



SHADOWMAN: Adventure Cut-downs

The following document explains how the 'definitive' version of the SHADOWMAN adventure may be edited to fit the requirements of both BETA deadlines on all formats and ROM budgets on console versions, while still maintaining the game's integrity and without incurring costly script rewrites and re-recording sessions.

In order to distinguish the various 'edits' of the adventure, they have been dubbed with the following (intentionally irreverent) names:

- The Director's Cut*** - The definitive 19 level version of SHADOWMAN
(*'as it was meant to be' - 5 serial killer levels, 5 serial killers, 5 Soul Gates, 8 Asylum levels, 9 levels connected to the Paths of Shadow*)
- The Final Cut*** - The cut-down 16 level version of SHADOWMAN
(*cut down to fit ROM budgets and BETA deadlines – 3 serial killer levels, 5 serial killers, 3 Soul Gates, 7 Asylum levels, 9 levels connected to the Paths of Shadow*)
- The Deepest Cut*** - A possible 15 level version of SHADOWMAN
(*a last resort, emergency contingency plan to fit within ROM budgets when all other methods of reduction have failed – 3 serial killer levels, 5 serial killers, 3 Soul Gates, 7 Asylum levels, 8 levels connected to the Paths of Shadow*)

Although this may seem to be somewhat premature and a little presumptuous, it is worth mentioning that the 'Director's Cut' of the game contains no 'new' levels (i.e. levels that have not already been in production to some extent or other). Therefore, a 'Director's Cut' could be easily implemented on PC within weeks of SHADOWMAN turning over on all formats. The intention being that this 'Director's Cut' could be released as a special pack to extend the product's shelf-life, as well as making the most effective use of any available art and programming resources during the planning and training period before the next project.



LEVEL LAYOUT – THE DIRECTOR’S CUT (Original)

Liveside

Level 00
Louisiana Swampland
Nettie

Desert Eagle
Teddy Bear
GGGGGGGG
Sls: 8 (001-008)
Cdx: 32 (001-032)

Teddy Bear

Deadside

Level 06
Deadside Marrow Gates
Jaunty

The Prophecy (Level 0)
L'Eclipsr (Levels 3,5,7)
Asson (Level 10)
Book of Shadows (Level 10)
PPTG
Sls: 4 (014-017)
Cdx: 32 (153-184)

Level 12
Gad Temple 1
Touch Gad

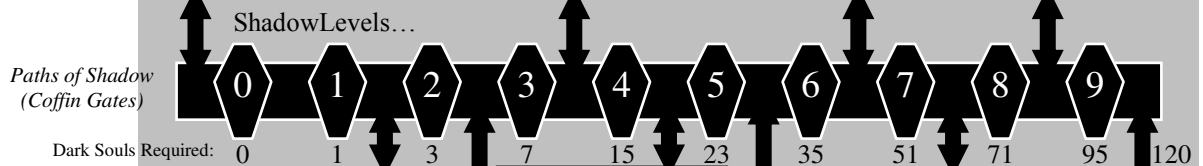
Touch Gad
Poigne (Level 4)
Flambeau (Level 5)
CSSWWPPTTGG
Sls: 11 (056-066)
Cdx: 32 (289-320)

Level 15
Gad Temple 2
Walk Gad

Walk Gad
Marteau (level 7)
CWWWWPPPTGGGG
Sls: 13 (088-100)
Cdx: 32 (385-416)

Level 17
Gad Temple 3
Swim Gad

Swim Gad
Calabash (Level 9)
CCSSSWPG
Sls: 8 (110-117)
Cdx: 32 (449-480)



Level 07
Deadside Wasteland
Life Extend Altar

Baton
Ensigne (Level 6)
SWWPPPTTGGGG
Sls: 13 (018-030)
Cdx: 32 (185-216)

Level 13
Asylum
The Cageways

Retractor
WWWWWTGGGGG
Sls: 11 (067-077)
Cdx: 32 (321-352)

Level 16
Asylum
The Lavaducts

Retractor
SSSSWWGGG
Sls: 9 (101-109)
Cdx: 32 (417-448)

Level 01
New York Tenement
Avery Marx
Soul Gate 1 To Level 09

Flashlight
Accumulator
K
Sls: 1 (009)
Cdx: 24 (033-056)

Level 02
Texas Prison
Doctor Victor Batrachian
Soul Gate 2 To Level 09

Master Key Card
Accumulator
K
Sls: 1 (010)
Cdx: 24 (057-080)

Level 03
London Underground
'Jack'
Soul Gate 3 To Level 09

Jack's Schematic
Accumulator
K
Sls: 1 (011)
Cdx: 24 (081-104)

Level 04
Florida Summer Camp
Milton Pike
Soul Gate 4 To Level 09

R.C. Box
Accumulator
K
Sls: 1 (012)
Cdx: 24 (105-128)

Level 05
Mojave Desert Salvage Yard
Marco Cruz
Soul Gate 5 To Level 09

Shotgun
Accumulator
K
Sls: 1 (013)
Cdx: 24 (129-152)

Schisms

Level 08
Asylum Station 1
Gateway to Asylum Shuttle

Engineer's Key
TGGGG
Sls: 5 (031-035)
Cdx: 32 (217-248)

Level 09
Asylum Station 2
Experimentation Rooms

WTTG
Sls: 4 (036-039)
Cdx: 32 (249-280)

Level 10
Asylum Station 3
Schism Chambers
Schisms to Liveside Levels

Retractor
W
Sls: 1 (040)
Cdx: 8 (281-288)

Level 11
Asylum Station 4
The Dark Engine
LEGION
Dark Engine Power Rods
Soul Flumes
Dark Engine

Sls: 15 (041-055)

Level 14
Asylum
The Playrooms
Violator Experimentation Room

Retractor
Violator
WWPPPGGGGG
Sls: 10 (078-087)
Cdx: 32 (353-384)

Level 18
Asylum
The Fogometers

Retractor
GGG
Sls: 3 (118-120)
Cdx: 32 (481-512)

Asylum Shuttle

Legend:

Level Name & Number

Key characters/features

Quest Items

Dark Souls:

- G – Govi or 'instantly accessible'
- T – Touch Gad required
- W – Walk Gad required
- S – Swim Gad required
- C – Calabash required
- K – Inside True-Form/Killer

Number of Dark Souls and Unique ID range

Number of Cadeaux and Unique ID range

Note : Liveside Dark Souls – require Shadowman (L'Eclipsr) to obtain them



Cutting Two Liveside Levels

The decision has been made to cut the (currently least developed) Florida Summer Camp and Mojave Desert levels both in order to aid in the cut-down for Nintendo-64 and to streamline the schedule, making the completion of this game a definite.

This said, we simply *need* five serial killers. Not only because of the variety that the story demands (a 'cabal' of serial killers trying to bring about Apocalypse), but because entirely removing the two serial killers associated with their now cut levels would prove to be far more costly. More costly that is both in terms of time and money than it would be to include them in another level.

This costliness would extend to all of the speech within the cut-scenes, which refer constantly to 'The Five' (there are no less than 45 specific references to 'The Five' by seven of the game's characters). So, in order to prevent incredibly costly re-recording (especially in Germany) and time-consuming re-writing, re-cutting and re-editing the sound and cut-scene files, it is more efficacious to move the two serial killers (Marco Cruz and Milton Pike) from their now cut levels to specific locations within the Prison level.

Therefore, the only modification, aside from the necessary Prison level modifications below (most of which will improve the gameplay in this level), is an overhaul of the case histories for the serial killers within the Serial Killer Profiles document (a simple text modification).

The downside of these cuts, aside from the fact that two unique locations (and their nighttime variants) have been lost from the game are that they substantially reduce (by 33%) the amount of levels Mike may access. It also reduces the detective elements of the game (searching the serial killer profiles for solutions to specific puzzles within the serial killer levels).

Cutting Two Liveside Levels - Changes to Prison Level:

- Remove Baton Plinth from Batrachian's art installation section (behind painting)
- Remove corresponding Baton Plinth near lift shaft (after Cell Block #2)
- Add loads of bonuses in art installation section (both before and after Calabash slab)
- In chamber below Calabash slab place Accumulator on 1.28m high console
- Remove helicopters from all but the courtyard *following* Cell Block #1 (*not* the courtyard en route to the Prison Key Card set-piece)
- Full height crates to be added to courtyard *following* Cell Block #1 as cover from helicopter
- Full height crates to be added to courtyard in the second large courtyard (beyond Door #3 on 'Prison Final Cut Changes Map')
- Unblock stairs in the second large courtyard
- Add Marco Cruz schism to wall next to Door #3 (courtyard side)
- Marco Cruz to be placed on balcony opposite Marco Cruz schism for cut sequence
- Marco Cruz **MUST NOT** release a Prism (Soul Gate key) when killed.
- Marco's sound system in guard tower on balcony in second large courtyard
- Guard tower in second large courtyard needs to be opened up to allow access to both sides of balcony
- Unblock stairs in Dining Room
- Milton Pike Schism looking through Door #5 leading to Cell Block #2
- Milton opposite entrance to Cell Block #2 awaiting cut sequence
- Milton Pike **MUST NOT** release a Prism (Soul Gate key) when killed.
- Unblock stairs in Cell Block #2
- Close gap on balcony in Cell Block #2
- Remove hole from upper level balcony in Cell Block #2
- Remove Door #6 and corresponding Switch Box Console #6 beyond Cell Block #2
- Shootable Padlock door on outside in what was Baton Plinth room beyond Cell Block #2
- Accumulator to be placed (on 1.28m high console) where Baton Plinth was in room beyond Cell Block #2
- Remove fires from stairs in Death Row





- Place Accumulator on 1.28m high console (or altar, if it's that high) in Chapel
- Add Switch Console (#9) in Execution Chamber left-hand room
- Add Door (#9) to Upper Level Balcony leading to Execution Chamber
- REMINDER – Prism activated door to be added to Soul Chamber – allows access to Soul Gate
- If possible, dress areas around Milton Pike and Marco Cruz's start locations with character-specific 'decorations'.



Cutting Two Liveside Levels - Impact on Schism Chambers Level

Because of the interdependencies within the game and the tightness of the design, whenever a change is made to that design the ramifications are far greater than they would be in a game that was less involved and linear.

By removing the two Liveside levels, we are left with the dilemma of what to do about the Schism portals that previously led to these levels from the Schism Chambers Level. Especially since there is a specific conversation between Jaunty and Shadowman referring to the Five, and the Five Schisms (portals) that lead to them...again a costly re-recording.

Milton Pike and Marco Cruz's Schisms in the Schism Chambers do not require Retractors to open them. They are already open. These now lead to Schisms in two locations in the Texas Prison level.

A positive effect of this change is that it actually familiarizes the player with the idea of using the Schisms to travel between Liveside and Deadside. This solves a potential problem we foresaw in the original 'cut' of the game whereby the player might not have recognized the Schisms as portals to Liveside. (Despite Jaunty referring to them in his speech.)

The only way now to fully complete the Prison level is to use Batrachian's Schism to get to the beginning of the Prison level and play it through from start to finish. Any other route, for example, passing through Milt or Marco's Schism, will not allow the player to reach the Soul Gate and complete this level. (Although it will gain them 2 Accumulators, Milt and Marco's Dark Souls and will familiarize them with the level before they make their final assault on Batrachian – the king of all serial killers.)

This cut although losing us two levels, therefore gains us a great deal in terms of the adventure.

Cutting Two Liveside Levels - Changes to Schism Chambers Level:

- Ensure that no Retractors (keys which open the Schisms) appear on this level – there are now only 3 Retractors in the game (originally there were 5 – one has been removed from this level, another removed from the Asylum Lavaducts level – see below)
- The Schisms to Milton Pike and Marco Cruz are to be set to be permanently open – leading to their respective areas within the Texas Prison level.

The level is a great deal 'tighter' – two Schisms are open that can be immediately explored by the player, it is now immediately obvious that they are indeed portals through to Liveside that the player is looking for.

The remaining three Schisms are closed, posing the player the problem of opening them.

The clue within the 'Briefing Room' that refers to the opening of the Schisms using a Retractor is now more obvious - when the projector in the Briefing Room is switched on, a slide showing a Schism being opened by a mysterious object – a Retractor is displayed. This charges the player to seek out the remaining three Retractors (located on later Asylum levels) to open the three remaining Schisms.



Cutting Two Liveside Levels – Impact on Asylum Lavaducts

With two Schisms already open on the Schism Chambers level, 2 of the 5 Retractors that were originally in the adventure must be taken out.

One can easily be removed from the Schism Chambers level, since with two Schisms already open having a third that can immediately be opened means that the Retractor that was there is rendered slightly redundant and would mean that the adventure would open up far too quickly.

The removal of a second Retractor requires a little more thought, since the player must be given plenty of access to the Liveside levels to explore them as Mike before they reach Shadow Level 7. (After Shadow Level 7 it is possible to collect all three parts of L'Éclipser which allows Shadowman to exist in Liveside). The decision to cut the second Retractor is further complicated by the fact that a Retractor *must* be located in a level after Shadow Level 9. This is because this final Retractor allows access to the final Soul Gate in Liveside, which in turn allows access to the final Dark Engine console, which allows access to the final room of the game. (And we don't want the player to finish the game having only got about 50% of the way through it...)

Having balanced out the arguments, the second Retractor can therefore only really be removed from the Asylum Lavaducts level. This means that before Shadow Level 7 the player can access immediately two areas of the Prison (Marco and Milt) and may be able to find two of the three remaining Retractors in the Cageways and Playrooms levels.

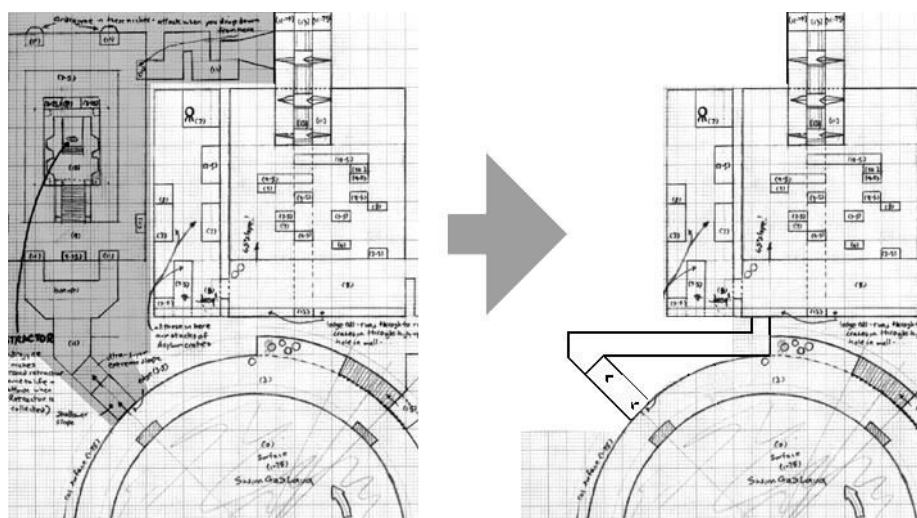
To confirm Retractor placement for the adventure:

- Retractor in Asylum – The Cageways (Shadow Level 4)
- Retractor in Asylum – The Playrooms (Shadow Level 5)
- Retractor in Asylum – The Fogometers (Shadow Level 9)

Cutting Two Liveside Levels - Changes to Asylum Lavaducts Level:

Since the Retractors are located in specific places within the levels - the 'Retractor Chapels', in addition to removing the Retractor from the level, a modification must be made to the level geometry itself:

- Remove Retractor from level
- Remove entire Retractor Chapel sector from top left of map and build a small air duct sector change to join the ledge in the room containing the fans back to the main chamber:





Fortunately, this has a minimal impact on the playability of the level, and it also saves at least 1 sector from the ROM budget for the console version of the game.

Cutting Two Liveside Levels – Impact on Asylum Station #4

The completion of the adventure hinges on Asylum Station #4 – The Dark Engine and the player's successful traversal of its central room 'The Engine Block' which in turn leads to the Dark Engine itself and the final showdown with Legion.

Getting across the Engine Block in the 'Director's Cut' of the adventure requires six giant pistons to be shut down in that room to allow Shadowman to pass through it.

The routes to the consoles that disable the six pistons are accessed via six separate entrances to the level. The first of these consoles being instantly accessible from the Shuttle leading to the start of the level (designed to 'train' the player about shutting down the Engine Block). The remaining five consoles being accessible through the five Soul Gates – the portals that the five serial killers have been building within their levels that lead through to Legion's armies (the 'exits' in the five serial killer levels).

In cutting two Liveside levels the number of Soul Gates therefore reduces by two.

Rather than remodeling the Prison level to include (clumsily) an extra two Soul Gates, it is easier, and more desirable to cut down the number of entrances to Asylum Station #4. In turn, the number of control rooms connected to the Engine Block must also reduce, resulting in a significant chop-down of the level and modification to the central Engine Block room.

This chop-down although being a considerable pain-in-the-butt to execute will reduce the ROM budget for console versions. It will also reduce the complexity of the Engine Block room on all versions and most importantly will improve the adventure by making the shutting down of the Engine Block a far less tedious task. So, out of necessity a tighter 'Third Act' to the game should result.

Cutting Two Liveside Levels - Changes to Asylum Station #4:

- Cut Control Rooms 2 and 3, block off their windows overlooking the Engine Block
- Remove the two Engine Block Pistons associated with Control Rooms 2 and 3 and cap any holes on the inside of the Engine Block
- Build a large bulkhead on top of the Engine Block to make it a more interesting asymmetrical shape (and to conceal the fact that we have just torn two gigantic pistons out of it!)
- Cut the entire (almost half a level) section from Soul Gates 1 and 2 including the 'northern' True Form Armies corridor and geometry connecting it to Control Rooms 2 and 3
- Relocate the 6 Dark Souls that appear in Asylum True Forms and Soul Tanks within these sections to other parts of the game (2 go to other locations in the cut-down Asylum Station #4, the remaining 4 go to new/altered locations in Asylum Station #1)
- REMINDER –PlayStation and PC versions (at least) of this level must still contain a piece of the Louisiana Swamp church altar/floor for the Game Completion (Failure) sequence which cuts away to Nettie.



Cutting Two Liveside Levels – Quest Related Notes:

- R.C. Box (Milton's level-specific object) has been taken completely out of the game.
- Milton Pike (and his Dark Soul – id #012) is now in Cell Block #2 of the Prison level.
- Milton Pike must not release a Prism when killed (Prisms only held by Batrachian, Jack and Marx).
- Schism exit leading to Milton Pike is now in Cell Block #2 of the Prison level.
- The 24 Cadeaux from the Florida Summer Camp need to be redistributed to other levels (see 'Cutting Three Levels – Cadeaux Redistribution' below).
- Shotgun has been moved into the Morgue (near Cell Block #3) in the Prison level.
- Marco Cruz (and his Dark Soul – id #013) is now in 'the third courtyard' of the Prison level.
- Marco Cruz must not release a Prism when killed (Prisms only held by Batrachian, Jack and Marx).
- Schism exit leading to Marco Cruz is now in 'the third courtyard' of the Prison level.
- There are now only 3 Retractors in the adventure (located in the Cageways, Playrooms and Fogometers levels).
- There are still 5 Accumulators in the adventure.
- The 24 Cadeaux from the Mojave Desert Salvage Yard need to be redistributed to other levels (see 'Cutting Three Levels – Cadeaux Redistribution' below)



Cutting Three Levels (Two Liveside, one Asylum)

Cutting Three Levels – Impact on Asylum Station #2

The decision to cut a third level is based more upon the need to cut back on the ROM budget for console versions than for time reasons, since the level is already constructed and fundamentally working.

The reason for making Asylum Station #2 next in line for the chop is the fact that it is the level least involved with the plot of the game. It does not immediately hang off the critical ‘backbone’ of the game – the Paths of Shadow’s 9 exits from the Deadside Marrow Gates level and it does not contain any special quest items other than Dark Souls and Cadeaux.

Aside from chopping the level links out to Asylum Stations #1 and 3, the only other modification that must be made is redistributing the 4 Dark Souls and 32 Cadeaux on this level (see appropriate sections below).

Cutting Three Levels – Impact on Asylum Station #3

- Since there’s no longer a Station #2 to go back to, the same modification to the Shuttle must be made on this level - removing the destination station indicator and switch, leaving only one switch inside the Shuttle which when activated takes the player to Asylum Station #1.



Cutting Three Levels – Impact on Asylum Station #1

This level needs to undergo some modification anyway - it was designed and built before instanced objects were implemented to any degree in the game engine, long before moves like the rope hang-on were implemented, is terribly over-complicated and contains quite a number of strange graphical inconsistencies. Therefore, it is proposed that at the same time that the great number of necessary changes are implemented to get this level simplified and to acceptable quality, a handful of minor modifications/simplifications are also made to this level to accommodate new Dark Souls brought in from other levels.

Ironically, the simplifications proposed for the map require no new or additional geometry, though they will allow the level to accommodate not only the 4 Dark Souls from Asylum Station #2, but also 4 of the Dark Souls from the now cut-down Asylum Station #4.

The basic premise of the modifications to Asylum Station#1 is to separate the two battlement towers off from the main level so that the left hand one can only be accessed with the Touch Gad, and the right hand one can only be accessed with the Walk Gad.

To isolate right hand 'wing' of Asylum for Walk Gad accessible Dark Souls:

- Sectors 2/4: Remove Engineer's Key activated air duct leading from right hand side of Asylum exterior through to underground Walk Gad lava area at right hand side of 'moat'.
- Sectors 20/21: Remove small connecting corridor between the left hand side of main entrance upstairs and control room that leads to the left hand battlement.

To isolate left hand 'wing' of Asylum for Touch Gad accessible Dark Souls:

- Having done sector 20/21 modification above...
- Sectors 14/23: Remove connecting corridor between Shuttle Bay and rear portion of store rooms to left of Shuttle Bay.
- Sectors: 13/14/23: From upstairs control room area – remove control room accessed by Engineer's Key, entire air duct that leads through the Shuttle Bay and into the store rooms to the left of the Shuttle Bay.
- Sectors 24/23: Remove Engineer's Key door that leads between store rooms area and area overlooking Touch Gad pipes.

To simplify the level, improve gameplay, act as a pre-cut-down for consoles and accommodate the new relocated Dark Souls:

General points:

- All doors (aside from the main entrance and shuttle room special doors), to simplify for entire game, allow easy implementation on PSX and to improve graphically. One type of door to be used throughout the whole level with obvious locked and unlocked states that opens by splitting in the middle using mesh anims (not rising up awfully and relying on the Z-buffer to make it look like it's opening).
- Remove all shootable meshes from air ducts – I'm personally still not convinced about these things - they are woefully inconsistent with every other type of mesh in the entire game, and can very easily be confused with the non-shootable meshes.
- Can someone look at the placement of the air duct crushers – they, like the doors rely upon the Z-buffer to make them retract, plus some of them don't look as if there's anywhere for them to retract into on the texture maps of the air ducts... Also, on the current version of the level, the crushers do not look like they either: a) fit into the style of the level or b) are lit to fit in with their surroundings (I couldn't say which though...)
- If possible – remove all corridors with sloped walls/do something about the fact that Shadowman goes into his slide animation when he walks into them...(it's very annoying...). If possible, (this may sound like a wish-list entry, but it affects AI and gameplay) widen as many corridors as is humanly possible to 2 blocks wide...air ducts are fine at 1 block, but there are a great many





corridors that are too narrow for decent combat... (The overview block-accurate map shows that many corridors could easily widen without them encroaching on the rest of the map.)

- In the current version of the map the wall lights have no haloes/don't appear to be casting the light that lights the level.
- The pipes built onto the walls to give some raised detail don't really seem to work...suggest losing them in favor of a faster running/more ROM-friendly game...

Specific modifications:

- Sectors 8/10: Air duct above right-hand slaughter rooms – remove grating in floor – loads of detection problems associated with it, and cut room below it entirely from the map – it is a permanently locked door that we can do without.
- Sectors 15/9: Remove all 3 slaughter rooms on left-hand side and their connections to the air duct – the one-way drop downs from the air duct don't work properly. Also the permanently locked doors on two of them are far too confusing – cutting all of this is the simplest solution to tidying up the whole first slaughter rooms area.
- Sector 10: Unlock door to bottom right slaughter room – it's far better than having a permanently locked door...
- Sectors 14/10: Doors leading to Shuttle Bay are just graphically nasty – the doorways need to have two states – obviously locked and obviously unlocked and need to look 'special' – big sodding doors that lead to the Shuttle Bay (suggest using the big doors from Asylum Station #4).
- Sector 11/17: Stack of crates in corner of the room upon which Govi is supposed to rest – too many irregular bits of geometry = nasty detection problems – make a simple, larger wall of crates in the room.
- Sector 14: Shuttle Bay control room – needs a 1.28m high plinth/console in center of the room to place the Engineer's Key on.
- Sector 20: Permanently locked doors in main entrance area – remove completely, replace with blank wall.
- Sectors 20/3: A proper set of main entrance doors – again with two states obviously locked, obviously unlocked – again – suggest re-using the big doors from Asylum Station #4 or variant.
- Sectors 23/24: Remove all doors (except those spanning sector changes) to make navigating and negotiating store rooms area easier.
- Sectors 2/25: Remove all crates built into world geometry and replace with shootable Asylum bonus barrels.
- Sectors 2/25: Remove hoist beam built into landscape – replace with resource Cageways (hang-on) rail, if possible rebuild/retexture hoist into style of Cageways cages.
- Sectors 2/25: Remove two air ducts crushers that are stacked on top of one another from bonus room on far side of hoist beam (unnecessary and they look *awful*).
- Sector 20: Remove all of the extremely tall railings from the upstairs of the main entrance to open up this area for gun combat.
- Sector 11/17: Remove all of the extremely tall railings from the walkways in this room so that this room and the drop down onto the (modified) crates below this room are far tidier and clearer.
- Sectors 19, 21: Windows. In the rooms at the ends of the battlements – proper 'glass' needs fitting to them or mesh in the windows, or something. It is possible to back-jump onto the ledges, but not step out of the windows back into the main courtyard (either that, or the main courtyard could be made accessible).

To account for the removal of Asylum Station #2:

- The Shuttle on this level travels only to Asylum Station #3, necessitating a modification to the Shuttle – removing the destination station indicator and switch, leaving only one switch inside the Shuttle which when activated takes the player to Asylum Station #3.

Again, it must be stressed that the above modifications are necessary to reduce the complexity of the map (I'm sorry, it was my first time in the Asylum). This will improve gameplay and remove some of the graphical oddities that are apparent when compared to later levels (in fact, it was all our first times in the Asylum, which explains a lot).





Cutting Three Levels – Redistribution of Dark Souls

In cutting the three levels, 12 Dark Souls need redistributing around the adventure in a way that has minimum impact on the balancing between the acquisition of the Dark Souls / Gads and Shadow Level progression. Also, the Dark Souls need placing within their new levels in such a way that they enhance those levels by providing these levels with additional choice quest items. To accommodate this, the 5 Dark Souls in Asylum Station #1 are also affected:

Asylum Station #1 – Rearrangement of Existing Dark Souls

Due to the modifications to Asylum Station #1 the existing 4 x Immediately Accessible Dark Souls and 1 x Touch Gad Accessible Dark Souls need first redistributing. These 5 Dark Souls are to be rearranged across Asylum Station #1 and Asylum Station #3 (since Asylum Station #3 is accessible at the same time as Asylum Station #1, moving Dark Souls between these levels is not a problem):

Asylum Station #1:

- 1 x Immediately Accessible Govi on the platform beside the Shuttle in the Shuttle Bay (sector 14)
- 1 x Immediately Accessible Govi on the floor of the store room (sector 11) (this is the room that contains a stack of crates which must be dropped down onto from the walkway on the upper level)
- 1 x Immediately Accessible Govi on the floor of the small square room at the end of the corridor leading around the back of the main entrance (sector 20)
- 1 x Touch Gad Accessible Govi on the floor of the largest 'horizontal' store room to the right of the Shuttle Bay (sector 23) (the room that used to have a drop-down from an air vent in it)

Asylum Station #3:

- 1 x Immediately Accessible Govi on the right hand bank of the Walk Gad Lava channel directly opposite the stairs leading from the upper level (currently only a Cadeaux placement location).

Four Dark Souls from Asylum Station #2

With Asylum Station #2 entirely cut out there are 4 Dark Souls to relocate, which must be relocated as follows if the Shadow Level balancing is to stay unaffected:

1 x Immediately Accessible Dark Soul (G)	Relocate after Shadow Level 2 (when Asylum Station #2 becomes accessible), but before Shadow Level 3
2 x Touch Gad Accessible Dark Souls (T)	EITHER: Relocate after Shadow Level 3 (when Touch Gad becomes available) OR: Relocate on any level accessible before Shadow Level 3 beyond a Touch Gad barrier (best option for adventure)
1x Walk Gad Accessible Dark Soul (W)	EITHER: Relocate after Shadow Level 6 (when Walk Gad becomes available) OR: Relocate on any level accessible before Shadow Level 6 beyond a Walk Gad barrier (best option for adventure)

In the case of these 4 Dark Souls, the Shadow Level balancing becomes affected slightly (by 1 less Shadow Level 2 immediately accessible Dark Soul), but in order to minimize modifications to other levels the proposal is that these four Dark Souls are relocated to Asylum Station #1 as follows:

Asylum Station #1:

- 1 x Immediately Accessible Dark Soul PROMOTE TO BEING 1 x Touch Gad Accessible Govi in Asylum Station #1 – opposite the Touch Gad flame pipes behind the mesh wall (sector 24)
- 1 x Touch Gad Accessible Govi in Asylum Station #1 – in the room at the end of the left-hand battlement (sector 21)
- 1 x Touch Gad Accessible Govi in Asylum Station #1 – on the pallet held up by the hoist above the left of the main courtyard (sector 25)
- 1 x Walk Gad Accessible Govi in Asylum Station #1 – below the moat and to the right – on the far side of the expanse of Walk Gad lava (sector 4 – the area previously accessible by an air duct from the main courtyard)





Six Dark Souls from Asylum Station #4

These Dark Souls should be located at least after Shadow Level #7, when the L'Éclipser allows Shadowman to get through the Soul Gates from Liveside into these areas. Unfortunately, there are not enough suitable locations in the cut-down Asylum Station #4 to accommodate all six Dark Souls.

Instead, a compromise has to be reached: two of the six Dark Souls are to be relocated in Asylum Station #4, and the remaining four relocated to Asylum Station #1 beyond the Walk Gad barrier created during the simplification of that level.

The reason for putting the remaining four Dark Souls behind a Walk Gad barrier (after Shadow Level 6) instead of putting them into the Asylum Lavaducts level (after Shadow Level 7) is that the Lavaducts is positively bursting with Dark Souls already. Also the necessary modifications to Asylum Station #1 allow for not only these four extra Dark Souls, but the other four from the now cut Asylum Station #2.

Asylum Station #4:

- 1 x True Form - Relocation within Asylum Station #4: Beyond Soul Gate #5, en route to Control Room #6 – (technical issues will dictate which location):
EITHER: in the True Form Cage elevator used by Shadowman to get across the True Form Armies area - the elevator arrives, a True Form gets out and attacks. (This is the best location)
OR in the empty True Form Cage in the area just before the elevator control room and set-down point. (So, rather than the True Form arriving in the elevator, the True Form is already in the area)
- 1 x Dark Soul - Relocation within Asylum Station #4: Beyond Soul Gate #5, in the empty Dark Soul Tank in the “big ass experimentation room” (sic).

Asylum Station #1:

- 1 x Walk Gad Accessible Govi – on the upper level walkway of the main entrance (sector 20)
- 1 x Walk Gad Accessible Govi – on top of the stack of crates that can only be accessed by dropping down from the upper level (sector 11)
- 1 x Walk Gad Accessible Govi – in the room at the far end of the right-hand battlement (sector 19).
- 1 x Walk Gad Accessible Govi – in ‘Doctor Hodbod’s Control Room’ – the control room at the far end of the long catwalks above the machinery areas (sector 17) (the room Pete keeps telling me needs a quest item!)

Serial Killer Dark Souls

These Dark Souls are best made accessible only after ShadowLevel 7 / the L'Éclipser sequence. Since they are tied into the serial killer characters (which we agree must stay), it is simply a matter of making sure that they are in the newly revised version of the Texas Prison:

- Relocate Marco Cruz to the Texas Prison level (courtyard beyond Door #3).
- Relocate Milton Pike to the Texas Prison level (Cell Block #2).



Cutting Three Levels – Redistribution of Cadeaux:

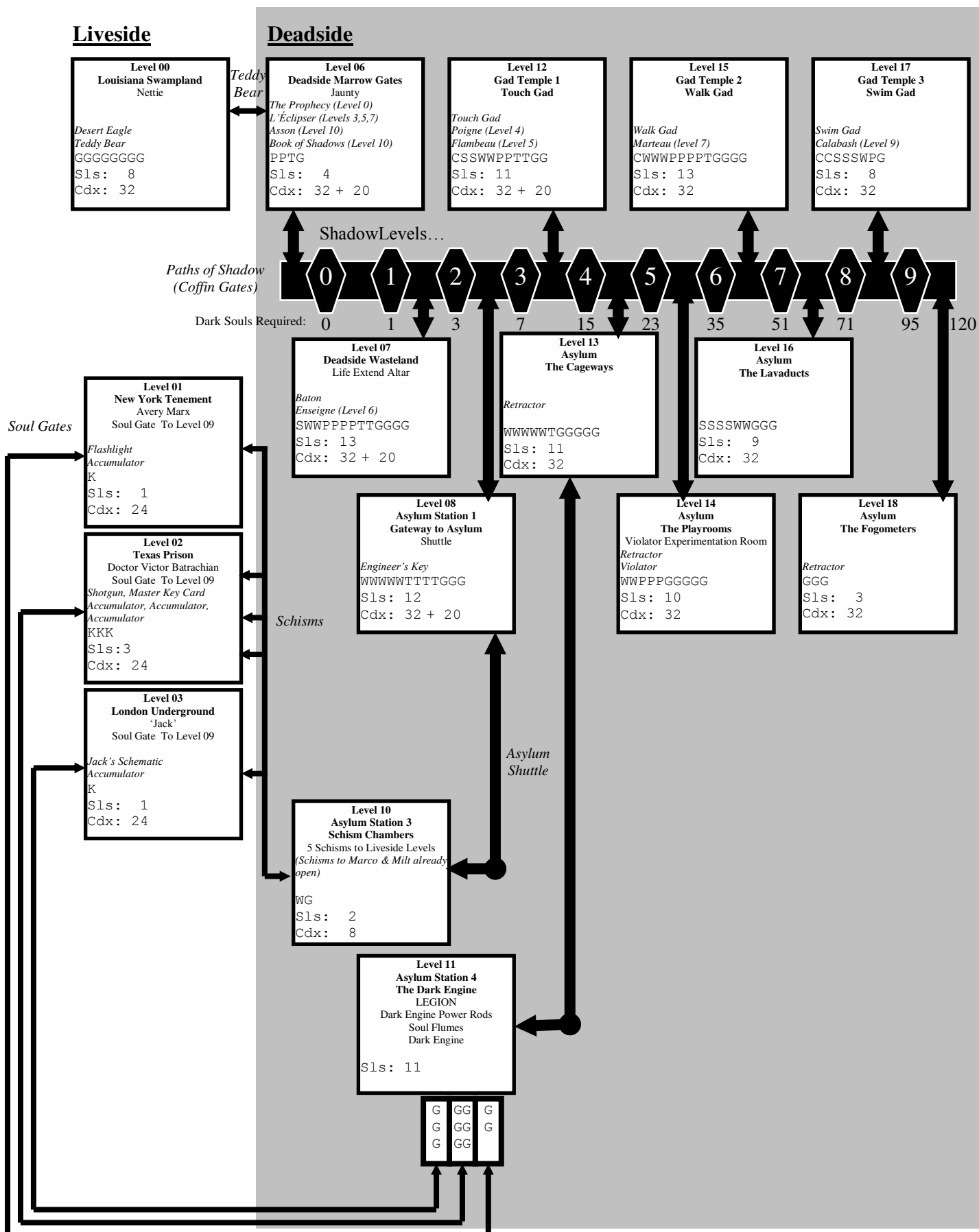
There are a total of $24+24+32 = 80$ Cadeaux allocated between the Florida Summer Camp, Mojave Desert Salvage Yard and Asylum Station #2.

These are to be redistributed as follows:

- 20 Cadeaux to be placed within the Deadside Marrow Gates (main level and Paths of Shadow)
- 20 Cadeaux to be placed within the Deadside Wasteland (above bloodfalls and within temple)
- 20 Cadeaux to be placed within Asylum Station #1 (various suitable locations within this labyrinthine, modified level to act as extra landmarks and incentives)
- 20 Cadeaux to be placed within Gad Temple #1 (Burial Chambers)



LEVEL LAYOUT – THE FINAL CUT (Losing Three Levels)





SHADOWMAN: EXTREME MEASURES

In order to chop a final, fourth level from SHADOWMAN to meet ROM budgets, a further document like this one will probably need to be created. Suffice to say, if our backs are against the wall, we should be able to do it.

Similar to the first two cuts, making this deepest cut requires a subtle approach. Cutting away the last level (the Fogometers) would simply cripple the 10 Shadow Level progression – the on-screen Shadow Display has 10 segments, the game is based on percentages of Shadow Power, the Coffin Gates show 10 segments of Shadow Power, etc.

Also, already there is no Shadow Level 10 accessible level – rather a Shadow Level 10 Coffin Gate in the Deadside Marrow Gates level simply containing rewards in the form of the Asson (the ultimate weapon) and the Book of Shadows. The Book of Shadows being a mysterious book containing a congratulatory message and unreleased pieces of scanned concept art using the serial killer profiles routines – our ‘Yoshi’ for serious gameheads, if you will... (Although we’ve always tried to make a game players will want to complete and be capable of doing so, if they stick at it.)

There is a second forceful argument not to chop the end off the Paths of Shadow further, since at present it is possible to complete the game at Shadow Level 9 (not 10) with the retrieval of the final Retractor from the Fogometers level. Forcing that essential quest item further forwards by chopping the Fogometers would mean that it would be possible to finish the game 24 Dark Souls earlier. This would nobble any incentive for reaching Shadow Level 9 and make Shadow Level 10 (at 49 Dark Souls after Shadow Level 8) a seriously pointless objective.

So, those arguments considered, then the ultimate proposal for this ‘Deepest Cut’ would be to carve out the Asylum Lavaducts level from the adventure. A level directly connected to the game’s backbone – the Paths of Shadow. However, the problem with cutting into the backbone of the game is that by removing a level connected to it the player is no longer directly rewarded with access to a new area from the Paths of Shadow when they reach Shadow Level 7. A basic tenet of the game, that we have tried to avoid breaking.

The fortunate thing about reaching Shadow Level 7 is that it gains the player access to the final piece of L’Éclipser – the three-part dagger that allows Shadowman to exist in Liveside. The L’Éclipser’s effect allows Shadowman to destroy the serial killers and pass beyond their Soul Gates into the later parts of Asylum Station #4. So, although Shadow Level 7 doesn’t lead directly to a new level, it does lead (indirectly) to new areas. Also, because of the fact that the L’Éclipser’s 3 parts are hidden behind Coffin Gates, there is still a Shadow Level 7 Coffin Gate somewhere in the Paths of Shadow that must be used (therefore maintaining the routine of “increase a Shadow Level, find a Coffin Gate that opens”).

So, modifications to extract the Lavaducts level:

- Remove the Shadow Level 7 Coffin Gate from the Paths of Shadow that leads to the Lavaducts.
- Get rid of the Lavaducts level (the Retractor in it having already gone when the two Liveside levels were cut).
- Relocate 32 Cadeaux to other levels of the adventure.
- Relocate 9 Dark Souls (4 x Swim Gad Accessible, 2 x Walk Gad Accessible, 3 x Immediately Accessible) to other appropriate levels of the adventure. This is the really tricky bit, since if it proves impossible to simply relocate the Dark Souls may lead us to having to rebalance the Dark Souls across the entire adventure...which could be very bad.

It can be done, but this really is a ROM budget, backs-against-the-wall cut, since the Lavaducts level contains no new texture maps, a handful of specific switch events, no new bad guys and has a smaller area than the Louisiana Swampland. What it does do is take care of 9 Dark Souls, a large proportion of which are located to maximize Swim Gad gameplay in the level just before the Swim Gad is awarded.





SUMMARY

Despite the number of cuts made to SHADOWMAN the intention is still to make the best damned horror action adventure game ever – the mutant lovechild of Sigeru Miyamoto and David Cronenberg if you will. If we are to succeed in our mission to make SHADOWMAN such an ultimate experience then every effort must be made to ensure that whatever cuts we make are effective, within necessary constraints (like the script, for example) and are ultimately entirely transparent to the player...

(...and let us all pray for the chance to do the Director's Cut!)

Simes

Sunday, December 13, 1998