

REVOLT™



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Instruction
Booklet...

MAN94141.01-UKV



SHADOW MAN™

**PC
CD-ROM**



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INSTALLATION & LOADING

MINIMUM SYSTEM REQUIREMENTS:

CPU:	P200Mhz with Direct3D compatible 3D accelerator card (Voodoo 1 or equivalent).
Memory:	32 MB RAM required, 64 MB recommended.
CD-Rom:	8X CD-ROM drive.
Computer:	100% Windows 95/98. 350 MB hard disk space.
Graphics Card:	DirectX compatible card required. Supports most major 3D acceleration cards.
Sound Card:	DirectX compatible sound card.
Input Device:	DirectX compatible keyboard, mouse or joystick.
DirectX:	Microsoft DirectX 6 or higher (DirectX6.1 is included)

AUTO PLAY INSTALLATION

1. Turn on your computer. Insert the Shadow Man CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. You will be prompted to install Shadow Man. Click OK to **INSTALL**. Ensure you will follow the installation procedure carefully.
3. When the installation is complete, you can choose to view the Shadow Man **README** file or run the game. Select the desired option then click **FINISH**.

MANUAL INSTALLATION

1. Turn on your computer. Insert the Shadow Man CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. Double click on the MY COMPUTER icon.
3. Double click on the CD-ROM icon.
4. Double click on the **SETUP** icon to install Shadow Man. Ensure you follow the installation procedure carefully.
5. When the installation is complete, you can choose to view the Shadow Man **README** file or run the game. Select the desired option then click **FINISH**.

NOTE: **DIRECTX6** drivers are in a separate folder. These drivers help Windows® 95/98 run games properly. If you wish to install them, open the **DIRECTX** folder. then double click on **DXSETUP**. The required drivers will be installed.

If you experience any difficulty running Shadow Man, please see the **README** file on your disc before contacting us. If you still need help, you may visit us online at <http://www.acclaim.net> or contact Consumer Services at (516) 759-7800 Monday-Friday 9AM-7PM EST to speak to a counselor. An automated attendant is available 24 hours a day.

SHADOW MAN LAUNCHER

Once Shadow Man is installed, double-click the Shadow Man icon or choose Shadow Man from the **START** menu to bring up the launcher. The following options are available:

SETUP: Takes you to the Shadow Man Configuration.

PLAY: Start the game.

EXIT: Quit the Shadow Man Launcher.

SHADOW MAN CONFIGURATION

The Shadow Man Configuration allows you to alter various settings before the game begins, such as brightness, screen resolution, and 3D card enhancements. The following options are available:

DIRECT 3D DEVICE: This allows players with multiple video cards to choose the card they wish to use for Shadow Man.

RESOLUTION: Shows a list of all available resolutions (width, height, and color depth). The program will automatically detect which resolutions the currently selected card can support.

GAMMA: Changing the Gamma setting will alter the relative brightness of the highlights and shadows. For example, if the shadows appear too dark, raise the Gamma. If the highlights are too bright, lower the Gamma.

BRIGHTNESS: This controls the overall brightness of the screen display, regardless of the Gamma settings. It differs from Gamma in that it affects the entire range of colors, rather than just the extremes.

OK: Exits the Shadow Man Configuration program and returns to the Launcher.

ADVANCED: Displays the following advanced settings:

ZBUFFER DEPTH: A ZBuffer controls the order in which polygons are displayed. This option affects the precision of the ZBuffer buffer to avoid clipping and priority problems (such as shadows on floor surfaces). The program will automatically detect if the graphics card supports higher than 16bit precision.

FILTERING: Filtering improves visual quality, but at the risk of reducing the game's speed. Bi-Linear is supported by most cards, and is the ideal choice. Bi-Linear Mip-Mapping is similar, using smaller textures for distant objects. Tri Linear mapping works in a similar way, but uses two overlaid textures for optimum quality.

DITHERING: Primarily for those using 16-bit video modes, Dithering will improve the overall graphic quality.

VSYNC: Turning Vsync **ON** ensures the game runs at a precise frame rate. It can be turned off to speed up the game, but screen update may suffer slightly as a result.

HW GAMMA: HW Gamma bypasses the video card's Gamma settings in order to ensure that the user-defined Gamma level (see above) is accurate.

USE HQ TEXTURES: This will force the game to use 24 or 32-bit textures, if the video card supports them. The game will look better, but may run slower as a result.

TRIPLE BUFFERING: Providing the video card has enough RAM (and supports Triple Buffering), this option can make the game run faster and smoother. If any problems are encountered, it should be turned off. Combined with Vsync, Triple Buffering can cause noticeable delays, so it's better to use these two options independently.

INTRODUCTION

**This is the Deadside,
the Wasteland, the nothing
beyond the bone-backed gates.
Here the true darkness
at the heart of all things
is made real.
What we see in death's dominion
is as void as a dead man's gaze, as cold
as the light from a dying star.**

Dr. Victor Batrachian

There is a place beyond death, where every soul that has ever shuffled off this mortal coil finds its spiritual home. It is a place that has no boundaries, no hope, no past and no future, trapped as it is in an unending present. A country of the dead, where the massed ranks of billions upon billions of souls range across a limitless expanse to a dead horizon, shuffling through the echoing halls of vast, funereal palaces, trudging over blasted plains, putrid with morbid vegetation.

This is the place known as *Deadside*.

For many thousands of years, the Shadow Men have protected the world of the living against threats crossing over from the spiritual plane known as Deadside – the place where everyone goes, without exception, when they die.

Michael LeRoi is the current heir to the mysteries of this ancient lineage – bearer of the Mask of Shadows. When darkness falls, he becomes the Walker Between the Worlds, Immortal Voodoo Warrior, Taker of Souls, Lord of Deadside...

...the **Shadow Man**.

SHADOW MAN – THE VIDEO GAME

**As a god i step forth
upon the writhing
suppurating surface
of the Deadside serpent.
What sleep is here?
What dreams there are in the unctuous coilings
of the snake's mortal shuffling.
Weapon in my hand.
My hand the arcing deathblow
at the End of All Things.
The horror. The horror.
i embrace it...**

Guy Miller, Deadside Dreams

Set against the mysterious backdrop of Voodoo mythology, *Shadow Man* puts you in the role of Mike LeRoi, English Literature student turned hired assassin.

Operating within the mephitic, seedy underworld of New Orleans, Mike has the ability to cross over at will into Deadside, where he becomes the Shadow Man.

The story begins with a dream - a prophetic nightmare vision of Armageddon, the day that the dead rise up and walk the earth, an Apocalypse with its origins firmly rooted in Deadside.

When Mama Nettie - the powerful voodoo sorceress who created the *Shadow Man* by forcibly implanting the powerful Shadowmask in Mike's chest - dreams of the coming Apocalypse, she commands Shadow Man, her only weapon against the coming storm, to stop it from becoming a reality.

Destined to carry out Nettie's orders in our world (Liveside) and Deadside, for as long as he is of use to her, Mike must step across the veil into Deadside and ultimately venture into the place where all killers and madmen are consigned when they die...the Asylum.

The future of humanity is in the *Shadow Man's*™ hands, in a game that plunges you into the darkly beating heart of all that is, has ever been, and ever will be evil.



THE CHARACTERS



MIKE LEROI

Mike LeRoi is our hero's real world persona. Originally from New Orleans, 32 year old Mike is a victim of his own weaknesses.

Having flunked his courses and spent his remaining college funds on drink and gambling, this failed English literature student worked as a taxi driver in Chicago, keeping his failure secret from his family. Until the day in 1991 when one of Mike's passengers was executed in a gang-style killing, leaving \$20,000 in the back of his taxi.

Mike took the money and returned home, paying for his little brother Luke's much-needed operation and lavishing gifts upon his family with his newfound 'wealth'. Unfortunately, though, the gang was onto Mike. They tracked him down to New Orleans and began issuing death threats against him.

In desperation, Mike sought out a Bokor – a voodoo priest – to give him protection against the gang's attacks. This worked, but far too well. The gang decided to call in their debt by staging a drive-by shooting on the car in which Mike and his family were travelling. Mike's parents and his brother were killed, but somehow Mike survived.

Upon recovering from a coma and near-fatal injuries, Mike lost his memory and was drawn into the New Orleans underworld by the Bokor, the secret price for his protection being a curse on Mike that made him the Bokor's zombie slave. Working under the pseudonym 'Zero', the amnesiac Mike acted as a hitman for the Bokor, unaware of his true identity.

One night, Mama Nettie, a powerful but dying voodoo priestess stormed into the Bokor's bar, the Wild at Heart. Taking Mike into the back room, she summoned her remaining powers to forcibly implant the Mask of Shadows, a powerful voodoo artifact, into Mike's chest to turn him into the Shadow Man – the supreme zombie-warrior-slave now under Nettie's control.

Nettie has since regained her powers and taken the Bokor's soul, leaving the Wild at Heart in Mike's ownership. Mike has regained something too: his memory, which now torments him. As the immortal Shadow Man under Nettie's control, he cannot simply end his suffering. Until he can break Nettie's spell, he is forced to obey her command and somehow seek some kind of atonement for his sins.

PHYSICAL ABILITIES: Mike can perform almost all of the same physical moves as the Shadow Man, although not necessarily as effectively. He can also swim but is limited by his lung capacity, and will drown if he remains underwater for too long.

MAGICAL ABILITIES: Mike is limited by his mortal form and possesses little in the way of magical abilities beyond a psychic affinity that allows him to see certain things for what they truly are. For example, with certain Liveside inhabitants, Mike can see glimpses of their true monstrous form when they take damage.

Shadow Man, however, sees them as monsters all the time. The one 'magical' item that Mike can use is Luke's Teddy Bear. This token of his late brother links him to the world of the Dead, and by focusing on it Mike can pass over into Deadside and become the Shadow Man.

MORTALITY: Although the Shadow Man is immortal, Mike is not. He will drown if he runs out of air, falling a great distance will injure him, fire will burn him, and dying will send him to the place where everyone without exception goes when they die – Deadside. (Where, of course, he becomes the Shadow Man who has the power to return to the world of the Living as Mike...).

WEAPONRY: Initially Mike's weaponry in the real world consists of a handgun, plus a limitless number of clips. The handgun cannot send the undead back from whence they came, but it will certainly keep them at bay long enough for Mike to get away.

As the adventure progresses, Mike / Shadow Man will acquire a number of weapons and items. Some of these will work in both the hands of Mike or the Shadow Man. Certain magical weapons and items, however, will only work for the Shadow Man, since only in this guise can our hero use the powers of the Shadow Mask to channel magic into them to make them work.



THE SHADOW MAN

The Shadow Man is Mike's alter ego – the undead Walker-between-the-Worlds.

The Shadow Men of ancient times were African warriors blessed by the gods with supernatural powers emanating from the spiritual plane known as Deadside to protect their native tribes. With the advent of slavery the lineage of the Shadow Men was

broken and almost died out.

In the eighteenth century, the powerful voodoo priestess Mama Nettie crafted the Mask of Shadows, enlisting the reluctant aid of the New World gods (Les Mystères) to empower the wearer of the Mask to access the supernatural might of the Shadow Men of the past. From then on, there would only be one Shadow Man in existence at any given time, but the united powers within the Mask would make him the mightiest voodoo champion ever seen in this world or the next. Certainly powerful enough to keep the forces of Deadside at bay...

There have been only three previous bearers of the Mask: Maxim St James, Cole Cardinaux and Jack Boniface. However, where the previous owners wore the Mask on their faces to access its powers, Mike LeRoi has the mask implanted within his chest, making him bound to obey it (and Mama Nettie). At night and in Deadside, the Mask emerges glowing from within his chest, turning Mike into the Shadow Man – the Immortal Voodoo Warrior, the Walker-between-the-Worlds, Zombi Astral, Taker of Souls...Lord of Deadside...

PHYSICAL ABILITIES: The Shadow Man can perform all of the same physical actions that Mike can, but better. In conjunction with certain magical objects, he can perform additional special actions such as climbing.

MORTALITY: Shadow Man cannot drown – he's already dead, so he doesn't breathe and therefore has no need for an air supply. He can survive falls of any distance (as well as the sudden stop at the bottom), and with the appropriate magical abilities (protective tattoos known as the Gad) he can also make himself immune to the effects of fire.

WEAPONRY: Shadow Man is armed with the Shadowgun, the Deadside representation of Mike's handgun. Although similar in appearance, the difference lies in the fact that **Shadow Man** has the power to channel the power of the Mask through it. Rather than firing normal bullets, the Shadowgun literally focuses the power of Death itself from the Mask and unleashes spectacular destruction in the form of shrieking wraiths, ripping through its victims to leave their souls behind.

MAGICAL ABILITIES: In addition to having the Shadowgun to discharge various types of unpleasant mayhem on his victims, **Shadow Man** has the ability to use magical voodoo items in his possession, as well as the ability to channel the power of the Mask into various objects within the game worlds.

Within the adventure, **Shadow Man** becomes increasingly more powerful by taking 'Dark Souls'. This increases his ability to wield the Shadowgun and various voodoo weapons and items, as well as giving him more power to channel into game world objects.



NETTIE

Nettie is the powerful voodoo priestess who created the Mask of Shadows and therefore controls the bearer of it – Mike LeRoi. Although she appears to be in her mid-20s, Nettie is in fact centuries old, her soul simply inhabiting the body of a young woman who had the misfortune to become involved in Nettie's schemes.

Although incredibly powerful, Nettie cannot travel to Deadside herself, which is why she needs her 'assistant' Jaunty and particularly the **Shadow Man**, a warrior that can cross between the worlds and fight battles in Deadside for her.

There is another side to the relationship between Nettie and the **Shadow Man**. **Shadow Man** must sleep with Nettie on a regular basis, giving his Shadowpowers to her in order to sustain her youthful form.

Nettie is one of the two characters in the game that Mike or **Shadow Man** may 'talk' to. She provides Mike with various items that unlock certain areas of the game (such as Luke's Teddy Bear, which allows Mike to travel to Deadside), as well as assisting his quest by giving him 'advice'.

This advice is always based upon what she knows of the voodoo prophecy that the **Shadow Man** must fulfill. Having never really experienced Deadside in the way that Jaunty and the **Shadow Man** have, her speeches are therefore mystical allusions to be unraveled, rather than direct references and commands.



JAUNTY

Jaunty is Nettie's 'assistant' in Deadside, the unfortunate victim of a kidnapping, an occult experiment that went somewhat awry, and a bungled deal with a voodoo priestess.

Walking back from the pub late one night in his hometown of Dublin, Jaunty was passing the University and decided to stop to take a small... break. Unfortunately for him, a group of students

dabbling in the occult kidnapped him and ritually sacrificed him as a part of their experiment.

Jaunty would have been condemned to an eternity in Deadside had it not been for Mama Nettie, who spoke to him from across the veil and convinced him to join her, to be her eyes and ears in Deadside. The reward: a new body and a chance to 'live' again.

The specifics of the deal could not have been thoroughly worked out, for Jaunty appears in Deadside as a serpent with a skull for a head. His real world body is that of a disfigured dwarf. In either incarnation, Jaunty is not a pretty sight, and is not much of a fighter either – hence Mama Nettie's need for the **Shadow Man**. In the adventure, Jaunty is in Deadside guarding the Marrow Gates – the entrance to the world of the Dead – awaiting the **Shadow Man**. Jaunty is the other character that **Shadow Man** may seek out and converse with. His role is to reinforce and clarify the advice that Nettie gives.

'LEGION'

'Legion' is Evil incarnate and is known to many cultures and religions throughout time by many names...

**And he asked him,
What is thy name?
And he answered, saying.
My name is Legion: for we are many.**

Mark Chapter 9, Verse 5

MAIN MENU

From the introductory sequence, press **[N]** to access the Main Menu.

NEW ADVENTURE

Allows you to start a completely new game. Choose **[I]** and use **[I]** and **[M]** to select a save game slot, then press **[N]** to begin. Should the chosen slot already contain a save, you will be asked to confirm.

To delete a saved game, choose **[I]** and use **[I]** and **[M]** to select the desired slot, then press **[N]** to delete (use **[Q]** to exit Select or Delete mode).

RESTORE ADVENTURE

Allows you to restore a previously saved adventure. Choose **LOAD** and use **[I]** and **[M]** to select a saved game, then press **[N]** to begin. To delete a saved game, choose **DELETE** and use **[I]** and **[M]** to select the desired slot, then press **[N]** to delete (use **[Q]** to exit Load or Delete mode). Note: you cannot load an **EMPTY** slot.

REVIEW MOVIES

Allows you to view any of the cut-scenes that have been triggered during previous games (including those triggered in saved games which have been deleted). Use **[I]** and **[M]** to select a movie, then press **[N]** to begin (use **[Q]** to exit Review Movies mode).

SECRETS

Allows you to activate any secrets which have been triggered. Use **[I]** and **[M]** to select a secret, and use **[J]** and **[K]** to toggle it ON or OFF.



Note: some secrets can be used in conjunction with others, but some cannot.

OPTIONS

Takes you to the Options screen where game settings can be tweaked.

QUIT GAME

Allows you to exit the game and return to Windows. At the "Are you sure you want to quit?" prompt, use **[I]** and **[M]** to choose YES or NO.

OPTIONS

SOUND EFFECTS VOL

Allows you to change the volume level for all sound effects and cut-scene audio. Use **[J]** and **[K]** to adjust the level from 0-100. Note: Setting the volume to zero effectively turns OFF the sound effects.

MUSIC VOL

Allows you to change the volume level for all music. Use **[J]** and **[K]** to adjust the level from 0-100. Note: Setting the volume to zero effectively turns OFF the music.

SUBTITLES

This option controls the subtitles which are displayed during the cut-scenes. Use **[J]** and **[K]** to toggle the subtitles ON or OFF.

SHADOW DISPLAY

This option allows you to choose whether or not the Shadow Display is always on-screen, or appears only when needed. Use **[J]** and **[K]** to toggle between ON and AUTOHIDE.

CONFIGURE CONTROLS

Takes you to the Configure Controls screen.

CONFIGURE MOUSE

Takes you to the Configure Mouse screen.

DETAIL SETTINGS

Takes you to the Detail Settings screen.

RESTORE DEFAULTS

Selecting this will reset all items (on this screen only) back to their default setting.

GO BACK

Return to Main Menu.

CONFIGURE CONTROLS

This screen allows you to change the current keyboard / controller configuration.

After selecting the control you wish to define, pressing **[N]** highlights the control and waits for input. Should you press a key or controller button, the control is redefined, with the new definition appearing in the relevant column.

Should you attempt to redefine a control with a key or controller

button that is already in the list, the new definition is accepted and the control that previously had that definition is cleared.

CANCEL

This will cancel any changes made and return to the Options screen.

SAVE & EXIT

This will save any changes made and return to the Options screen.

RESTORE DEFAULTS

Selecting this will reset all items (on this screen only) back to their default setting.

CONFIGURE MOUSE

This screen allows you to change the current mouse configuration.

X AXIS

Allows you to assign an action to the X Axis (left and right movement) of the mouse. Use **[J]** and **[K]** to choose between ROTATE, STRAFE, MOVE FORWARDS / BACKWARDS, or choose UNASSIGNED to disable the axis.

Y AXIS

Allows you to assign an action to the Y Axis (forward and backward movement) of the mouse. Use **[J]** and **[K]** to choose between ROTATE, STRAFE, MOVE FORWARDS / BACKWARDS, or choose UNASSIGNED to disable the axis.

WHEEL AXIS

Allows you to assign an action to the mouse's Wheel Axis (if your mouse has one). Use **[J]** and **[K]** to choose between ROTATE, STRAFE, MOVE FORWARDS / BACKWARDS, or choose UNASSIGNED to disable the axis.

REVERSE Y AXIS

This option allows you to reverse the Y Axis, so pushing the mouse forwards is interpreted as pushing backwards (and vice-versa). Use **[J]** and **[K]** to toggle ON and OFF.

BUTTON 1

Allows you to assign an action to mouse Button 1. Use **[J]** and **[K]** to choose between LEFT HAND, RIGHT HAND, CAMERA, INVENTORY, ACTION, CROUCH, STRAFE, HOLSTER, FORWARDS, BACKWARDS, JUMP, STRAFE LEFT, STRAFE RIGHT, and STRAFE LOCK-ON, or choose UNASSIGNED to disable the button.

BUTTON 2

Allows you to assign an action to mouse Button 2 (see Button 1 for a full list of actions).

BUTTON 3

Allows you to assign an action to mouse Button 3 (see Button 1 for a full list of actions).

BUTTON 4

Allows you to assign an action to mouse Button 4 (see Button 1 for a full list of actions).

MOUSE

This option allows you to turn off mouse input completely. Use

J and **K** to toggle between **ENABLED** and **DISABLED**.

SENSITIVITY

This controls the sensitivity and responsiveness of mouse input. Use **J** and **K** to choose between **LOW**, **MEDIUM**, and **HIGH** sensitivity.

RESET DEFAULTS

Selecting this will reset all items (on this screen only) back to their default setting.

GO BACK

Return to Options screen.

DETAIL SETTINGS

This screen allows you to change the current detail settings in order to get the best performance possible from your machine.

Shadow Detail: Allows you to select the type of shadows used within the game. Use **J** and **K** to choose between **LOW** and **HIGH** detail levels.

Dynamic Shirt: This controls the cosmetic effects applied to Mike's shirt. Use **J** and **K** to toggle the dynamics **ON** or **OFF**.

Procedural Textures: All of the animating water textures within the game are Procedural Textures. Use **J** and **K** to toggle these **ON** or **OFF**.

Sky Detail: This option controls the detail and complexity of the sky. Use **J** and **K** to toggle between **LOW**, **MEDIUM**, and **HIGH** settings.

Fog Detail: This option controls the type of fogging used by the game. Use **J** and **K** to toggle between **LOW** and **HIGH** settings.

Environment Detail: This option controls incidental environment effects such as flies, fish, and dragonflies. Use **J** and **K** to toggle these **ON** or **OFF**.

Restore Defaults: Selecting this will reset all items (on this screen only) back to their default settings.

Go Back: Return to Options screen.

PAUSE MODE

Press **Q** at any time during the game (apart from cut-scene movies) to enter Pause Mode.

The number of Dark Souls collected / remaining on the current level is shown at the top-left of the screen, while the total number of Dark Souls collected / remaining is shown at the top-right. Displays for Cadeaux, Violator Ammunition, Shotgun Shells, and 9mm Ammunition appear at the bottom-left, and the Shadow Display in its usual place at the bottom right.

CONTINUE

Un-pauses the game and takes you back to the action.

OPTIONS

Takes you to the Pause Options screen. All configurable settings from the Main Menu Options screen are present, apart from the Configure Display facility. See **OPTIONS** for more information.

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SAVE ADVENTURE

Allows you to save the current game. Choose **SELECT** and use **I** and **M** to select a save game slot, then press **N** to save. Should the chosen slot already contain a save, you will be asked to confirm. To delete a saved game, choose **I** and use **L** and **M** to select the desired slot, then press **N** to delete (use **Q** to exit Select or Delete mode).

RESTORE ADVENTURE

Allows you to restore a previously saved adventure. Choose **LOAD** and use **I** and **M** to select a saved game, then press **N** to begin. To delete a saved game, choose **I** and use **L** and **M** to select the desired slot, then press **N** to delete (use **Q** to exit Load or Delete mode). Note: you cannot load an **EMPTY** slot.

QUIT ADVENTURE

Allows you to exit the game and return to the Main Menu. At the "Are you sure you want to quit?" prompt, use **J** and **K** to choose **YES** or **NO**. At the "Do you wish to save your game?" prompt, use **J** and **K** to choose **YES** or **NO** (choosing **YES** takes you to the Save Adventure screen – see above).

Note: At any point during the game, pressing **F5** will save the status of the game to the currently selected save game slot. This is a more convenient way of saving the game than pressing 'Pause' and selecting 'Save Adventure'

CONTROL & CONTROL MODES

AMBIDEXTERITY

Mike / Shadow Man is ambidextrous, a feature which allows any weapon/item combination in any hand. Pressing **Left Hand** or **Right Hand** will cause him to perform an action with his left / right hand or the weapon / item held in it.

Additionally, items can be stored in 'holsters' for quick storage / retrieval. Pressing **Holster + Left Hand** or **Holster + Right Hand** will cause him to holster the item if that hand is full, or draw the item if that hand is empty.

QUICK-DRAW AND FIRE

Providing Mike / Shadow Man does not have his handgun / Shadowgun drawn, pressing **Left Hand** or **Right Hand** will Quick-Draw and fire the handgun / Shadowgun. Conversely, pressing **Holster + Left Hand** or **Holster + Right Hand** will Quick-Draw the handgun / Shadowgun but **NOT** fire the weapon (quick-draw and fire applies only to the handgun / Shadowgun--all other weapons can only be quick-drawn).

PERFORMING ACTIONS

The **Action** button is used in context sensitive cases (such as pulling a lever), for which Mike / Shadow Man should be stood in the correct position. Some actions require the use of objects from Mike / Shadow Man's™ inventory. In these cases, use the **Left Hand / Right Hand** controls to use that object as required.

SNIPING

Pressing **Snipe** takes Mike / Shadow Man into Snipe (or '1st Person') mode. Using the **Forwards**, **Backwards**, **Left** or **Right** controls allow him to look around to target enemies. Pressing

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Snipe again will disengage Snipe mode. Note that our hero cannot move, jump, or swim while sniping.

STRAFING

The Strafe controls allow Mike / Shadow Man to move sideways, ideal for keeping aim as he runs across the ends of corridors. Holding Strafe and pushing Left/Right will allow Mike / Shadow Man to make running sidesteps. Pressing Strafe Left or Strafe Right has the same effect.

LOCK-ON STRAFING

When Mike / Shadow Man's™ firing is automatically locked on to a target, using the Strafe controls will actually move Mike / Shadow Man in "a circle around the closest target", pushing Forwards / Backwards to move him in closer / further away. A cursor will appear to indicate which enemy is currently targeted. Holding the Snipe control during this mode deactivates Lock-On Strafing, allowing Mike / Shadow Man to move sideways.

CROUCHING

Holding Crouch drops Mike / Shadow Man to a crouched position that not only makes him a smaller target for enemies, but also allows him to duck below moving objects.

Pushing Crouch while Mike / Shadow Man is running or strafing causes him to drop to the ground and perform a dramatic roll into his crouched position. Pushing Backwards while rolling forwards will roll him into a crouch and end up facing in the opposite direction.

JUMPING

Pushing Jump will initiate a vertical jump. Pushing Jump while running forwards allows Mike / Shadow Man to perform a long horizontal jump. Pushing Jump while strafing left and right results in a sideways (horizontal) leap. Pushing Jump while moving backwards produces a backwards horizontal leap.

Note that all jumps will gain additional momentum and clear more distance if Mike / Shadow Man is at his maximum running speed. While in mid-air, he can also be made to drift by pushing Left, Right, Forwards or Backwards.

EDGES AND LEDGES

Once Mike / Shadow Man has grasped hold of a ledge (for which he must have at least one hand empty), he will hang from it. In this position, he can not only climb up and over, but also work his way along it and snipe at enemies. Pushing Jump while hanging makes him take a big leap backwards from the ledge, while pushing Backwards will release his grip on the edge.

Some of the environments feature taut cables, ropes, and hanging poles which Mike / Shadow Man can leap up to and catch hold of. Pushing Forwards / Backwards moves him forward and backward, while pushing Left / Right will turn him through 180°. Pushing Jump will make him jump down from the rope / cable / pole.

Additionally, when in Deadside, Shadow Man is able to climb otherwise inaccessible areas by using the Poigne. At any stage during hanging or climbing, Mike / Shadow Man may activate Snipe mode, quick draw, and holster.

Note: When using the Poigne or hanging from a rope/cable/pole, it will not be possible for Mike / ShadowMan™ to move if either hand contains an object.

SWIMMING

When Mike / Shadow Man is submerged, he'll tread water automatically – using the movement controls allows him to wade. Pushing Jump will cause him to dive below the water's surface and start swimming. While swimming, Jump is used to propel Mike / Shadow Man through the water.

To climb out of the water, pushing Forwards in front of a low enough ledge will allow him to grab hold. Note that it is possible to use various weapons and objects while swimming.



AIR SUPPLY

Mike's Air Supply is always incremented whenever his head is out of water. With his head underwater, it will steadily diminish until he restores his Air Supply by getting his head back into the air. With no Air Supply remaining, Mike will drown. Shadow Man is not restricted by an Air Supply, and can survive underwater for an unlimited period.

CAMERA CONTROLS

The camera can be moved to any of 18 preset positions relative to Mike / Shadow Man. Pushing Camera Rotate Left or Camera Rotate Right rotates the camera to any 1 of 6 preset rotations. Pushing Camera Dolly In or Camera Dolly Out dollies the camera closer / further to any one of three preset positions.

DEFAULT CONTROLS

KEYBOARD CONTROL SUMMARY

IN-GAME

MOVEMENT

Forwards



Backwards



Left



Right



MOVEMENT FUNCTIONS

Snipe



Strafe



Strafe Left



Strafe Right



Crouch



ACTIONS

Jump



Left Hand/Quick Draw & Fire



Right Hand/Quick Draw & Fire



Action	
Holster/Draw	LEFT
CAMERA	
Camera Functions	
Camera Dolly In	+
Camera Dolly Out	+
Camera Rotate Left	+
Camera Rotate Right	+
OPTIONS	
Inventory	
Options	
Quick Draw	
Quick Save	

INVENTORY SCREEN

SELECT ITEM	
Up	
Down	
Left	
Right	
USE ITEM	
Left Hand	
Right Hand	
Inventory Use Item	
OPTIONS	
Exit Inventory	

MENUS

CHOOSE MENU ITEM	
Up	
Down	
MODIFY MENU ITEM	
Left	
Right	
CONFIRM MENU ITEM	
Select Item	

BACK / EXIT SCREEN

Back

JOYSTICK CONTROL SUMMARY

IN-GAME

MOVEMENT

Forwards	JOYSTICK UP
Backwards	JOYSTICK DOWN
Left	JOYSTICK LEFT
Right	JOYSTICK RIGHT

MOVEMENT FUNCTIONS

Snipe/Break	BUTTON 6
Lock-on Strafe	BUTTON 7
Crouch	BUTTON 5

ACTIONS

Jump	BUTTON 2
Left Hand/Quick Draw & Fire	BUTTON 3
Right Hand/Quick Draw & Fire	BUTTON 1
Action	BUTTON 0
Holster/Draw	BUTTON 4

CAMERA

Camera Functions	BUTTON 9
Camera Dolly In	BUTTON 9 + JOYSTICK UP
Camera Dolly Out	BUTTON 9 + JOYSTICK DOWN
Camera Rotate Left	BUTTON 9 + JOYSTICK LEFT
Camera Rotate Right	BUTTON 9 + JOYSTICK RIGHT

OPTIONS

Inventory	
Options	BUTTON 10

INVENTORY SCREEN

SELECT ITEM	
Up	JOYSTICK UP
Down	JOYSTICK DOWN
Left	JOYSTICK LEFT



Right	JOYSTICK RIGHT
USE ITEM	
Left Hand	BUTTON 3
Right Hand	BUTTON 2
Inventory Use Item	BUTTON 1
OPTIONS	
Exit Inventory	BUTTON 9

MENUS

CHOOSE MENU ITEM	
Up	JOYSTICK UP
Down	JOYSTICK DOWN
MODIFY MENU ITEM	
Left	JOYSTICK LEFT
Right	JOYSTICK RIGHT
CONFIRM MENU ITEM	
Select Item	BUTTON 0
BACK / EXIT SCREEN	
Back	BUTTON 1

MOUSE CONTROL SUMMARY

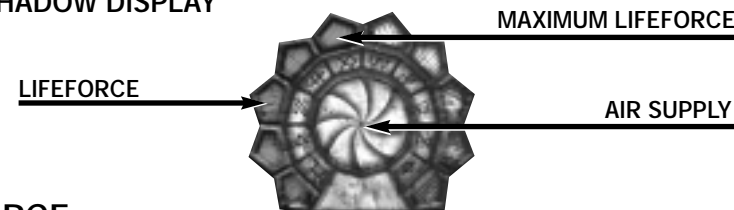
IN-GAME

X Axis	UNASSIGNED
Y Axis	ROTATE
Wheel Axis	UNASSIGNED
Reverse Y Axis	OFF
Left Hand	BUTTON 1
Right Hand	BUTTON 2
Action	BUTTON 3
Crouch	BUTTON 4

THE SHADOW DISPLAY

This is the on-screen pop-up display that appears in one of two forms, depending upon whether our hero is in his Mike or Shadow Man persona.

MIKE'S SHADOW DISPLAY



LIFEFORCE

The LifeForce display comprises the outer edge of the Shadow Display, and is made up of 10 individual segments. Mike / Shadow Man's LifeForce appears as a bright red arc on this display.

MAXIMUM LIFEFORCE

At the start of the adventure, Mike / Shadow Man's maximum LifeForce is limited to only 5 of the total 10 segments of the display. By visiting certain voodoo altars around Deadside, Shadow Man can make offerings to the loa (voodoo gods) that will increase this maximum.

AIR SUPPLY

This display is only relevant to Mike, since, unlike Shadow Man (who is already dead), spending too much time underwater without coming up for air causes Mike to eventually drown. With a full Air Supply, the display appears as a solid blue disc, slowly diminishing when the Air Supply begins to run out. Should Mike's Air Supply completely run out, he will drown. If Mike manages to get his head above water, his Air Supply will begin to replenish.

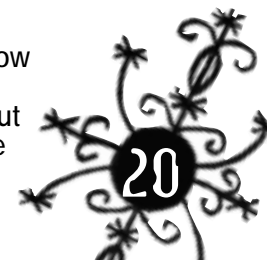
SHADOW MAN'S SHADOW DISPLAY



Shadow Man's version of the Shadow Display differs from that of Mike's in that the hub area graphic contains a representation of the Shadowmask and two narrower arcs depicting Shadow Power and Voodoo. Shadow Man's™ LifeForce arc is exactly the same as Mike's.

SHADOW LEVEL

This purple double-arc represents Shadow Man's™ current Shadow Level. Shadow Man begins the adventure without any Shadow Levels, but by the progressive collection of Dark-Souls throughout the game he can increase it to its maximum 10, filling in all of the large double-sized segments within the hub area of the Shadow Display with purple.



SHADOW POWER

The innermost of the two narrow arcs is Shadow Power, and depicts the power of the Shadowmask during **Shadow Man's™** special context-sensitive Shadowmask actions, and the power of his signature weapon, the ShadowGun.

When the player is controlling **Shadow Man** and holds down the relevant control (**Left Hand / Right Hand**) to power up the ShadowGun, the level of Shadow Power is seen as a bright white-green steadily rising arc overlaid on top of the inner arc of the purple Shadow Level Display. This continues until the maximum level is reached (limited by **Shadow Man's™** current Shadow Level).

When the player releases the control at any time during this 'powering up' process, the ShadowGun is fired with the level of Shadow Power currently shown on the display.

CONTEXT-SENSITIVE ACTIONS

Certain special context-sensitive actions involve channeling the powers of the Shadowmask into things other than the ShadowGun (such as the consoles that open up the Coffin Gates) by pressing the **Action** button in the vicinity of the object.

During this channeling sequence, the Shadow Display reflects the channeling of Shadow Power as it does for the ShadowGun. Sometimes such actions may fail because **Shadow Man** does not have a high enough Shadow Level. To successfully complete the action, **Shadow Man** must increase his Shadow Level (by collecting more Dark Souls).

VOODOO

The outermost of the two narrow arcs represents the current level of Voodoo, the power that **Shadow Man** uses to power Voodoo weapons and items other than the ShadowGun.

In simple terms, this is a kind of 'Voodoo battery-power', displayed as a golden arc that overlays the outer part of the purple Shadow Level display. Voodoo Power is depleted by **Shadow Man's™** use of Voodoo items and weapons, each draining Voodoo Power according to its own rules.

Shadow Man's begins the adventure without any voodoo, which increases with the collection of Voodoo Skulls (again, this is limited by **Shadow Man's™** current Shadow Level).

QUEST ITEMS

NETTIE'S FILE

Produced by Private Investigator Thomas Deacon, this file contains important information on the serial killers.

THE SHADOWGUN

Mike / **Shadow Man's™** basic weapon, appearing as a handgun in Liveside, and a wraith-spitting death-bringer in Deadside. The two incarnations are as follows:



HANDGUN

Fires an unlimited ammo supply, lacks the ability to slay the undead but does keep them occupied while Mike beats a hasty retreat.



THE SHADOWGUN

The Deadside equivalent of Mike's Handgun, it fires wraiths that issue screaming from the barrel and allows **Shadow Man** to channel his Shadow Power into his enemies to tear the souls from their bodies.

Should the ShadowGun be used to deal out the killing blow on an enemy, it will die, leaving behind a LifeForce Energy, which may be collected to replenish **Shadow Man's™** LifeForce.

Some enemies in the game have 'Dark Souls' within them, which makes them immortal. Because the ShadowGun's wraiths tear the soul from the creature's body it is the only weapon in the game capable of finishing an otherwise immortal Dark Soul creature.

The size and hit strength of the shots fired by the ShadowGun are determined by the level of Shadow Power used to fire the shot. Holding **Left Hand / Right Hand** increases the level of Shadow Power until the button / key is released – this fires the ShadowGun with the appropriate level of Shadow Power. The maximum strength of shot is governed by the current Shadow Level.

LUKE'S TEDDY BEAR

Given to Mike by Nettie at the very start of the adventure, the Teddy Bear represents the link between Mike and his dead brother Luke. By focusing on it, Mike can pass across the veil into Deadside.

This is first used by Mike to travel between the Louisiana Swampland and Deadside via the Teddy Bear Screen. As **Mike / Shadow Man** visits other areas, additional 'memories' of those locations are added to the Teddy Bear Screen. This means that by the end of the adventure **Mike / Shadow Man**, can instantaneously travel between all of the major locations.

BASIC WEAPONS

The following weapons are operable only in Liveside – they cannot be used in Deadside since they are real world, physical items.



SHOTGUN

The Shotgun is a powerful secondary weapon for Mike, and there are two of them to be found during the adventure. The Shotgun has limited ammunition, replenished by collecting shotgun ammunition pickups.



MP-909

Another secondary weapon, the MP-909 submachine gun adds rapid firepower to Mike's arsenal. As with the shotgun, the MP-909 is limited in ammunition, and so Mike must collect 9mm ammunition clips.

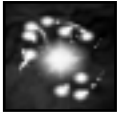


0.9-SMG

The third of Mike's additional secondary weapons is the all-powerful 0.9-SMG which, like the MP-909, requires the collection of 9mm ammunition clips in order to maintain a healthy rate of fire.



COLLECTABLE ITEMS



LIFEFORCE ENERGY

LifeForce Energy is released whenever a creature is killed with the ShadowGun (providing that creature does not contain a dark soul), or whenever certain receptacles, such as pots and barrels, are destroyed. Depicted as a particle swirl, it rapidly dwindles if not collected in time.



SKULLS

Skulls can be found in many areas throughout the adventure, though most are contained within receptacles such as pots and barrels (as with LifeForce energy, these need to be destroyed to release the collectable within). Collecting Skulls increases Shadow Man's™ Voodoo level, used to power the Voodoo Weapons.



DARK SOULS

These form the backbone of the adventure, and it is up to Shadow Man to collect these before Legion does. Collecting multiple Dark-Souls increases Shadow Man's™ Shadow Level, and as Shadow Man takes more Dark-Souls, he can go further into the adventure.



CADEAUX

These are small pots, gift offerings to the Loa. Their use remains something of a mystery...



SHOTGUN AMMUNITION

These small boxes of shotgun ammunition must be collected in order to use the shotgun. Each box contains 6 shotgun cartridges. With only one shotgun, the maximum is 50 cartridges, increasing to 99 when two shotguns have been collected.



VIOLATOR AMMUNITION

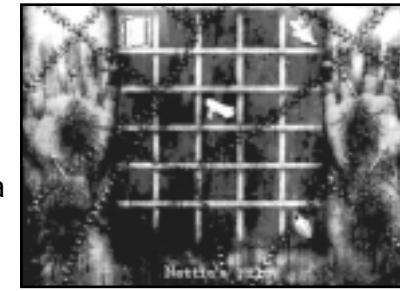
In order to function, the Violator requires Mike / Shadow Man to collect certain ammunition cartridges. Each cartridge contains 20-40 violator rounds, with a maximum of 999 rounds.



9MM AMMUNITION

This ammunition is depleted by both the MP-909 and the 0.9-SMG weapons, and must be collected to use either one. Each cartridge contains 20 9mm rounds. With only one 9mm weapon, the maximum is 200 rounds, increasing to 400 when both 9mm weapons have been collected.

INVENTORY & OBJECT HANDLING



The Inventory screen shows all of Mike / Shadow Man's™ accrued objects, represented by icons in a large grid. Items in Mike / Shadow Man's™ Left and Right hands / holsters are also displayed.

Note: At the beginning of the adventure, the only item present in the Inventory is Nettie's File.

To place an item in either hand, move the cursor over the appropriate item and press the Left Hand or Right Hand button. If the destination hand is full, the item in the hand will be put back into the grid and the new item put into the destination hand. If the destination hand is empty but the accompanying holster is full, the item in the holster will be put back into the grid and the new item put into the destination hand.

To place an item in either holster, move the cursor over the appropriate item and press Holster + Left Hand or Holster + Right Hand button. If the destination hand is full, the item in the hand will be put back into the grid and the new item put into the destination holster. If the destination hand is empty but the accompanying holster is full, the item in the holster will be put back into the grid and the new item put into the destination holster.

Selecting an empty space on the grid and pressing Left Hand / Right Hand or Holster + Left Hand / Holster + Right Hand will clear the appropriate hand and holster of any items.

A red cursor denotes an object cannot be used – this can be for a number of reasons but, most commonly, it occurs when Mike or Shadow Man attempt to use Deadside or Liveside objects respectively.

Note: If Mike / Shadow Man is hanging or climbing using the Poigne, the Inventory Screen will prevent both hands being loaded with items and, therefore, only one hand may contain items during these maneuvers.

If the cursor is over a non-hand-held item, such as Nettie's file, pressing Left Hand, Right Hand, or Action will jump to the relevant object's screen / activate relevant context sensitive action (regardless of the hand's contents).



TEDDY BEAR

Once Mike has met Nettie for the first time in The Louisiana Swampland, he is given his late brother Luke's Teddy Bear, which, because of its connection to Luke, allows Mike to travel to Deadside and become the Shadow Man.

When used from the Inventory, the Teddy Bear brings up a screen that shows a number of 'memories' – small iconic screenshots representing significant landmarks within the game.

Selecting a memory using the on-screen cursor allows Mike / Shadow Man to transport to that landmark using his powers. Additionally, the number of Dark Souls collected / required for that level are also shown, along with the total number of Dark



Souls collected / required for the entire adventure.

At the beginning of the adventure, icons will only be visible for the church interior in The Louisiana Swampland (where Nettie is, so the player can get back to her quickly) and the Deadside Marrow Gates (where Jaunty is, so the player can find him quickly too).

As the player explores more of the game uncovering significant landmarks (depicted by the Teddy Bear images which materializes during the adventure), more icon memories are added to the screen.

This means that by the end of the game the player will have a complete set of locations which they can easily and quickly jump between by using the Teddy Bear, but will have had to visit first to earn.



NETTIE'S FILE

At the beginning of the Adventure, Nettie's File is the only item in Mike / Shadow Man's™ possession, given to him by Nettie during their nighttime rendezvous at the Wild at Heart.

The file contains information compiled at Nettie's request by a Private Investigator, Thomas Deacon, on five serial killers.

Accessing the information contained within the file – indeed, any book which Mike or Shadow Man collects during the adventure – is relatively simple. When the item is used from the Inventory screen, the direction controls allow access to the various pages and sections (if applicable).

All such books and documents will remain in the inventory for the duration of the adventure – once collected, they cannot be taken or lost, providing a constant source of reference which is accessible at any time.

DEATH & REINCARNATION

**And deeper still,
the morbid mystery entwines.
What love i ever had for life should find its
place in here – locked within a
cankered cell, beset by madmen,
chained to hell**

Guy Miller, Deadside Dreams

Essentially, it is not possible for either Mike or Shadow Man to 'die' in the traditional sense. Should Mike's LifeForce be exhausted, he passes across the veil into Deadside – here he becomes Shadow Man, who then has the power to return to the world of the living (Liveside) as Mike.

If Shadow Man dies in Deadside then he returns to the start of the level he is in (unless he has triggered a Teddy Bear 'memory', in which case he will start from there).

If Mike / Shadow Man dies in Liveside, he returns to the schism

from which he entered Liveside. Should Mike die in the Louisiana Swamp, the first level of the game, he will be taken to the Deadside Marrow Gates.

GETTING STARTED

Shadow Man is an immensely complex and non-linear adventure and, as such, it is inevitable that the less inquisitive might experience the odd hurdle. In order to keep the gameplay satisfying and fulfilling, for most of the adventure you'll be completely on your own. Luckily, traversing the Louisiana Swamp will have taught you all the fundamental skills required to tackle the rest of the game.

However, just in case the Swamp itself is proving just a little too lateral for your liking, here are a few tips and pointers to combat some of the more common problems, mistakes, and oversights.

WHERE IS MY GUN?

Mike begins the adventure without any items in his possession, aside from Nettie's File (which is a source of extremely valuable information and should be read through carefully). The first goal is to find Nettie who, as she says in the introductory sequence, is waiting for you in the church on the hill.

I CAN'T FIND THE CHURCH!

The church is situated on the top of the hill, overlooking the entire swamp. There is a distinct one-way route to the church, so keep running, climbing, and jumping and you'll soon arrive.

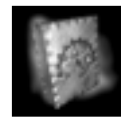
I'VE SPOKEN TO NETTIE. NOW WHAT?

At this point, you are free to explore the rest of the swamp to discover the remainder of its secrets and tackle the rest of its inhabitants. To progress with the adventure, however, you should use Luke's Teddy Bear to go Deadside, as Nettie advises.

I'M DEEPER INTO THE ADVENTURE. NOW WHAT?

Try speaking to Nettie or Jaunty first. If you're still stuck, try visiting areas you've been to already, with any new items or powers you have attained, and study any documents for clues. If all else fails, the following sections will shed even more light on the various tasks and objects which lie ahead.

PROPHECY ITEMS



THE PROPHECY

Hidden within the Paths of Shadow, The Prophecy contains a letter from Maxim St. James (one of the previous Shadow Men), detailing an ancient prophecy of the apocalypse. This is portrayed as a series of tarot-like cards packed with background details. It can be 'read' from the Inventory Screen just like Nettie's File and Jack's Journal.



THE GAD

The Gad are special markings (voodoo tattoos), which only appear on Shadow Man. There are three types, giving him certain special abilities which all allow access to previously inaccessible areas. The gads are awarded on completion of specific trials within the Temples.



'Toucher' allows him to touch fiery objects and perform certain fire-related actions, such as hanging on to burning ledges. 'Marcher' allows Shadow Man to walk over hot coals and fire. Finally, 'Nager' gives him the ability to submerge in lakes of burning liquids and walk through sheets of fire.



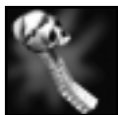
THE POIGNE

These are special wristlets which, once collected, allow Shadow Man to climb the Bloodfalls in Deadside, and as such they cannot be used by Mike.

VOODOO WEAPONS

These are arcane weapons powered by Voodoo (which they deplete at rates dependent on their actions), and can only be used by Shadow Man. With a greater damage capacity than the ShadowGun, they are weapons of mass destruction; dealing out the killing blow with a Voodoo Weapon will totally disintegrate the enemy, leaving no LifeForce behind.

For enemies containing immortal Dark Souls, Voodoo weapons will only incapacitate them long enough for their soul to be taken using the ShadowGun. Additionally, all but the Asson and Enseigne have dual purposes.



ASSON

The Asson is the sacred rattle of the voodoo priestess. It fires long-range burning voodoo skulls.



BATON

This is a short spear which uses Voodoo to jab enemies and inflict damage on them. It also has a second, more powerful use...



FLAMBEAU

When carried openly, the Flambeau acts as a torch to illuminate the surrounding area, using Voodoo to fuel its light. It can be fired, though this uses vast amounts of voodoo. It can also be used to burn through special barriers in the Deadside areas.



MARTEAU

This artifact is a voodoo jawbone drumstick which uses Voodoo to create 'shockwaves' at floor level. The fiery tendrils which issue from the point of impact will seek out and inflict damage on enemies.



CALABASH

A small gourd that allows Shadow Man to channel voodoo. When activated, Shadow Man tips the gourd over at floor height, causing a massive localized explosion of Voodoo power.



ENSEIGNE

This small shield uses Voodoo to project a fiery voodoo shield around Shadow Man. If used carefully, it can prove highly useful in deflecting enemy attacks.

REAL-WORLD ITEMS

These objects appear in Liveside to solve real-world problems. They will only function in the Liveside levels so, for instance, it's impossible to use the Flashlight to illuminate areas of Deadside.



FLASHLIGHT

This is useful for illuminating darkened rooms and corridors throughout Liveside.



PRISON KEY CARD

This is a master security card that will allow access to many of the high security areas within the prison.

ASYLUM ITEMS

Mechanical creations designed within the Asylum to operate in the real world, the Asylum objects work in both our world and the netherworld, and can be used by both Mike in Liveside and Shadow Man in Deadside.



VIOLATOR

This is a devastating, arm-mounted swirling razorgun; a multiple-shot, long-range weapon, it fires massive bursts of Asylum-fashioned projectiles. The only limitation is ammunition – Violator Ammunition Cartridges are a limited commodity. Potentially it can hold up to 999 shots.



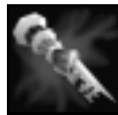
ACCUMULATOR

These are large, black Asylum power cells, throbbing with some dark power. There are five located in the Liveside areas. Ultimately, they must be used somewhere within the Asylum.



JACK'S JOURNAL

This is the diary of Jack the Ripper, as seen in the introductory sequence, and holds the secrets of the Asylum.



ENGINEER'S KEY

This is a lethal-looking, arm-mounted device that is used as an all-purpose key within the Asylum to open doors and flick switches.

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