

## SHOOTING

Use the **R1** button to shoot.

Shooting isn't the only way Vic can use his gun. Simply drawing his gun or firing warning shots over the head of a fleeing suspect can be effective methods of achieving Vic's mission without drawing blood. This keeps Vic's heat levels low.

## GOING INTO COVER MODE

Move Vic towards an object and press . This allows Vic to move left or right while crouched. Pressing the right or left directional buttons will make Vic lean out from behind cover. Cover Mode permits Vic to target enemies without taking damage. When an enemy is targeted, hold **L1** to briefly pop out of cover to shoot. Release **L1** to return to cover.

## GOING INTO WALL MODE

Move Vic towards a wall and press . This allows Vic to move along the wall. Pressing the right or left directional buttons will make Vic lean around a corner. Wall Mode permits Vic to target enemies and avoid most damage. When an enemy is targeted, hold **L1** to briefly pop away from the wall to shoot. Release **L1** to return to hiding behind the wall. Wall Mode also gives Vic a chance to regenerate health.

## HAND-TO-HAND COMBAT

Use hand-to-hand combat to attack and subdue a suspect. Single button presses result in Vic executing a variety of different attacks. Multiple, consecutive button presses will result in Vic performing short combinations of kicks and punches.

|                                                                                                          |   |                                                                                                           |   |                                                                                                            |                                                                                                          |
|----------------------------------------------------------------------------------------------------------|---|-----------------------------------------------------------------------------------------------------------|---|------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| LOW LEFT BODY JAB<br>   | → | LOW RIGHT BODY BLOW<br>  | → | HIGH LEFT HOOK<br>        |                                                                                                          |
| LOW LEFT BODY JAB<br>   | → | LOW RIGHT BODY BLOW<br>  | → | HIGH LEFT HOOK<br>        |                                                                                                          |
| LOW LEFT BODY JAB<br>   | → | LOW RIGHT BODY BLOW<br>  | → | HIGH LEFT HOOK<br>        |                                                                                                          |
| HIGH LEFT JAB<br>      | → | LOW RIGHT BODY BLOW<br> | → | HIGH RIGHT HOOK<br>      | → KNEE TO HEAD<br>   |
| HIGH LEFT JAB<br>     | → | HIGH RIGHT HOOK<br>    | → | LOW RIGHT BODY BLOW<br> | → HEADBUTT<br>      |
| LOW LEFT BODY JAB<br> | → | HIGH RIGHT HOOK<br>    | → | HIGH LEFT HOOK<br>      | → KNEE TO GROIN<br> |

## GRAPPLING

Grappling is an attack where Vic grabs a suspect. Grappling can occur while standing or kneeling on the ground. A grapple is initiated by pressing the grapple button when a suspect is within range. Once Vic is in grapple mode, Vic can inflict damage by punching and elbowing the suspect. Use grappling for apprehending fleeing criminals, handcuffing, and intimidation.

# MINI-GAMES



## INTERROGATION MINI-GAME

In this mini-game, Vic must grapple a perpetrator and force him into an interrogation position at a flashing interrogation station object. When prompted, perform the proper button matching

technique to lower the suspect's will and get Vic the answers he needs.

## SEARCH MINI-GAME

In this mini-game, Vic must quickly search for contraband to increase his Retirement Fund or evidence to turn in lower Vic's heat. The speed in which you solve the puzzle specifies the size of the contraband reward. Move the cursor along the police badge. The smaller the cursor gets, the closer Vic is to finding the contraband. The cursor also changes from blue (cold) to red (hot) when Vic is close.



# WEAPONS AND SHOOTING

Weapons are assigned at the start of a mission. Vic also acquires weapons and ammo by searching perpetrators over the course of the game. Some missions are so perilous that Vic is outfitted with Kevlar body armor. This may save Vic's torso from gunfire, but his head is still vulnerable...he is not immune when wearing body armor!

Each time Vic goes back to the Barn at the end of the mission, he must turn in his weapons.



## HANDGUN

**CLIP SIZE:** 9

**ROF:** Average

**DAMAGE:** Low



## SHOTGUN

**CLIP SIZE:** 6

**ROF:** Slow

**DAMAGE:** High



## SUB-MACHINE GUN

**CLIP SIZE:** 15

**ROF:** 3 Round Burst

**DAMAGE:** Medium

## GUN MECHANICS

To draw or holster Vic's weapon, press **R2**. To select a particular weapon, press the  or . The amount of bullets and clips displays in the lower right corner of the screen.

To fire, press **R1**. Vic automatically reloads when his ammo runs out. To reload before running out of ammo, press the  (any ammo left in the clip before reloading will be lost).

As Vic moves along the screen, press **L2** to toggle your shoulder perspective while aiming and shooting. To center your aim, press **R3**. To toggle your over-the-shoulder aim left or right, press **L2**.



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Ed Duran

Point of View

Special thanks to those at Twentieth Century Fox who provided their talent and assistance in the creation of this game.

# TECHNICAL SUPPORT

To register your copy of this game please go to [www.aspyr.com/register](http://www.aspyr.com/register).

If you are having problems installing or using this software, we want to help. You should read through the manual and the Readme file on the CD before contacting Aspyr Technical Support. Please ensure that your device meets the minimum system requirements that are listed on the box. Our Technical Support representatives will not be able to help customers whose device does not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- A brief description of the problem
- Game Console being used

## CONTACT US OVER THE INTERNET

If, after reviewing all the known issues in this Readme file, you are still having difficulties, please visit our online technical support page at

<http://support.aspyr.com/>, and click on the "Browse Knowledgebase" link.

If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and open a support ticket located at <http://support.aspyr.com>. This form will then be sent to Aspyr Media Technical Support.

## CONTACT US BY PHONE

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

## CONTACT US BY MAIL

Aspyr Media, Inc.

P.O. Box 5861

Austin, TX 78763-5861

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