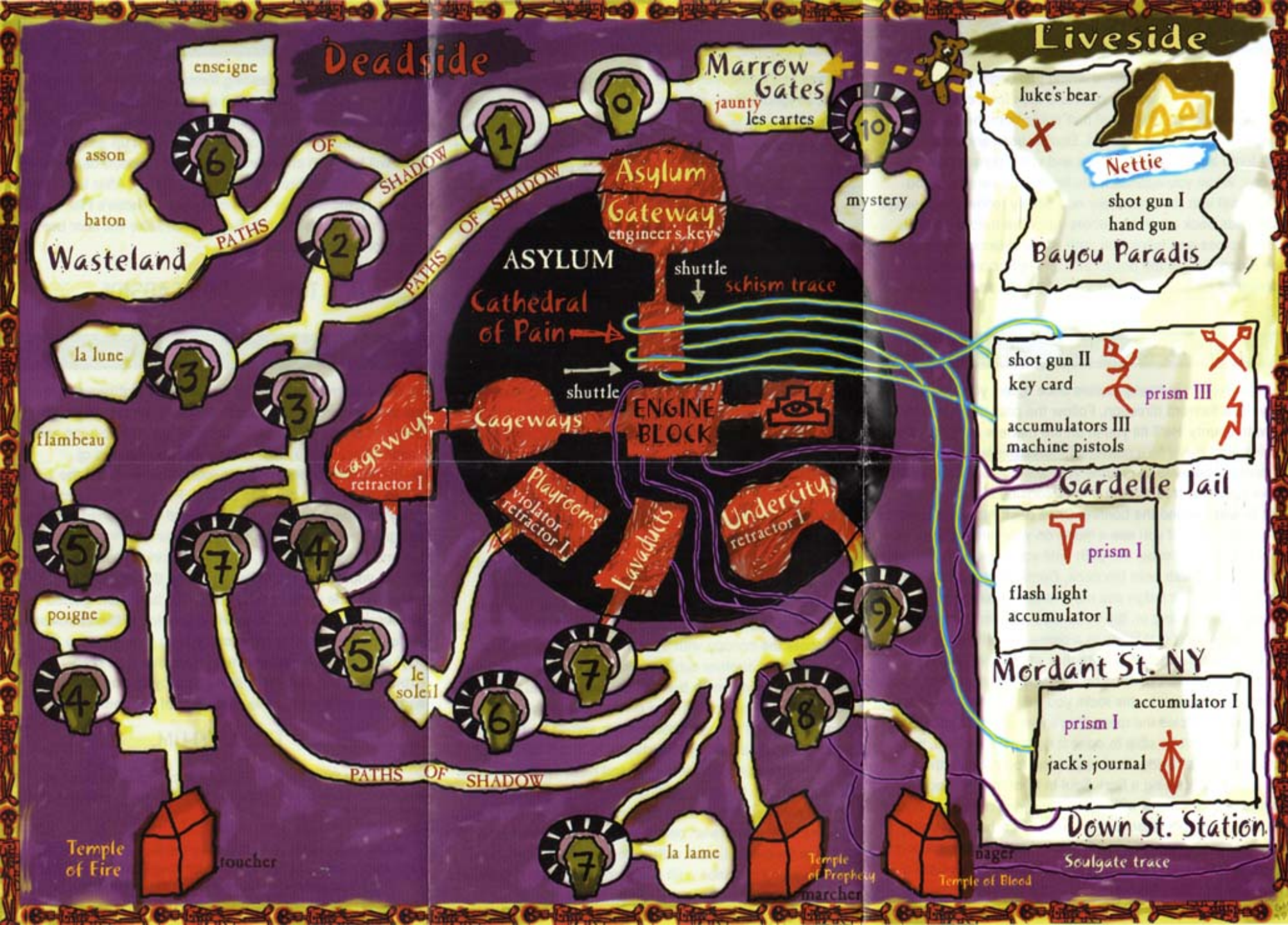

PlayStation
NTSC U/C
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CONTENT RATED BY
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SHADOW MAN
Acclaim


Deadside
Liveside
enseigne
Marrow Gates
jaunty
les cartes
luke's bear
Nettie
shot gun I
hand gun
Bayou Paradis
asson
baton
Wasteland
PATHS OF SHADOW
PATHS OF SHADOW
Asylum Gateway
engineer's key
mystery
ASYLUM
shuttle
schism trace
Cathedral of Pain
la lune
shuttle
shot gun II
key card
prism III
accumulators III
machine pistols
Gardelle Jail
flambeau
Cageways
Cageways
ENGINE BLOCK
Cageways retractor I
Playrooms violator retractor I
Lavaducts
Undercity retractor I
prism I
flash light
accumulator I
poigne
le soleil
Mordant St. NY
accumulator I
prism I
jack's journal
PATHS OF SHADOW
Down St. Station
Temple of Fire
toucher
la lame
Temple of Prophecy
marcher
Temple of Blood
Soulgate trace

LIVESIDE LEVEL - BAYOU PARADISE, LOUISIANA

From the watery point at which you begin your adventure, head down the path and look for a cave to your right. Venture into the tunnel that leads from the cave and grab the two Cadeau you find. Double back and head up the hill. Jump across the small gap and you'll come upon a small bridge. When you approach the bridge, be careful. If you should fall into the water, fear not, simply follow the passage that leads back around to where you were before you fell. Jump across and follow the path into a clearing where you'll see a dog. Follow the pooch into an area occupied by a number of dilapidated shacks. Inside you'll see a number of goodies you'll wish you could get your hands on, but you can't, so ignore them for now.

Continue up the path until you see a rope that stretches across a sizeable gap. There is a shack connected to it that contains two Cadeaux and Govi. Look on in envy as you cannot access them right now. Instead, jump up to the cable and pull yourself across the gap. Once across, jump down and grab the Cadeau that awaits you. Venture forth into the smallish cavern in the back, grab the Cadeau and jump up to the small, easy-to-miss ledge. It only offers a finger-hold, so don't attempt to climb up. Instead, shimmy to the left and then pull yourself up, heading through the passage ahead. You'll emerge into a courtyard and see the Hounfort, a rundown church that lies amidst a cacophony of flies and hounds. Enter the Hounfort and you'll meet up with Nettie. This will trigger a cut-scene that reveals a good deal of the storyline, as told through the eyes of Nettie. After the cinema is over, Nettie will give you the handgun, Nettie's File, and your brother Luke's Teddy Bear, which Mike will later use to transport himself to Deadside.

IT'S TIME TO GO DEADSIDE.

DEADSIDE LEVEL - THE MARROW GATES

Knee-deep in murky waters once again, you'll want to move in a forward direction. Follow the path until you meet up with Jaunty. He'll fill you in on the matters at hand, offer advice, and serve as a convenient save/restart point whenever you need to resume your adventures. After, you'll make your way through the huge Deadside Marrow Gates that lie just beyond the bonfire. Once past the gates, bear left and continue until you see a ledge on your left. Jump across onto this ledge. Follow the path until you see a wooden deck on your left. Climb onto the deck. Continue to the left where you'll see another ledge you must reach by jumping. Head through the opening on the other side and continue on until you find the path that leads to a passage to the right. Down the hall you'll see a Coffin Gate that will require you to press the action-button. Continue on until you find a pack of cards, called 'Les Cartes'. In this room you will need to run up the ramp that encircles the room. You'll see another Coffin Gate ... but you won't be able to open it right now. Instead, run across the small bridge that spans the room. You'll then see a Govi containing a Dark Soul in front of a passage obstructed by a block with strange glowing markings. Shoot the Govi with your Shadowgun and collect the Dark Soul. Now that you've upped your Shadow-Meter's power a notch, go back and teach that previously stubborn Coffin Gate a good lesson. Open the Gate and cross the bridge inside. To your left, you'll notice yet another Coffin Gate, this one at "Level 2", meaning that you won't be able to open it for the time being. Continue on to the point where you'll trigger another cut-scene.

Following that, you'll enter a room with two doorways. Choose the left doorway, which will lead you into a wide open area. Enter the water and look for the underwater tunnel that leads to another area. Swim through and you'll emerge into a small cave with a connecting passageway. Once topside, follow the path into a room containing a switch/lever. Activate the switch and collect the Cadeaux hidden in the jars. Head back to the pool with the platforms and locate the canopy with the switch next to it. Hit the switch and yet another cable will activate. You should then enter the doorway under the canopy, venturing to the small room beyond. You'll see a Govi on the other side of the room, but DON'T try and walk or jump across to it. Instead, bear right and run into the courtyard. Bear left and hit the switch. Run around, shoot the jar, and head up the ramp on the right side of the courtyard. Run up to where the four jars are and jump across to the ledge/platform on the other side. Follow it until you see an opening to the right. Head through and look for a small room with a Govi inside. Return the way you came and continue until you reach the cable that spans the courtyard. Cross over and run up the incline. In the adjacent chamber you'll find a number of platforms. Jump up and run across the platforms looking for an opening in the wall. Inside you'll find all sorts of fun stuff to keep and collect. Back in the main room you'll see a series of platforms leading into another room. Follow it until the platforms seem to come to an end. Put your Shadowgun away and jump across toward the wall where Shadow Man will grab the imperceptible ledge. Shimmy all the way to the left and jump backwards, landing feet first onto the platform behind you. Shoot the Deadsiders and the jars and approach the altar in the center of the room. You have now gained possession of the Asson, a two-in-one torch/flamethrower. Weapons such as this will assist you as you enter the Asylum. From now on your main objective is to keep exploring new areas, open new gates by finding Govis, and make your way to the dark heart of the game.....

THE ASYLUM.

Be sure to read 'Les Cartes' for crucial hints such as how many Dark Souls you must have to enter specific gates and other helpful tips.

If you need more help than Les Cartes can provide, try Acclaim's Official Shadow Man Strategy Guide available at www.acclaim.net and most major retailers.