>ωωω.dream-cast.net

Sega's decision to put the launch of Dreamcast back to 14 October had one good effect it meant that there would be even more games at launch. They're all here for the taking...

# Cuice to Dreameast of SOFIOGRAPH

developer are, when it's out, how









Take a trip to the Deadside with Acclaim's sinister and deeply disturbing conversion of this console hit.



> If a game scores over 90% then it gets awarded a DREAMCAST MAGAZINE ULTRA! Watch out for this logo on your game's packaging and in the ads - if it carries this logo it can't be half bad!

Everything you need to know the publisher, developer, price,

Sega's unique memory card and PDA has some unique features. They are all detailed in this special section, including information on any mini-games that can be downloaded into the VM unit.



# 

There's a storm coming of apocalyptical and paranormal proportions. The prophecies of the end days are true, and a new kind of horror needs a new kind of hero. Enter the ShadowMan...

**Acclaim Entertainment** has done rather well in adapting the concepts from its comic book division into successful videogame franchises. Beginning with Turok: Dinosaur Hunter, through the forthcoming Armorines: Project SWARM, to the multi-format ShadowMan. The latter has chalked up universal rave reviews on PlayStation, PC and Nintendo 64, and the good news for Dreamcast gamers is that this horrortastic 3D third-person action adventure is heading to the Dreamcast... so you'd best get ready for a nightmarish Christmas!

DREAMCAST MAGAZINE WAS invited up to deepest, darkest Knightsbridge back in August to be the first videogame magazine in the world to see the Dreamcast version of ShadowMan - and the good news is that this version is as stunning as the PC one! Although the build that DREAMCAST MAGAZINE took for a test drive was only three weeks into development, we were stunned by how much of the game has been converted (at least 60%). This confirmed how attractive it is for publishers to convert their PC titles onto Sega's next generation console. Acclaim

confirmed that there will be no changes in gameplay from the PC (a case of if it ain't broke...), all the blood, gore and voodoo nastiness will remain intact for the Dreamcast. But for the uninitiated, what's ShadowMan all about?



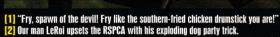


There's some serious weaponry on offer in ShadowMan!









# Not Your Average Superhero

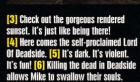
As comic book superhero origins go, ShadowMan got a bit of a bum deal. Whilst Spider-Man was merely



nibbled by a radioactive spider and Batman just worked out a lot and bought some unique gadgets to fight crime, poor old Mike LeRoi had to die before he could obtain superhero status. Oh, and he had a mask woven into his ribs by a voodoo priestess as well!

However, the one thing that ShadowMan has over his spandex-wearing superhero brethren is that, in the real









world, he probably would scare the bejeezus out of any common-or-garden criminal. Let's face it, would you be intimidated by a guy dressed in a figure hugging red and blue costume with spider patterns on it? Now how would you feel if you were confronted in a dark alley by

a gun-wielding undead hitman with a mask welded to his chest? Exactly. So, we've established that ShadowMan isn't your average superhero, and it looks like Acclaim's latest comic book license is shaping up to be not your average Dreamcast game.

The plot, which was developed by Acclaim Studios Teeside (the developer formerly known as Iguana), begins with the ShadowMan – otherwise known as the Lord of Deadside – learning from Nettie, a voodoo priestess, that the Apocalypse is coming.

continued

# **HORROR HEROES**

> The Apocalypse is coming, and the legion of the damned are on the march. However, the Ghostbusters have retired, Buffy's on holiday, and Mulder and Scully have gone AWOL. so who are you gonna call?

# Mike LeRoi (aka ShadowMan)

Mike LeRoi had to die before he could become ShadowMan. This lethal hitman - and professor of English Literature - can travel from Liveside to Deadside through the use of his teddy bear, which opens a portal to the realm of the dead (no, really!)



## Nettie

It's all her fault! This voodoo priestess press-ganged Mike LeRoi into becoming her ShadowMan after the previous



role-holder ended up on a slab with a trumpet inserted where the sun doesn't shine.

# **Jaunty**

This skull on a snake's body is ShadowMan's 'Oirish' advisor on all things deceased. He speaks in a stereotypical Irish accent in the comics, so how this will translate to the Dreamcast could be interesting.





# **End Of Days**

"It's basically about dead people," explains Acclaim Studios Teeside's Guy Miller. "Your hero's a dead guy, and all his enemies are dead too dead serial killers. Mike's voodoo mask allows him to travel at will to Deadside, where he becomes ShadowMan.

"Nettie's had a dream about the Apocalypse - about a great, dark citadel, called

the Asylum, that's appeared in Deadside, a cathedral to pain that's been built by all the legions of dead serial killers and bad people. It seems that these legions of dead baddies are trying to get across to our world called Liveside - and bring about the Apocalypse. And only ShadowMan can stop them. Game on..."

Game on indeed. ShadowMan boasts an impressive 19 levels, which are accessed in a non-linear manner. Six of these levels are set in the 'real world', five of which represent the lairs of known serial killers (nice, family-orientated chaps like





[1] Have a butchers at the . . . um, butchers, actually. LeRoi better be nippy if he doesn't want to end up on the business end of those choppers. [2] ShadowMan makes use of the Dreamcast for some gorgeous visuals. [3] Mike starts off in the swamplands, and has to meet up with Nettie in a church. [4] ShadowMan should be the perfect DC antidote for those who hate Sonic.

"The remaining 13 levels are situated in various locations in Deadside," says Miller, "inside the Asylum, in the Wastelands, and in the various Voodoo Temples."

Suffice to say, ShadowMan looks set to be the perfect companion title to the other forthcoming Dreamcast horror titles like Resident Evil: Code Veronica and D2. Acclaim Studios Teeside also hinted at the possibility of a follow-up to ShadowMan too, as Guy Miller elaborated:

"We have, in fact, included an anomaly in the game that hints at what we're planning to do in ShadowMan 2." Ooo, devious! Dreamcast Magazine will bring you a full review of ShadowMan next issue.



Publisher Developer **Players** 

Acclaim Studios Teeside 90%



PC versions of ShadowMan were well received by the press and gamers alike, but it looks like the Dreamcast incarnation will be the best of the bunch.

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