

WHAT'S IMPORTANT

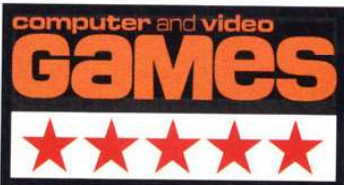
The Computer and Video Games 5-star award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.

FAIR We're not biased. A good game is a good game regardless of format or who's made it.

THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions either. We'd rather wait and give you the full, accurate story.

KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag which means we've played more games than another other mag. Our writers are all experts, have years of experience and know what makes a cracking game.



Any game that earns the 5-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...



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G-POLICE 2

Being a copper has never been so much fun



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WIPEOUT 3

The louder you scream the faster it goes...



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HOMEWORLD

Kick some intergalactic ass on your way home



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TIBERIAN SUN

It took three years to make. Was it worth it?

Serial killers and voodoo combine in a compelling action-adventure game that stretches the boundaries of good taste. Lovely stuff

WORDS & SCREENSHOTS: MAURA SUTTON

SHADOW

THE PLOT

When Nettie starts having nightmares she fears that ancient voodoo prophecies are coming true and she turns Mike into Shadow Man, so that he can protect the living from the dead



Mike's adventures start as he looks for Nettie in a Louisiana Bayou. This is the last chance he gets to relax and enjoy the sunshine for a long, long time



This is Legion, a shadowy figure who created the Asylum, the ultimate rest home for serial killers. Shadow Man has to unravel the secrets of the Asylum in order to stop The Five



No, it's not Slash from Guns & Roses. This is Jaunty, a skull with a snake's body and a cheery Irish voice. He guards the Marrowside Gates of Deadside and has lots of good advice for Shadow Man



Nettie gives Mike this voodoo teddy bear (all together now, ahhh) which enables him to travel instantly to Deadside. Stick pins in it and away you go

"This be the most horrific and disturbing game ever"

PC
CD
ROMCOST: £39.99
OUT: SEPTALSO ON: PLAYSTATION/
N64
MULTIPLAYER: NO
COMPATIBLE: KEYBOARD

MAN

Fancy battling fiendish serial killers using authentic voodoo imagery and good old-fashioned bullets? How about journeying between the parallel worlds of the living and the dead on a mission to collect lost souls? Sounds good, doesn't it?

This is the fate of Mike LeRoi, a street-wise hit-man under the spell of Nettie, a 400-year old voodoo priestess. By implanting a sacred mask in LeRoi's chest, Nettie has turned hapless Mike into Shadow Man, ruler of Deadside. As Shadow Man, Mike can travel between the worlds of dark and light, carrying out Nettie's bidding. On his travels he comes across some truly evil and bloody scenes of torture and mayhem. He also gets to swear a lot, and faced with all that rampaging hell spawn, who can blame him?

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

ENEMIES

Mike meets a lot of very nasty people and things on his travels from Deadside to Liveside. Here's the best way to tackle some of the baddies.



Keep well away from these Asylum hoodlums with the chainsaws. Shoot them from a distance. If they get close they'll rip you to shreds



The Sisters of Blood guard the temples where you get your extra powers. They fly at you in packs and can be tricky, so use strafing keys to toast them



Don't try to kill each and every one of these headless zombies on the prison level. There are simply too many of them. Pick off a few with your 0.9-SMG and MP-909's and then run like hell

REVIEWS

GROSSOUT

Shadow Man features some deeply disturbing scenes. Those sick puppies at Acclaim have really made an effort to make you lose your lunch as often as possible. Here are some scenes that rock my personal barf-o-meter. Feel free to pick yours.



Jack 2's well-hung collection of corpses in his fetid hideout. Note the stains and the flies buzzing around the bodies. Bluerrgh



Early in the game, Jack 2 decides to stab himself through the heart. At this point you realise *Resident Evil* was never really that scary anyway



Keep well back on the prison level as the guard starts to quiver and look rather odd. His head splats into a thousand bloody pieces. Yikes



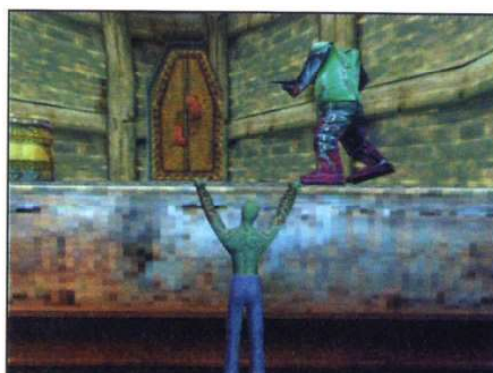
Something rather nasty is sticking to the wall in Gardelle Prison mortuary. Mike manages not to throw up. You may not be so lucky

ACTIONMAN

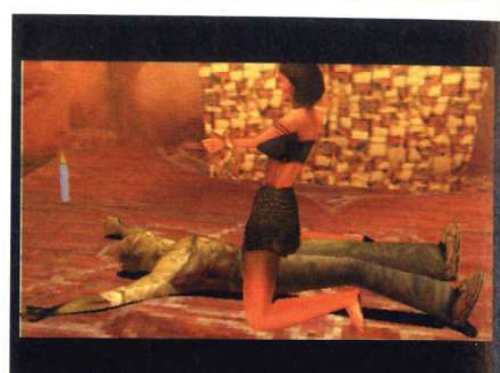
Mike LeRoi/Shadow Man doesn't just get to chat up bony snakes and shoot monsters. His range of movement is spectacular, making this one of the most free-flowing games you'll ever play.



Shadow Man can cross caverns and dangerous areas by swinging on a rope. You can even hear the rope straining as he swings. Amazing stuff



Watch for thin ledges which are often well hidden. Use them to hide or cross to secret areas. But beware evil Deadside birds firing yukky stuff at you from overhead



After all this action Mike needs a bit of rest and here's Nettie to help him with an aromatherapy massage. At least that's what it looks like

"You thought Resident Evil was scary? This game will

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

PICK UPS

Like all the best action-adventure games there are plenty of pick-ups in *Shadow Man*. Here are some of the essentials that make life in hell a little easier.



POIGNE
A colourful arm decoration that allows Shadow Man to climb the Waterfalls of Blood in Deadside. Skills like this will be very handy, so use them



MARTEAU
Use this handy piece of bone to beat the Rada drums scattered around Deadside and reveal secrets and new levels to explore



FLAMBEAU
Certain Deadside doors will only open with the touch of this voodoo flame. Uses up precious fire energy though, so don't wave it about willy-nilly



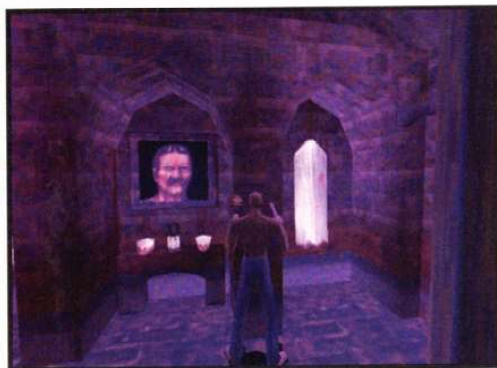
THE PROPHECY BOOK
Contains useful diagrams and hints about voodoo prophecies on which the game is based. This card foretells Nettie and Shadow Man meeting



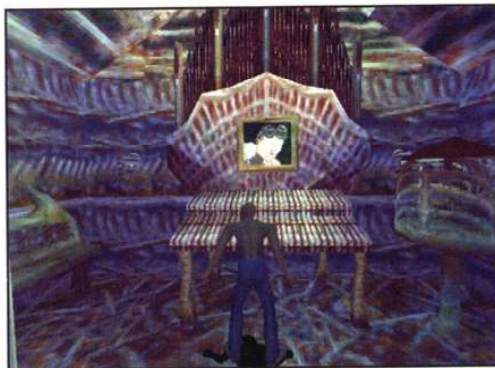
NETTIE'S FILE
A very useful book chock full of lurid details and pictures all about The Five. Here we see a charming drawing of Mr DIY killer, bless him

PUREEVIL

Your ultimate goal is to stop these five hellish serial killers from causing Armageddon. Let me introduce you to five of the creepiest characters ever to feature in a video game...



JACK 2 "Straight from hell, Michael." Jack 2 lurks in the London Underground and kills women in a chillingly familiar fashion. Exploring his eerie lair under the London streets is a genuinely terrifying ordeal



HOME IMPROVEMENT KILLER "Moma says kiss this." A baby-faced DIY freak with a mother fixation and an unusual use for nail guns. Lives in a spooky mansion where the echoes of his murders are heard in graphic detail. Very sick



MARCO CRUZ "Hey there, space cadet." Murdered ten people, mainly couples, in the desert. Has 'Lover Boy' tattooed on his knuckles. Worked as a DJ before the law caught up with him



DOCTOR VICTOR BATRACHIAN "The end is nigh, and it's sooner than you think." The self-styled 'Lizard King' is the leader of The Five. He landed on Death Row after murdering his wealthy widow patients. Looks great in orange



MILTON T PIKE "I know where you are, boy." A Vietnam vet with his own white supremacist militia. Murdered 18 of his own men. Also slaughtered nine women and sent the police videos showing every grisly detail. How thoughtful



Looks like a case of killer heartburn after a seriously hot curry

literally make your skin crawl"

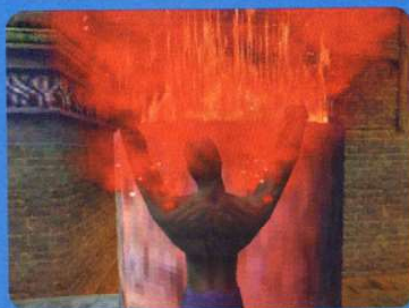
THE INSTANT PLAYER GUIDE INSTANT PLAY

BY GAD!

One of the really cool aspects of the game is the way Mike as Shadow Man gains tattoos, or Gads as they are known, by facing a number of trials and tests



Shadow Man has passed the second trial and gets inked in a rather unusual way. Makes a change from a dodgy parlour on Sunset Strip



The Gad marks on his arms allow Shadow Man to grasp fire and pass through previously unreachable areas. Who needs oven gloves?

WHAT WE THOUGHT

GHOULISH

Shadow Man is undoubtedly the most horrific and disturbing game ever. You thought *Resident Evil* was scary? This game will literally make your skin crawl and will probably give you nightmares. Some of the action is truly stomach churning and the subject matter and language are bound to cause a bit of a stir if the mass-media get to hear about it. We love it though.

SMOOTH MOVES

The game plays like a dream. LeRoi is incredibly simple to control and his movements are amazingly fluid. There's a lot of platform-style jumping and swimming but you can manage this fine using the keyboard. You also get to use weapons in both hands at the same time, or just one weapon while hanging off ropes and cliffs. Very cool.

IT'S NOT ALL GOOD

Shadow Man is stunning, but it does have a couple of faults. Firstly, the lack of any sort of map on the vast Deadside levels

means a lot of aimless wandering. Also the choice of weapons isn't that good. The Shadow Gun which you are forced to use in Deadside is frankly pathetic. It takes about six shots to kill anything.

THE VERDICT IS

With his rippling muscles, exotic tattoos and earthy humour, Mike Le Roi looks set to be the next video gaming superstar. Move over Duke, there's a new wise-ass in town. It's an epic experience, a massive game that takes around 70 hours solid to complete, with loads of secret playing modes to keep you going back for more.

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GAMES



IF YOU LIKE THIS TRY THESE...
Resident Evil 1 and 2, Quake II, the movie Seven.