



SHADOW MAN

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Acclaim's new adventure pushes you into dark depths of horror. Follow us into the chilling shadows.



The Entertainment Software Rating Board has given this game a Mature (M) rating. This game is suitable for persons 17 and older. It contains intense violence, mature language and suggestive themes.

There's no doubt that Shadow Man earns its Mature rating with violence. But it also is among the most artfully mature N64 games, with a cinematic story-line that crosses from the land of the living into the world of the dead, and a lush soundtrack that floods vast environments with dread. Shut off the lights. Turn up the volume. Feel the fear. And let our walkthrough show the way.

THE DARK SOULS

You play Mike LeRoi, cursed with powers that transform him into Shadow Man at night—and during visits to Deadside. He must collect Dark Souls spread across Liveside and Deadside in order to stop the evil spirit, Legion, from creating an immortal army with them.

...AND THE SOULS WERE
SEALED IN GOVI...



Legion already has five of the Dark Souls, and he's gotten a lot of evil mileage out of them, which you'll discover as you go deeper into the story. But there are 120 more, protected inside the heart-like Govi vessels. Only Shadow Man, not Mike, can crack open a Govi to get at the Dark Soul inside.

TAKING THE DARK SOUL'S POWER,
HE DID UNITE IT WITHIN HIM



As Shadow Man, you can not only crack open the Govi but also take the Dark Soul into your own body. This keeps the Dark Soul from Legion, but it also increases your Shadow Level, which enables you to go to more areas and channel more Voodoo power.



SACRED ITEMS

A previous Shadow Man collected artifacts over a century ago and hid them throughout Deadside for you. Though many of these will channel your Shadowpower into destructive blasts that drain your Voodoo, they are primarily useful for other, hidden purposes.

THE ANCIENT ARTIFACTS OF POWER



That earlier Shadow Man spread the artifacts far and wide. You'll often find them on mystical altar-like pedestals that radiate with fiery light. Don't worry if you don't understand an artifact's primary purpose right away—some of the artifacts aren't immediately useful.

LES CADEAUX

Often found inside clay vessels, the Cadeaux are red-rattling items that are strewn throughout most places in Liveside and Deadside. Collect as many of these as possible. You can always see your current store of Cadeaux by pressing the right C Button to check your inventory.

ONE HUNDRED CADEAUX AS AN OFFERING...SHALL INCREASE THE STRENGTH OF A MAN'S SPIRIT



Search high and low for the Cadeaux around Liveside and Deadside. They will come in useful during trips to the Temple of Life. In it are the Altars of Life, on which 100 Cadeaux can be offered to the Loa, the voodoo gods, in exchange for a higher level of maximum Lifeforce.

SHADOWPOWERS

Shadow Man can use his Shadowpowers to power ancient artifacts and open mystical gates. He can also draw upon the protective powers of tattooed symbols called Gads after he has found them in his journeys.

WITH GREATER POWERS THE MAN OF SHADOW FINALLY ENTERED...



With artifacts like the Poigne, and Gad tattoos like Gad Toucher, Gad Marcher and Gad Nager, you can enter many areas—some quite extensive—that were previously barred. Make a note of where all the red waterfalls, burning surfaces and lava fields are. You'll want to come back later.

FROM LIVESIDE TO DEADSIDE

You start as Mike LeRoi, sloshing through Bayou Paradise in search of the Louisiana voodoo priestess Mama Nettie (Agetta). She has the key to Deadside, where you'll become Shadow Man. There you must find the entrance to the Wasteland.

1. MEET AGNETTA AT THE CHURCH



Though the bayou twists and turns, the path to the swamp church where you'll find Agnetta is straightforward. The church is surrounded by growling dogs. Avoid them and head straight into the church. There Agnetta will give you the Handgun and the Teddy Bear.

2. USE LUKE'S TEDDY BEAR TO GET TO DEADSIDE



Use the eerie Teddy Bear to teleport to landmarks around Liveside and Deadside. When you first receive the Teddy Bear, you will be able to go to only Bayou Paradis (Liveside) and the Marrow Gates (Deadside). As you progress through the game, the Teddy Bear will record even more landmarks.



3. PASS THROUGH TWO GATES



If you talk to the Irish snake Jaunty, he will open the Marrow Gates behind him. In the areas and tunnels beyond, you will eventually reach your first Coffin Gate. Stand in the harness and push the left C Button to open it.

TIP: USE THE SHADOWGUN



When Mike becomes Shadow Man, the Handgun becomes the Shadowgun, which shoots energy instead of bullets. Use the R Button to lock on to enemies, then fire. After your Shadow Level grows, you can hold down the fire button to increase shot strength.

4. PICK UP THE PROPHECY



After you pass the first Coffin Gate, you'll enter a circular room with an altar-like pedestal. Walk up to it to receive The Prophecy, a message full of mysteries and potential hints left for you by a previous Shadow Man.

5. COLLECT THE DARK SOUL AND ENTER THE WASTELAND



Above the pedestal is a locked Coffin Gate. Nearby is a Govi, a heart-like container. Shoot it with the Shadowgun to pick up your first Dark Soul, which will increase your Shadow Level enough to open the Coffin Gate. It leads to the Wasteland.

DEADSIDE WASTELAND

The bridge leading to the Wasteland passes over a locked Coffin Gate. You won't yet have a high enough Shadow Level to open it, but collecting more Dark Souls in Wasteland is the key.

TIP: LOOK FOR SWITCHES



Throughout the Wasteland are switches that you can activate by walking up to them and pushing the left C Button. Found at ground level, the Wasteland switches will shoot cables across chasms, which then can be crossed into new areas.

1. GO UNDERWATER TO FIND THE WHEEL GATE SWITCH



In the area that contains the lake, there is a hut on the shore. In it is a wheel gate with an passage too high to enter. Rotate the wheel gate's passage by using a switch in a tunnel that you access through an underwater passage in the red lake.

2. COLLECT TWO DARK SOULS



Find one of the Dark Souls in the room beyond the wheel gate. Jump across a deadly lava pool to reach its God. Find the second Dark Soul at the end of a room that is located above the chamber full of wooden planks that you must jump across.

3. PICK UP THE ASSON



The wooden planks lead to a radiant pedestal where you can pick up the Asson, a sacred rattle. It shoots flame, but stick with the Shadowgun as a weapon for now. You will use the Asson much later for more interesting purposes.

4. COLLECT TWO MORE DARK SOULS



The third Dark Soul is in a hut on high stilts in a large open pit filled with rock ramps and leathery walkways. You can reach the fourth Dark Soul by pushing a cable switch below the Temple of Life entrance then backtracking one area to cross the cable.

5. CHECK IN AT THE TEMPLE OF LIFE



Before you take the long trip back to the Coffin Gate outside the Wasteland, cross the bridge to enter the Temple of Life. This will store a short-cut in the Teddy Bear that you can later use to reach the temple.

THE ASYLUM

Beyond the locked Coffin Gate to Asylum are two more Coffin Gates. For now, pass by them and enter the Asylum. There you will find the Dark Souls required to go even deeper into Deadside.

1. ENTER THE THIRD COFFIN GATE



You can unlock a Coffin Gate when the meter on your Shadow Display shows that your Shadow Level has the same number of purple notches as a Coffin Gate. At this point, you'll have a high enough Shadow Level to open the gate to the Asylum.

2. ENTER THE ASYLUM VIA UNDERGROUND



After traveling through murky chambers, you'll come face-to-face with the Asylum, a gigantic mechanized building. Its front door is locked, so jump off the drawbridge to the right to sneak in underground through three lava-filled chambers.

3. COLLECT THE DARK SOUL



Past the lava chambers are dungeon corridors and rooms inhabited by burly figures who will charge you with hooks if they see you. Use the Asson to finish them off quickly. At the far end of this area is a Dark Soul.

4. FIND THE ENGINEER'S KEY



Backtrack from the Dark Soul a little to find the upward sloping path that leads into vent-like hallways. These will eventually drop into a room where the Engineer's Key lies on a pedestal. Insert it into metallic boxes to unlock doors.

5. COLLECT THE DARK SOUL



With the Engineer's Key, you can unlock a path into the room you saw through the vista port. There you can pick up another Dark Soul. While there, take the gondola to the Cathedral of Pain, register the location in the Teddy Bear, then return.

6. COLLECT THE DARK SOUL



The hall near the gondola leads to two chambers, one of which holds a Dark Soul. After opening the Govi and grabbing the soul, backtrack to the other chamber. There you must use the Engineer's Key to open the far door, which leads out of the Asylum.



THE TEMPLE OF LIFE

You can reach the Temple of Life from inside the Wasteland. But if you've visited the temple once, you can transport to there by using the Teddy Bear. Inside are lava-filled chambers that lead toward an inner sanctum where you can gain a higher maximum Life force.

TRADE 100 CADEAUX FOR LIFE



Deep within the temple, you can enter a round chamber with five altars. Each can be used just once to exchange 100 Cadeaux for an extra maximum Life force level. Plan to return here several times during your journey.

COLLECT THE BATON



Also within the Cadeaux-trading chamber is a central pedestal, which holds the Baton, a sword-like item which blasts Voodoo energy. It can also be stuck into the flag-flame pedestals to teleport elsewhere, though some go to fatal locations.



GAD TEMPLE ONE

By now you'll have a high enough Shadow Level to enter Gad Temple One, where Les Soeurs de Sang (The Sisters of Blood) protect the device that will tattoo you with the Gad Toucher symbol.

1. FIND YOUR WAY TO THE TEMPLE



Back outside the Asylum area, unlock both Coffin Gates. Collect a piece of L'Eclipsor from one. Then enter the other to access a maze. Head upward to a deep pool that leads to the entrance area of the temple.

2. SHOOT THE DOOR AND TRIP THE FIRST SWITCH



In the room with two upward-spiraling passages, shoot open the first blocked passage and trip the switch beyond. This will raise one of five ramparts in a great chamber off the spiraling room. It will also awaken the Sisters of Blood.

3. ACTIVATE THE SECOND AND THIRD SWITCHES



Shoot open the second blocked passage. Run up the stairs and jump the platforms inside to reach a high rampart switch. Return to the main room, then shoot open the third blocked passage to reach a room full of rafters, where the third switch is.

4. COLLECT THE DARK SOUL



Beyond another blocked passage that you must shoot out is a wooden walkway that spirals downward. About midway down, take a small detour into a room that contains a Govi. Shoot it with your Shadowgun, then collect its Dark Soul.

5. TRIP THE FOURTH SWITCH



At the bottom of the downward-spiraling walkway is a room covered with spikes that pop in and out of the floor. The fourth switch is on one wall. Activate it, but watch out for the Sisters of Blood that emerge nearby.

6. ACTIVATE THE FIFTH AND SIXTH SWITCHES



At the top of the main spiraling room is an open hallway that leads to a view of the adjacent great chamber. Trip the fifth switch behind you to raise the last rampart. Then drop to the floor and activate the sixth switch, which will shut off the rampart fire barrier.

7. COLLECT THE DARK SOUL



Once you've pushed the six switches, you will be able to enter the main temple by climbing the five ramparts to the high entrance. There you will also find a Govi. Shoot it with your Shadowgun to collect the Dark Soul.

8. ACTIVATE FIVE SWITCHES AND RECEIVE THE GAD TOUCHER



After crossing three trap-filled rooms, you'll reach the main Gad chamber, where you must push five wall switches at the sides of the chamber to fully lower the tattoo-making Gad device from the ceiling. Once it's down, enter it to receive the Gad Toucher.

USING THE GAD TOUCHER

Once you have the Gad Toucher, you can touch fire with your hands. This allows you to reach more areas. Later in the game, after you get two more Gads, other parts of your body will be protected, allowing you to travel to even more areas.

MOVE THE BURNING BLOCKS



To this point, you will have seen blocks that burn with a red symbol. Once you have the Gad Toucher, you will be able to push those blocks, which cover passages to new areas. Use the Teddy Bear to return to areas where you've seen these blocks.

EDGE ALONG FIERY LEDGES



In the Gad Toucher chamber, there is a ledge covered in flames. Once you have the Gad Toucher, you can grab on to such ledges without burning yourself, then edge your way along them to access areas that you couldn't reach before.

EDGE AROUND FIRE PEDESTALS



Back at the Asylum, jump left off the drawbridge. You will soon be blocked by a fiery pedestal. With the Gad Toucher, you can get around such pedestals by grabbing their rims and edging your way around them.

THE CATHEDRAL OF PAIN

Use the Teddy Bear to transport to the Cathedral of Pain, where you can use bizarre gateways to return to locations around Liveside where crazed criminals are on the prowl. You must somehow defeat them. But just how is part of the ongoing mystery of the game.

FIND THE THREE PIECES OF L'ECLIPSE



During daytime in Liveside, you don't have the advantages of your Shadowpowers. Agnetta will explain that you must collect three pieces of the mystical L'Eclipser to use your Shadowpowers in Liveside. You already have one piece—search for two more.



DEFEAT THE FIVE



Through the Cathedral of Pain, you will be able to travel back to Liveside, where you can encounter two members of The Five, a group of crazed criminals. Unfortunately, it will be daytime in Liveside, and you won't have the advantage of your Shadowpowers when fighting the lunatics Marco Roberto Cruz and Milton T. Pike.

Your journey into the dark heart of Deadside and the terrifying face of Liveside have only just begun.

To this point, your path has been mostly linear. But as you increase your Shadow Level and gain more Gad, the game will open up into a much more self-directed experience. And once you assemble L'Eclipser, traveling around Liveside at night will add a whole new horrifying dimension. Plan to keep the lights on over the long haul.

