If you are just looking for an aimbot, please go to the website. To use Shellshock Live, simply download the server and connect to it on your computer with a web browser. The game is completely player-hosted so all you have to do is play normally across any of the servers available through the Multiplayer screen. There are no signup or login requirements so anyone can join at any time! If you want more details about anything related to Shellshock Live, please read on below. Shellshock Live is a free-to-play, stand-alone, multiplayer FPS based on the popular Battlefield 2 mod " Project Reality ". The game has been released in English, German, Polish and Russian. The game revolves around team based combat where players are divided into two opposing teams. The objective of the game is to capture control points across the map known as "flags". Control of these flags determines which team has or is in possession of them. Control of at least 75% of the total number of flags at any one time means that friendly forces have captured an important objective known as an "AO" (Area Of Operations) and gets rewards for staying in possession of it for enough time. Shellshock Live was initially released as a Battlefield 2 mod, but now it is independent and is completely player-hosted. This means that the game will only be played on the servers provided by players themselves. No one can play as a server operator as this role is solely controlled by the community through commands and chat. The modding environment for Shellshock Live is similar to that of Battlefield 2 and includes editing cvars, functions and scripting features. Some of these functions and cvars are: This section provides you with information about how to use your voice within the chat system of Shellshock Live. Within the game, it is possible to broadcast various information to the chat about your character. This includes things such as what weapons you have equipped or even just things that are happening on your screen. Another option is to include a map of the area that you are currently in by clicking "/map" on your chat button. This can be useful if someone asks for directions, for example. If you want more information about how to use friendly commands in Shellshock Live, please refer to the section below. The shellshocklive.com website provides a list of all commands available in a certain situation and a guide for what each command does within the game. In this section, we provide a guide to using the chat within Shellshock Live. To use the chat system within Shellshock Live, you must first be connected to a server. To find a server that may be suitable for you, simply click "Multiplayer" from the main menu and then click "Browse Servers" from there. The server browser will then show you a list of all the servers that are available to play on. You can then select a server and begin playing! The default key binding for communicating is : /spawnhelp which sends a message saying "SHELLSHOCK LIVE". This can be changed if you wish to use different keys for different things.

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