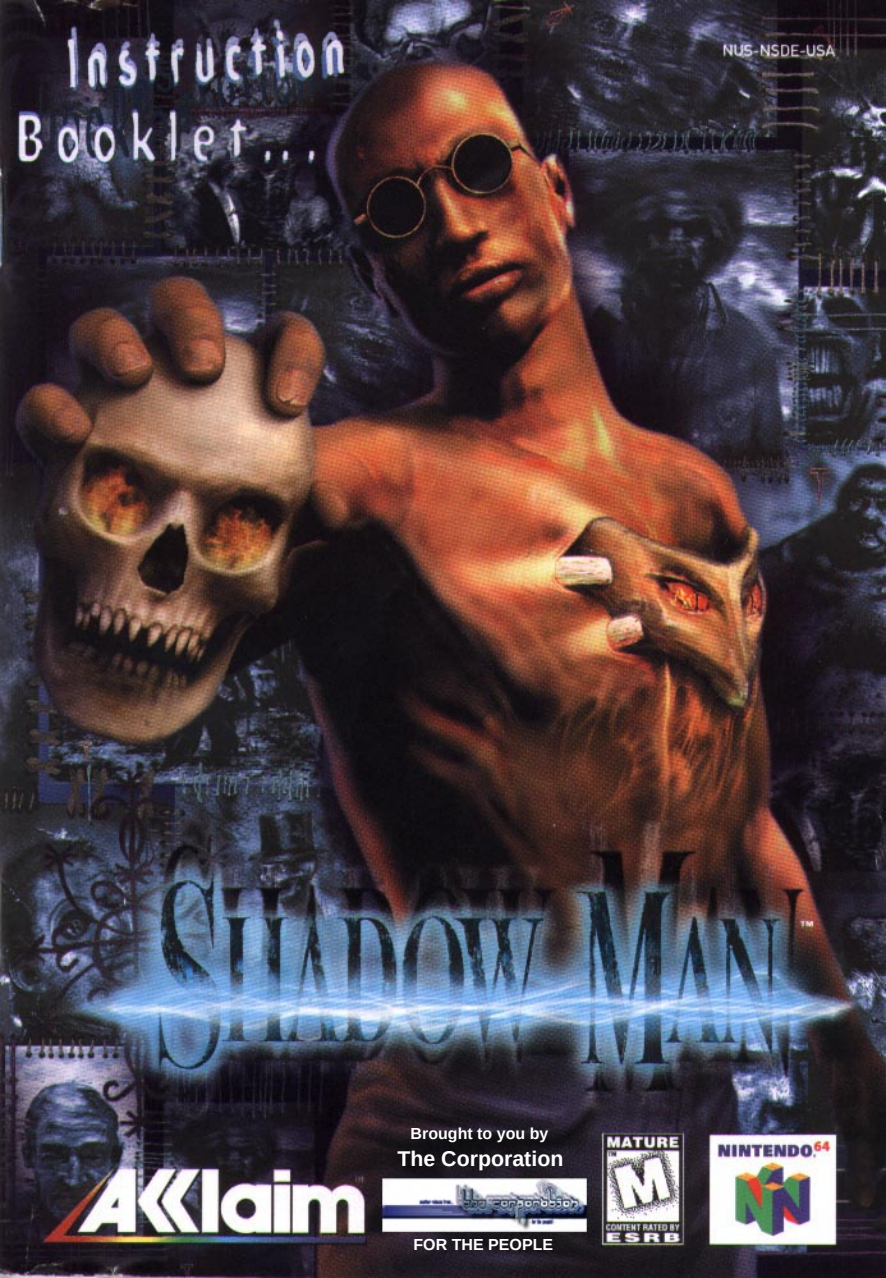
Instruction Booklet...

NUS-NSDE-USA



SHADOW MAN™

Brought to you by

The Corporation

FOR THE PEOPLE

Acclaim

MATURE M CONTENT RATED BY ESRB

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

WARNING:PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

Table of Contents

Loading 2
Introduction 3
Characters 5
Menus 10
Options 10
Controls 13
ShadowDisplay 18
Quest Items 20
Weapons 21
Pick Ups 22
Inventory & Object Handling 23
Nettie's File 24
Asylum Items 29
Credits 30

CONTROL STICK FUNCTION



The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons.**

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo 64™ Control Deck.
2. Insert your Shadow Man™ Nintendo 64 Game Pak™ into the Control Deck™ as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

Note: Shadow Man is for up to 1 player.

4. If you wish to save a game, insert a Nintendo Controller Pak™ (sold separately).
5. Slide the POWER switch to ON. **(Important: make sure not to touch the Control Stick when doing so).**

This game is compatible with the Controller Pak™ and Rumble Pak™ accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

This game is compatible with the Nintendo 64 Expansion Pak™. Before using the Nintendo 64 Expansion Pak, please read the Nintendo 64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Nintendo 64 Game Paks displaying the Nintendo 64 Expansion Pak icon will take advantage of the additional memory features of the Nintendo 64 Expansion Pak. Look for this icon on specially designed games.

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, funeral palaces, trudging over blasted plains, putrid with morbid vegetation.

This is the place known as Deadside.

For many thousands of years, the ShadowMen 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 graduate turned hired assassin. Operating within the mephitic, seedy underworld of New Orleans, Mike has the ability, at will, to cross over 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 that has 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 course and spent his remaining college fund on drink and gambling, this failed English literature student worked as a taxi driver in Chicago, keeping secret his failure from his family. That was until one 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 and tracked him down to New Orleans 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 traveling. 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 zombi 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 zombi-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 utilize is Luke's Teddy Bear. This token of his late brother links him to the world of the Dead, and by focussing 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 return to the world of the Living as Mike).

WEAPONRY: Mike's weaponry in the real world initially comprises a Handgun, plus a limitless number of clips. As such, 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 which 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 ShadowMen of ancient times were African warriors blessed by the gods with supernatural powers to protect their native tribes emanating from the spiritual plane known as Deadside. With the advent of slavery the lineage of the ShadowMen 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 Mystéres) to empower the wearer of the Mask to access the supernatural might of the Shadowmen 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 and 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 truly a slave to 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 Gads) 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 using the Shadowgun to discharge various types of unpleasant mayhem on its 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' which not only increases his ability to wield the Shadowgun, but also the voodoo weapons and items as well as giving him more power to channel into game world objects.



MAMA 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 whom unfortunately became involved in Nettie's schemes.

Although incredibly powerful, Nettie cannot travel to Deadside, the world of the Dead, 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 that exists between Nettie and the Shadow Man. Shadow Man must get 'romantically involved' 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. Her purpose in the game is to provide 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 with 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 combination of a serpent with a skull for a head. His real world body being 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 **START** to access the Main Menu.

NEW ADVENTURE: Allows you to start a completely new game. Press **START** or the **A BUTTON** to begin. Choose **BACK** to go back to the Main Menu.

RESTORE ADVENTURE: Allows you to restore a previously saved adventure. Choose **LOAD** and use ↑ and ↓ to select a saved game, then press **START** or the **A BUTTON** to begin. Choose **BACK** to go back to the Main Menu.

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

Options

The following options are available:

IN-GAME OPTIONS: Takes you to the In-Game Options menu.

CONTROLLER CONFIGURATION: Takes you to the Controller Configuration screen.

MANAGE THE CONTROLLER PAK: Takes you to the Controller Pak Menu Screen.

BACK: Return to the Main Menu.

In Game Options

The following options are available:

BRIGHTNESS: Allows you to adjust the brightness setting for the in-game screen display. Use ← and → to adjust the level from 0-100.

OVERLAY OPACITY: Allows you to change the transparency of the Shadow Meter and status displays. Use ← and → to adjust the level from 0-255.

SHADOWMETER: This option allows you to choose whether or not the Shadow Display is always on-screen, or appears only when needed. Use ← and → to toggle between **ON** and **AUTOHIDE.**

REVERSE SNIPE: This function reverses the direction of the **UP** and **DOWN** controls during Snipe mode. Turned **ON**, pushing **UP** causes Mike / Shadow Man to look **DOWN**, and vice-versa. Use ← and → to toggle **ON** or **OFF.**

SOUND EFFECTS: Allows you to change the volume level for all sound effects and cut-scene audio. Use ← and → to adjust the level from 0-100. **Note: Setting the volume to zero effectively turns OFF the sound effects.**

BACKGROUND AUDIO: Allows you to change the volume level for all background music. Use ← and → to adjust the level from 0-100. **Note: Setting the volume to zero effectively turns OFF the music.**

RESOLUTION: If you have a Ram Expansion Pak, you can choose to play the game in a higher resolution. Use ← and → to toggle between **LO-RES** and **HI-RES.**

BACK: Return to the Options screen.

Controller Configuration

This screen allows you to change the current controller configuration.

STYLE: Use ← and → to select the required controller style.

BACK: Return to the Options screen.

Controller Pak Menu Screen

This screen allows you to conveniently manage the files contained on your Controller Pak before the game begins.

DELETE: Allows you to delete files from the Controller Pak. Use ↑ and ↓ to select a saved game, then press **START** or the **A BUTTON** to **DELETE** (you will be asked to confirm).

BACK: Return to the Options screen.

Pause Mode



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

Under the level name, the number of Dark Souls collected/remaining on the current level and total number of Dark Souls collected/remaining are shown underneath. 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.

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

IN-GAME OPTIONS: Takes you to the In-Game Options screen. All configurable settings from the Main Menu Options screen are present, apart from the Resolution setting. See **OPTIONS** for more information.

CONTROLLER CONFIGURATION: Select from 4 pre-set control schemes.

SAVE ADVENTURE: Allows you to save the current game. Choose **SAVE** and use ↑ and ↓ to select a save game slot, then press **START** or the **A BUTTON** to save. Should the chosen slot already contain a save, you will be asked to confirm. To delete a saved game, choose **DELETE** and use ↑ and ↓ to select the desired slot, then press **START** or the **A BUTTON** to delete. Select **BACK** to exit back to the Pause Menu.

RESTORE ADVENTURE: Allows you to restore a previously saved adventure. Choose **LOAD** and use ↑ and ↓ to select a saved game, then press **START** or the **A BUTTON** to begin. Select **BACK** to exit back to the Pause Menu.

QUIT: Allows you to exit the game and return to the Main Menu. At the "Quit Current Game?" prompt, use ↑ and ↓ to choose **YES** or **NO.**

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.

Quick-Draw and Fire

Providing Mike / Shadow Man does not have his Handgun / Shadowgun drawn, and the relevant hand is empty, pressing **Left Hand** or **Right Hand** will Quick-Draw and fire the Handgun / Shadowgun.

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 **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** (applicable only in certain controller configurations) 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 enemies are 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

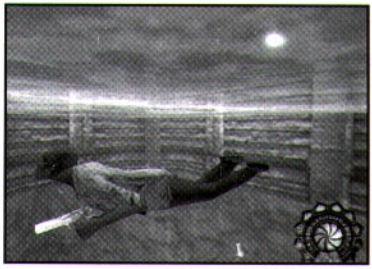
Once Mike / Shadow Man has grasped hold of a ledge (for which he must have at least one hand empty), he will hang from it. In this position, he can not only climb up and over, but also to work his way along it and snipe at enemies. Pushing **Jump** while hanging makes him take a big leap backwards from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

Note: When using the Poigne or hanging from a rope/cable/pole, it will not be possible for Mike / Shadow Man 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 one of eighteen preset positions relative to Mike / Shadow Man. Pushing **Camera Pan Left** or **Camera Pan Right** rotates the camera to any one of six preset rotations. Pushing **Camera Zoom In** or **Camera Zoom Out** dollys the camera closer / further to any one of three preset positions.

DEFAULT CONTROLS

Note: The following controls are based on the default 'Classic' configuration. Controls available in other configurations may vary.

IN-GAME

MOVEMENT

Forwards	CONTROL STICK UP
Backwards	CONTROL STICK DOWN
Left	CONTROL STICK LEFT
Right	CONTROL STICK RIGHT

MOVEMENT FUNCTIONS

Snipe / Break Lock-On Strafe	UP C BUTTON
Strafe	R BUTTON
Crouch	DOWN C BUTTON

ACTIONS

Jump	A BUTTON
Left Hand / Quick Draw & Fire	Z BUTTON
Right Hand / Quick Draw & Fire	B BUTTON
Action	LEFT C BUTTON

CAMERA

Camera Zoom In	CONTROL PAD UP
Camera Zoom Out	CONTROL PAD DOWN
Camera Pan Left	CONTROL PAD LEFT
Camera Pan Right	CONTROL PAD RIGHT
Camera Reset	L BUTTON

OPTIONS

Inventory	RIGHT C BUTTON
Pause / Options	START BUTTON

MENUS

CHOOSE MENU ITEM

Up	CONTROL PAD / CONTROL STICK UP
Down	CONTROL PAD / CONTROL STICK DOWN

MODIFY MENU ITEM

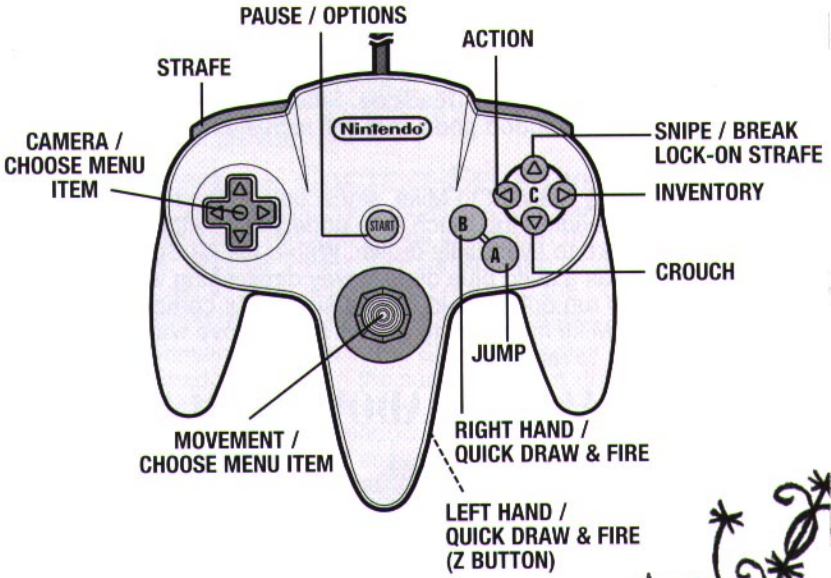
Left	CONTROL PAD / CONTROL STICK LEFT
Right	CONTROL PAD / CONTROL STICK RIGHT

CONFIRM MENU ITEM

Select Item	A BUTTON

BACK / EXIT SCREEN

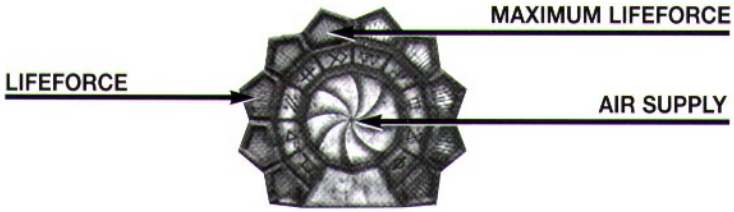
Back	B BUTTON



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 may 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 of 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 is 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 may increase it to its maximum 10, filling in with purple all of the large double-sized segments within the hub area of the Shadow Display.

Shadow Power

The outermost 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 / blue steadily rising arc overlaid on top of the outer arc of the purple Shadow Level Display. This continues until the maximum level is reached (limited by Shadow Man's current Shadow Level).

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

Shadow Power – Context-Sensitive Actions

Certain special context-sensitive actions involve channeling the powers of the Shadowmask into things other than the ShadowGun. In these instances, Shadow Power is channeled into an object in the environment, 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 in the same way as it does for the ShadowGun. Sometimes such actions may fail because Shadow Man does not have a high enough Shadow Level to channel enough Shadow Power into the item. To successfully complete the action, Shadow Man must increase his Shadow Level (by collecting more Dark Souls).

Voodoo

The innermost 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 inner part of the purple Shadow Level display. Voodoo Power is depleted by Shadow Man's use of Voodoo items and weapons, draining Voodoo Power according to their 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

The Liveside version of the ShadowGun, firing an unlimited supply bullets, it 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, and as such, 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 by utilizing 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, unlike the Handgun, is limited in ammunition, replenished by collecting up 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.



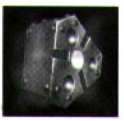
CADEAUX

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.

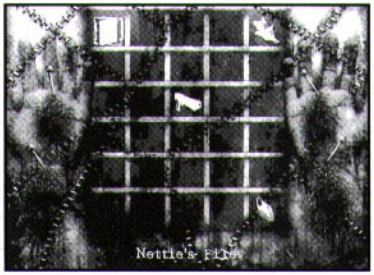


9MM AMMUNITION

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

INVENTORY & OBJECT HANDLING

The Inventory screen shows all of Mike / Shadow Man's accrued objects, represented by a icons in a large grid.



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.

Selecting an empty space on the grid and pressing **Left Hand / Right Hand** will clear the appropriate hand 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, 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 (see screenshot above) 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 from 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 by a Private Investigator, Thomas Deacon, who has gathered information, at Nettie's request, on five serial killers.

Accessing the information contained within the file – indeed, any book which Mike or Shadow Man collect during the adventure – is relatively simple. When the item is used from the Inventory screen, the direction controls allow access between 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.

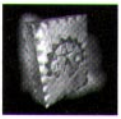
I'VE SPOKEN TO NETTIE. NOW WHAT?

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 Shadowmen), 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 GADS

These are special markings (voodoo tattoos), which only appear on Shadow Man. The Gad, of which there are three types, give 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. When used, 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, when fired, uses **Voodoo** to create 'shockwaves' at floor level – the fiery tendrils which issue forth 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

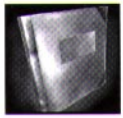
Mechanical creations designed within the Asylum to operate in the real world, the Asylum objects work in both our world and the netherworld, and, as such, can be used by both Mike in Liveside and Shadow Man in Deadside.



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, of which 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.

CREDITS

THE SHADOW MAN TEAM

ACCLAIM STUDIOS TEESSIDE

Game Design, Story & Level Design
Guy Miller & Simon Phipps

Project Managers
Nick Bagley
David Riley

Additional Design
Peter Hodbod
Mathew Ward

Programmers
Stuart McKenna
Dave De Pauw
Andrew Seed
Jonathan 'Fritz' Ackerley

AI Programming
John 'Squiggy' May

Extra Programming
Brian "Biscuit" Watson
Les Long
Neil Holmes

Lead Artist & World Building
Rees Ivatts

Creature Shop
Rob Nash
Steve Abrahart
Ian Mcburney

World Building
James O'Brien
Neil Hislop
Heather Calder
Alex Szeles
Rob Gray
Paul Docherty
Colin Mulhern

Character Animation
Billy Allison
Niel Bushnell
Neil Parkinson
Andy Wright

Cinematic Production
Patrick Ward

Additional Art
Colin Mulhern
James O'Brien
Alex Szeles

Music Composition & Sound FX
Tim Haywood

Motion Capture Actors
Gavin Betts
Richard Blane
Spencer Fearon
Guy Miller
Joe Miller
Tim Miller
Simon Phipps
Lizzie Wingham

Voice Artists
Mike / Shadow Man: Redd Pepper
Jaunty: Barry Meade
Nettie: Lani Milleni
Luke: Travis
Marco Cruz/Milton Pike: Corey Johnson
Legion/Dr. Victor Batrachian: Guy Miller
Jack The Ripper/Avery Marx: Simon Phipps

Additional Voices
Steve 'Von' Abrahart
Heather Calder
Paul Docherty
Lisa Haywood
Tim Haywood
Andrew Wright

Casting and Voice Producer
ALLINTHEGAME Ltd.

US Audio Production
Rick Fox

QA Manager
Dave Cleaveley

Game Testers
Jonny Heckley
Stephen Murphy
Paul Robinson

Game Manual
Andy Roberts

Administration
Stephanie Bagley
Louise Munro

Human Resources Manager
Roz Henderson

Finance Manager
Angela Atkinson

Operations Director
Frank Tindle

Operations Technician
Tim 'Corsica' Jennings

Technical Director
Rick Frankish

Art Director
Mike Muskett

Creative Director
Guy Miller

Director of Product Development
Jason Falcus

Managing Director
Darren Falcus

ACCLAIM ENTERTAINMENT, LTD. (UK)

PR Manager
Simon Smith-Wright

European Product Manager
Ned Browning

UK Marketing Manager
Simon Downing

European Product Coordinator
Harvey Elliott

Product Researcher
Alex Ward

ACCLAIM ENTERTAINMENT, INC. (NY)

Producer
Shawn David Rosen

Marketing
JP Carnovale
Don Jackson
Christina Recchio

Public Relations
Adam Kahn
Michelle Seebach

Consumer Services
Jason Brown
Danny Decarolis
Jack Scalici
Tara Schiraldi
Jack Shen
Brennen Vega

Creative Director
Scott Jenkins

European Project Supervisor
Lisa Koch

Graphic Artist
Bethany Pawluk

Quality Assurance Manager
Carol Caracciolo

QA Supervisors
Jeff Rosa
Dale Taylor

Senior Lead Analysts
Mike Patterson
Brian Regan

Lead Analysts
Mark Garone
Matt Canonico

Project Leads
Paul Johnson
Jen Simone

Assistant Project Leads
Daren Chencinski
Adam Davidson

Testers
Chris Rappo
James Dima
Josh Rogers
Joe Maiello

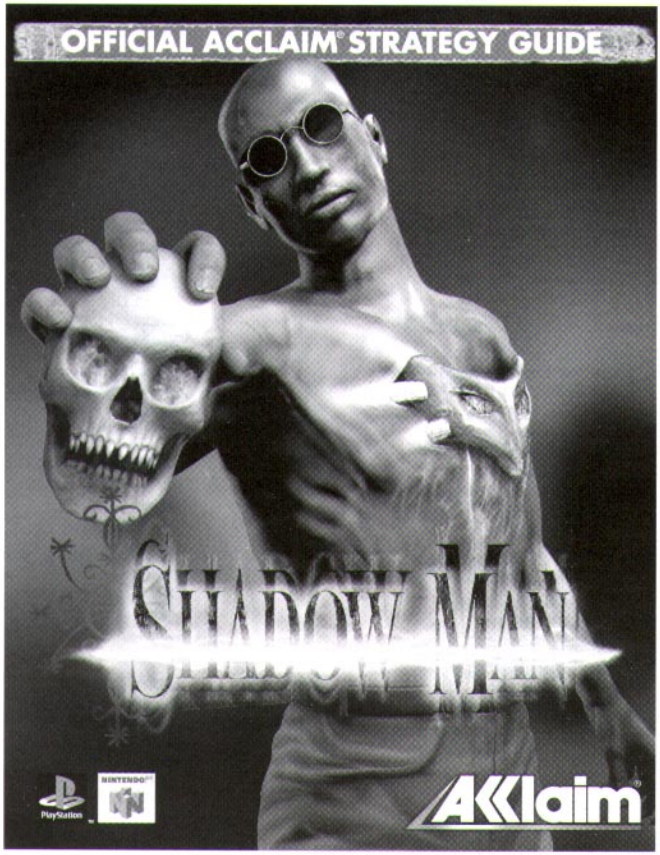
Technical Support Group
Ulises Batalla
Leigh Busch
Christopher Coppola
Kevin Denehy
Chris Frisone
Andrew Fullaytor
Chris Maher
David Pollick
Harry Reimer
Mike Sterzel
Chris Zino

Sr. Hardware Guru
John Zigmont

Hardware Tech.
Andy Basile

Network Support
Mike Delieto
Brian Donohue
Andy Skalka





GUIDES CAN BE ORDERED THROUGH OUR WEBSITE

www.acclaim.net

or by calling

(716) 461-4839, 9AM-7PM EST Monday through Friday

Acclaim®

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied.

Repairs/Service after Expiration of Warranty-If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept. (516) 759-7800
Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.
One Acclaim Plaza, Glen Cove, New York 11542-2777

ShadowMan™ and Acclaim® © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Teesside. All Rights Reserved. Re-Volt™ and Acclaim® © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios London. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza Glen Cove, NY 11542-2777.

www.acclaim.net



ACCLAIM ENTERTAINMENT, INC. ONE ACCLAIM PLAZA, GLEN COVE, NEW YORK 11542-2777. PRINTED IN USA