OUTSIDE FRONT COVER
PLACEHOLDER

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

• **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

• **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

ON FRONT   VIDEO GAME   ON BACK

For more information, visit **www.ESRB.org**

CONTENTS

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.

XBOX 360® CONTROLLER

BACK button

START button

LT left trigger

LB left bumper

RT right trigger

RB right bumper

Y button

B button

A button

X button

Xbox Guide

L left stick

R right stick

directional pad
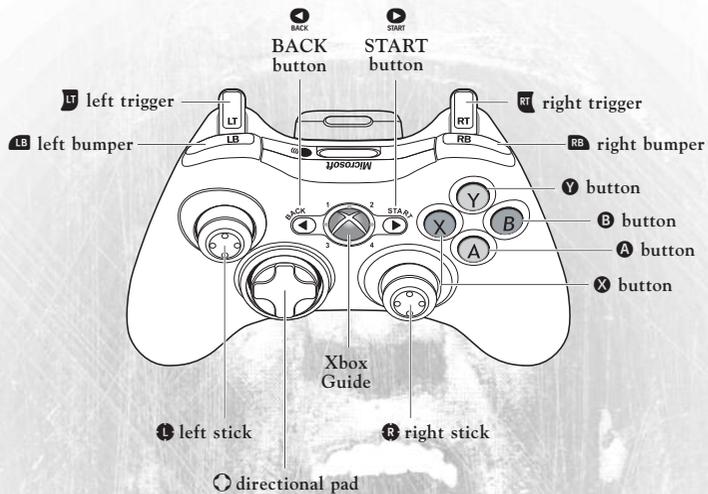
CONTROLS

GAME CONTROLS	GAME ACTION
L / directional pad	Menu highlight
A	Menu select
B	Menu back

GAME CONTROLS	GAME ACTION
L	Move character
R	Camera
LB	Run
RB	Throw grenade
A	Flashlight on/off
B	Melee attack
X	Reload weapon
Y	Use / Interact / Pickup
LT	Snap to Iron Sight
RT	Fire weapon / Punch / Melee
directional pad left / right	Change weapon
directional pad up / down	Switch to flare or grenade
L (click L)	Stance Toggle
START	Pause Menu / Objectives
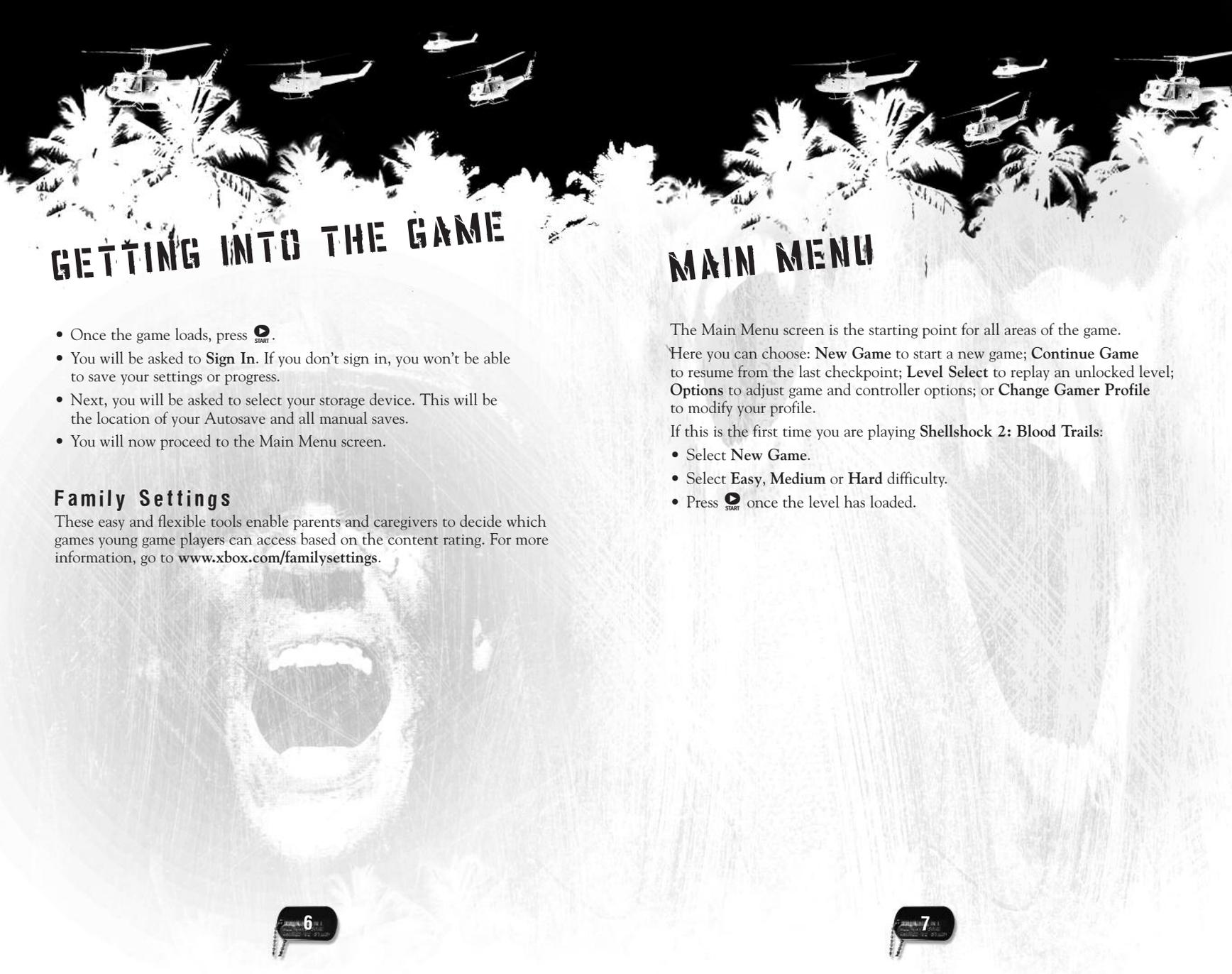
GETTING INTO THE GAME

- Once the game loads, press **▶ START** .
- You will be asked to **Sign In**. If you don't sign in, you won't be able to save your settings or progress.
- Next, you will be asked to select your storage device. This will be the location of your Autosave and all manual saves.
- You will now proceed to the Main Menu screen.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings**.

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 Gamer 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 **▶ START** once 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.

PVT. NATE WALKER
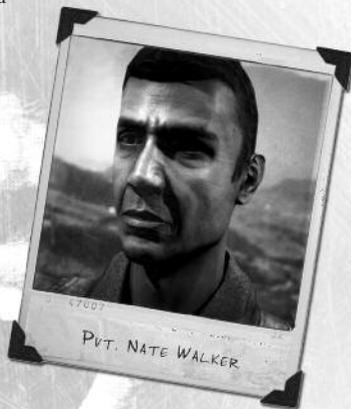
Sergeant Caleb (Cal) Walker

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."

SGT. CALEB "CAL" WALKER

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 ⟨ / ⟩.

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.

- Pull **LT** 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.

- Click **L** 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 **X** 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 **B** 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, pull **LT** / **RT** 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 ⟲ / ⟳).
- Turn and look in the direction you want to throw.
- Press **RB** 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 **RB**. 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 **RB**. 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 **Y**. You will grab hold of the gun.
- Aim with **L**.
- Fire with **RT**.
- Press **Y** 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 **LB**.

- 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 **A** 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 ▶ to view your current objectives.
START

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 Layout
- 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)

Save Options

- Save Game
- Auto Save on/off

View Credits

Available from the Main Menu Options Menu only.

ACHIEVEMENTS

Achievements are awards that you can unlock by completing specific tasks within an Xbox 360 game. Each **Shellshock 2: Blood Trails** achievement includes an achievement score that will be added to your gamerscore when it is unlocked.

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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
© 1972 WARNER BROS MUSIC
LTD (PRS). LICENSED
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CHAPPELL MUSIC (UK) LTD.
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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
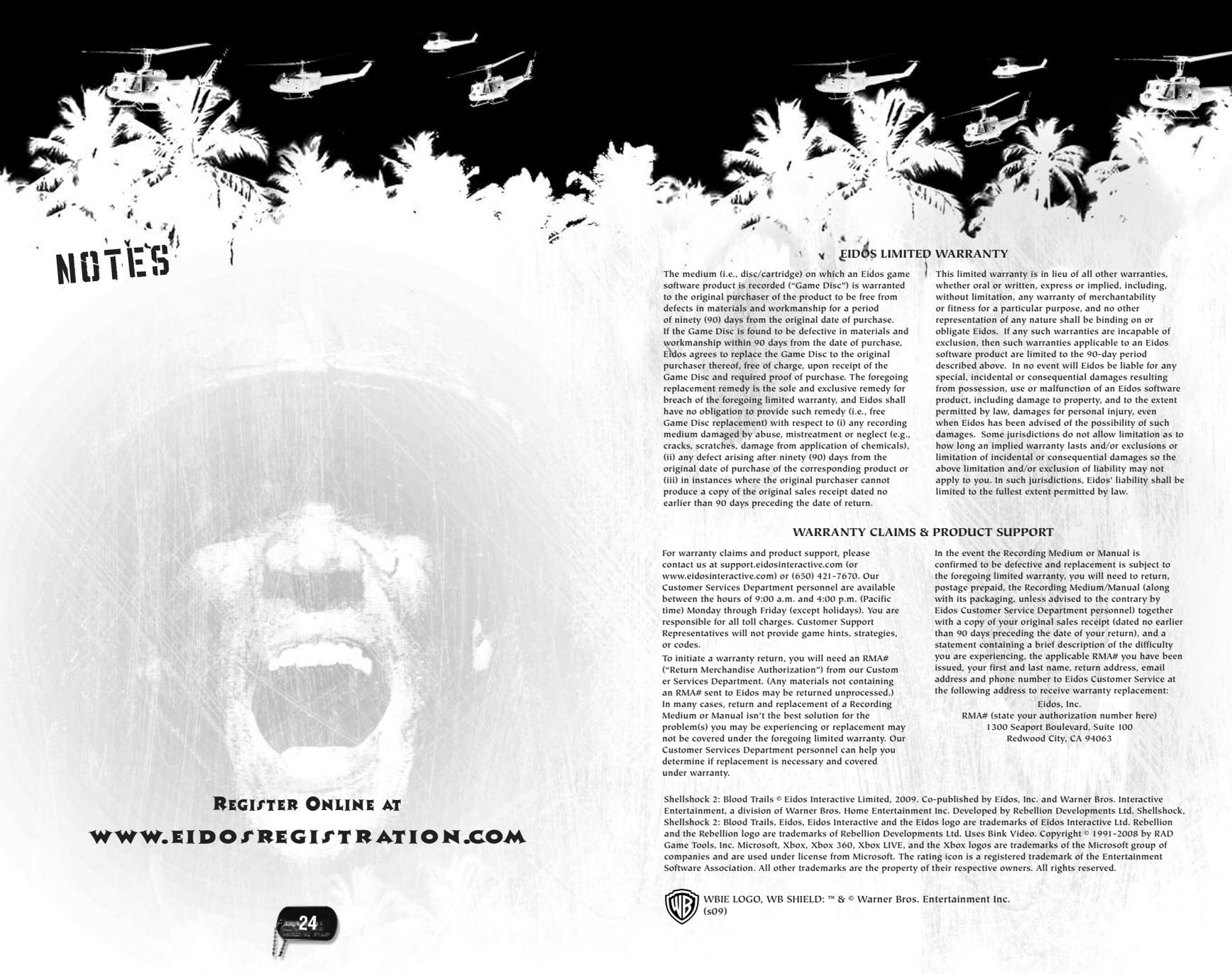
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