

the games

Guide to Dreamcast gaming

> Don't buy any game until you have checked out our reviews first! Our reviewers are the most experienced in the business, moreover we are not afraid to give a poor score to a game that simply doesn't cut the mustard. Nobody else is as committed to making sure that you never part with your hard-earned wad on second-rate games!



Shadow Man

36>

Take a walk on the deadside with Acclaim's killer game.

Dreamcast reviews icon guide

You can find out all the essential information about a game by checking out these icons.



ESSENTIAL INFO

> Everything you need to know – the publisher, developer, price, release date, genre and country of origin.

INFOBURST

> Any extra information we can give you on the game ends up here!



VM INFO

> 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.

LONG TERM PLAY

> Just how long will this game last? Find out by glancing at our time ratings.



Shadow Man	36
Chef's Luv Shack	40
F1 World Grand Prix	42
Sega Bass Fishing	46
AeroWings	49
Re-Volt	50
Mortal Kombat Gold	54
Soul Fighter	56
Jimmy White's 2: Cueball	60
Snow Surfers	62
Tokyo Highway Challenge	64
Dynamite Cop	66
Racing Simulation: Monaco Grand Prix	67
NFL Blitz	68
WWF Attitude	71

AWESOME MOMENT

> A stand out moment from our lengthy playtest of the game.

2ND OPINION

> Not one, but two expert opinions so you get an unbiased view of the game!

DREAMCAST OPINION

> To round off the review we give you three plus and three minus points to consider before buying, along with ratings for graphics and sound, the overall percentage and an alternative or two!

Shadow

Dare you enter the nefarious world of Shadow Man where evil is in the throws of returning from the world of Deadside in an attempt to bring the Apocalypse to the land of the living? Evil doesn't get any nastier than this!

For many thousands of years the Shadow Men have protected the world of the living against the threat coming over from the spiritual plain known as Deadside, the place where everyone goes without fail when they die.

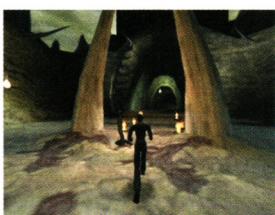
Michael LeRoi is the current heir to the mysteries of this ancient lineage, bearer of the mask of shadows. When darkness falls he becomes the walker between the worlds, immortal voodoo warrior, taker of souls, Lord of darkness... the Shadow Man."

But *Shadow Man* isn't just a game with a history and mythology, it's also a game with a pedigree... in other

words, the stuff of legends. Just look at quality and success of the PC version (of which this is a direct port), so when Acclaim told us that there was going to be a Dreamcast version we got pretty excited about it. You won't be disappointed as the Dreamcast game brings the mystery, darkness and evil of the original to a whole new non-PC audience.

The Killing Fields

As Michael LeRoi you must save the land of the living, Liveside, from the evil that lies below in the land of the dead, Deadside, where five evil conspirators are planning to bring Apocalypse



earlier than otherwise expected. Agnetta (or Nettie as Michael calls her...) I'm sure there's something going on there you know), a voodoo priestess, has seen the vision in her dreams and in a bid to save the world from such a fate has recruited Mr LeRoi to be the Shadow Man.

It is your duty as Shadow Man to enter unto the fray and sacrifice your soul as you explore both the lands of the



1



2



3



[1+2] It was Chainsaw Massacre all over again. [3] Something was going down at the local penitentiary but Shadow Man couldn't quite work out what. [4] This ain't no time to go to bed.

4



essential information >
Dreamcast
magazine
Shadow Man



Publisher | Acclaim
Developer | Acclaim Studios
Origin | UK
Price | £39.99
Genre | Adventure
Release | December

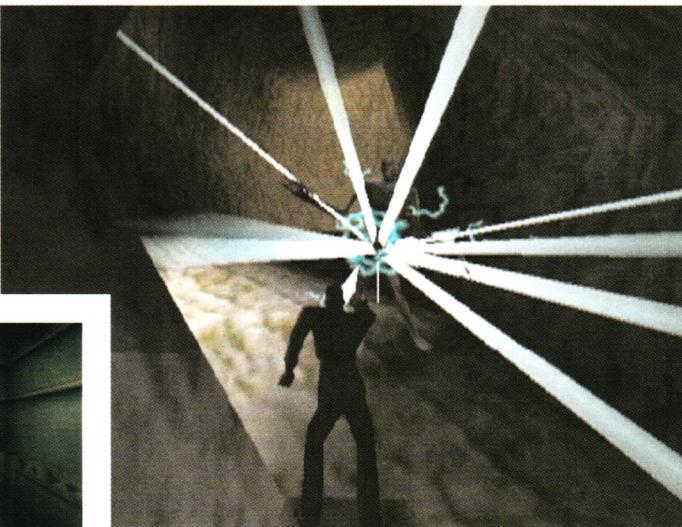


Vibration pack
VM Information





Man



living and the dead in an attempt to solve the mysteries and save the world form a fate worse than, well, death. But hey, if you like killing then you won't have a problem as the game is full of repugnant and horribly deformed zombies as well as all sorts of other nefarious beasts and undead denizens who lurk amongst the edifices just waiting to cover you in their rotting flesh.

To help you on your killing spree there are around 50 weapons, ranging from your run-of-the-mill sawn-off shotgun and machine-gun to the 'don't mess with me or I'll blow your head off' Shadowgun and .50 Desert Eagle – and with one in each hand you can do the job twice as quickly. You even have access to some voodoo magic turning you into the consummate hero/warrior. Don't be mistaken, this guy is hard. Really bloody hard.

During your mission you'll have to cross to and fro between the two-worlds as if they were linked by the London

Underground, both of which hold their own particular brand of mayhem, pestilence and heinous activities with which you must deal. In Liveside the action takes place in five locations, from the Everglades to New York and London town, areas which were once homes to the five vengeful and still bloody thirsty serial killers. In the depths of Deadside, where the real evil remains smouldering away, the action is centred on the gothic cathedral, the Asylum, purposefully built by Jack the Ripper for the festering and breeding of evil and its associated partners in crime.

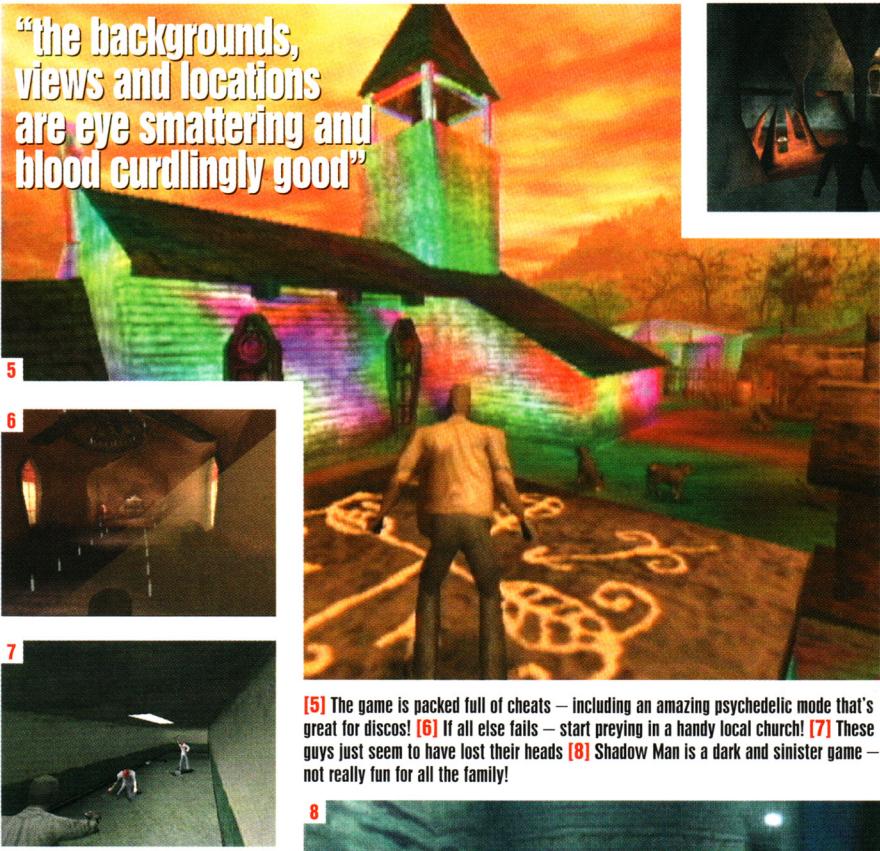
In total there are 19 levels spanning the two worlds, both of which are full to bursting with areas to explore, puzzles to solve and rotting corpses to kill. In no way is it a game which you're going to be able to put away after just a few days of murder, butchery and slaughtering, and it's certainly not a game for those with a weak heart or an abhorrence of violence.

infoburst

Extra information>

- > Did you know that *Shadow Man* was inspired, among others, by the poet Sylvia Plath and the painter Brueghel Bosch... oh and not forgetting Mario.
- > The game has 19 different levels, six in Liveside and 13 in Deadside.
- > The game offers a choice of around 50 different weapons and accessories to help you on your apocalyptic way.
- > Did you know that the actual identity of exactly who Jack The Ripper was remains a mystery to this day?

"the backgrounds, views and locations are eye smattering and blood curdlingly good"



[5] The game is packed full of cheats – including an amazing psychedelic mode that's great for discos! [6] If all else fails – start preying in a handy local church! [7] These guys just seem to have lost their heads [8] *Shadow Man* is a dark and sinister game – not really fun for all the family!



The Conscience of Jack The Ripper

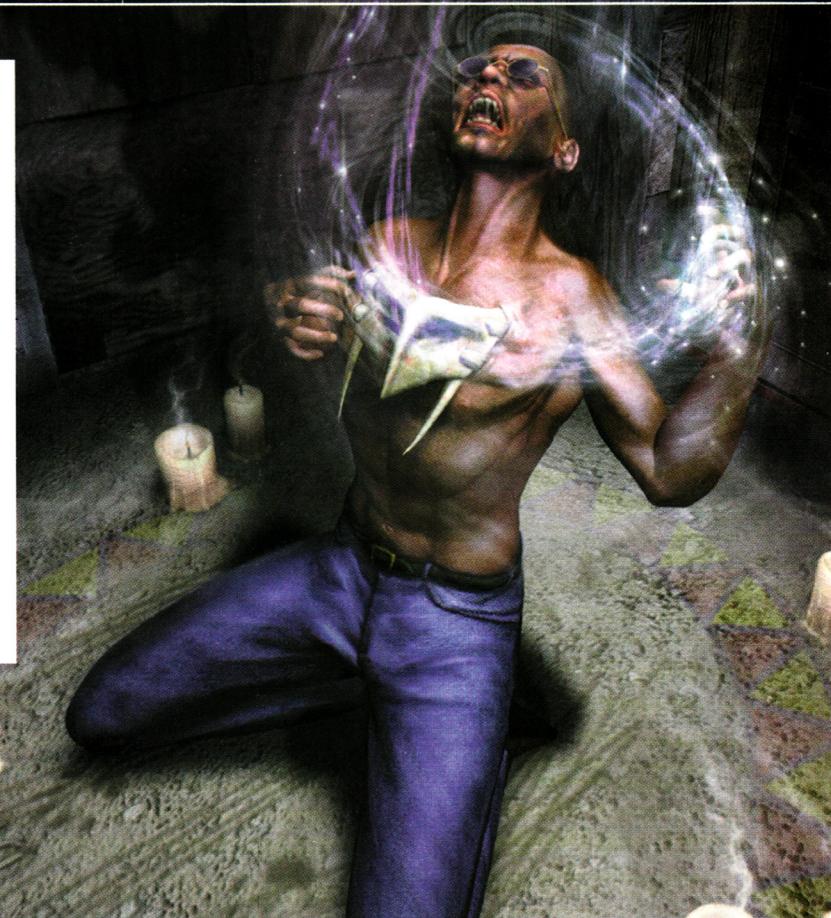
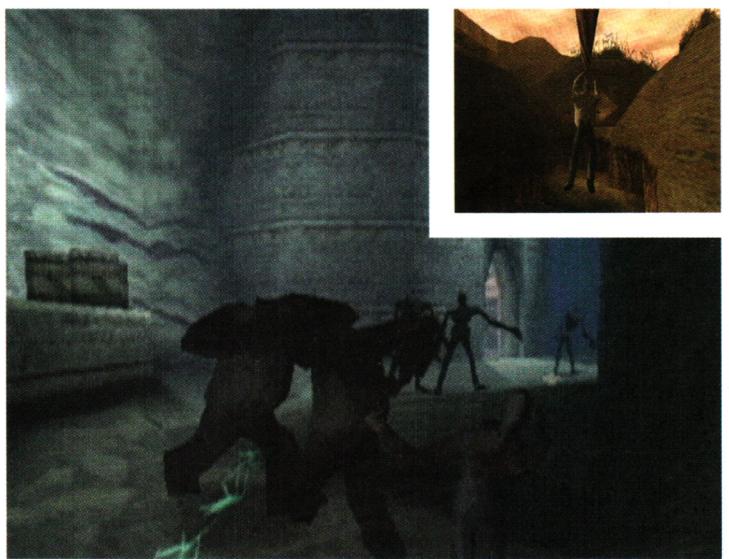
> As the game begins we're taken back to 1888 and to the underground lair of the notorious mass murderer, Springheel Jack, more commonly known as Jack The Ripper. We find him tussling with his soul when along comes some evil entity from Deadside going by the name of Legion ("for we are many"), to recruit him to build the



gothic citadel to be known as the Asylum... for all those mad serial killers and spirits

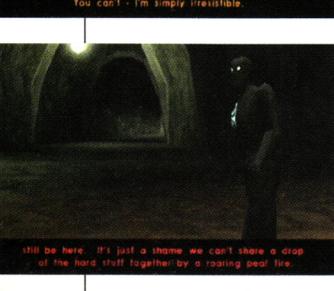
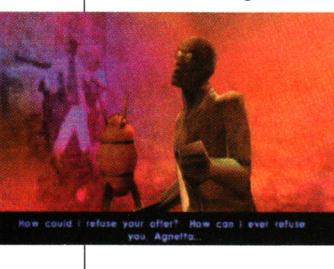


of evil to take refuge in. He then proceeds to top himself... lovely stuff.



CUT SCENE COMMENTS

> Throughout the game there are cut scenes which have Shadow Man displaying his dry wit, not least of which are his confrontations with his voodoo stooge Nettie and his source of information Deadside, Jaunty – a peculiar snake like entity with an hilarious Irish accent. Here are a couple of the more amusing ones.



If Looks Could Kill

But it's not just the gameplay, sinister storyline and depth of the game which makes *Shadow Man* such a fantastically absorbing and pleasurable game to play. Oh no, it doesn't just stop there. The visual effects are astounding, making full use of the Dreamcast's power, turning it from just a great

2nd Opinion

my view: Stuart Taylor

> It takes a while to get into *Shadow Man*, and the more impatient gamers may find the initial stages a bit repetitive, but perseverance really does pay off if you are to reach the more exciting later levels. There is plenty to see, and it will take even the most accomplished player quite a while to complete it, so you can be sure of great value for money. Those of you depressed that the Dreamcast won't see *Resident Evil: Code Veronica* until next year, should be delighted that they will be able to take a walk on the dark side with *Shadow Man* before Christmas. Acclaim's port of its PC title is indicative of great things for Dreamcast owners, as it shows that they can be done quickly and successfully (apparently, it took Acclaim Studios a little under three months to convert the PC code). So, when are we going to see *Turok 2* on the Dreamcast, Acclaim?

game into a really great game. The characters might still be a bit polygonal in shape and movement, but the backgrounds, views and locations are eye smattering and blood curdlingly good. Just check out the skies that lie above the church where Agneta plies her voodoo trade or the aura of evil that oozes out from and surrounds the Asylum in Deadside and you'll see what I mean.

The cut scenes are equally impressive managing to be humourous while still retaining the malevolent nature of the action. Likewise the camera angles are just as impressive

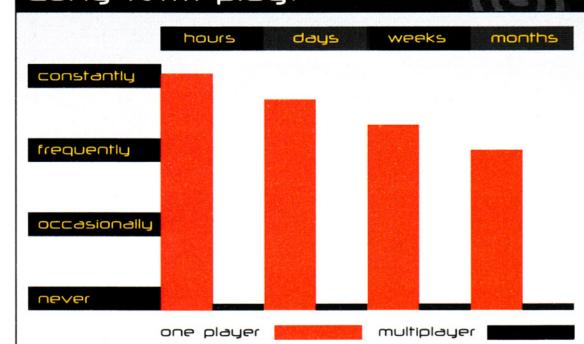
throughout lending themselves to the general flow and smoothness of the game. Add to this a soundtrack which is as sinister as it is frightening and you have an ambience which would have your gran jumping out of her residual chair and running down the high street.

Add to all this the amusing confrontations and comments between Shadow Man, Nettie and his snake like associate, Jaunty, and you have a game which seemingly has everything. It all fits perfectly together creating a game which is so well balanced and so compelling that if you don't make a beeline for the shop, the Shadow Man

might just have to come and get you. Now let's say that three times into a mirror – Shadow Man, Shadow Man... damn, bottled it.

Alex Warren

Long term play



Dreamcast magazine

Opinion

ALIVE

- + Amusing and impressive cut scenes
- + Fantastic gameplay and mythological storyline
- + Unadulterated killing pleasure

DEAD

- Polygonal characters look a bit rough!
- Loading times are a bit too long!
- No two player option so you have to play this alone!

VISUALS	86%
SOUNDS	83%
GAMEPLAY	93%
VALUE	89%

DM Rating 90%

summing up
> If you have a trigger finger and a penchant for killing everything that dares to stand in your way *Shadow Man* will fulfil all your sick and disturbing fantasies... and then some.

alternatively
> *The House Of The Dead 2*
> *Resident Evil: Code Veronica*