

EVERY NEW NINTENDO GAME PLAYED AND RATED IN THE BUMPER...

SUPER REVIEW STADIUM

► WWF ATTITUDE (N64) IS ON 42!
► C & C (N64) IS ON 44!

► SPY VS SPY (GBC) IS ON 46!
► R-TYPE DX (GBC) IS ON 48!



THE RIGHT ADVICE!

Our reviews are there to help you decide which games are worth buying – that's why there's so much information!

Watch out for:

Watch out for this purple nasty. It'll be pointing out a bad feature in the game...

Watch out for:

If you look for this symbol, you'll find it drawing attention to something that we like about the game!



ROPE TRICK!

THERE'S A LOT OF THIS INDIANA JONES TYPE SCAMPERING AROUND ON LEDGES AND ROPE BRIDGES. IT'S ALL PART OF THE FULL SHADOW MAN EXPERIENCE...

MEETING THEIR MAKERS!



Shadow Man's baddies die in a variety of spectacular and unusual ways. Take this fellow for example – check out the mess!



▲ A few shots, and this shrieking terror will start to feel a bit peaky.

▲ What's that... light coming out of his body...?



▲ ...SPLITCH! That's pretty manky! The cleaners will not be amused.

SHADOW MAN

	VIS	CASTLEVANIA
5	GRAPHICS	4
4	SPOOKINESS	3
3	WEAPONS	3
4	BADDIES	4
4	GAMEPLAY	3

The new kid on the block takes the applause with the graphics and spookiness levels cranked up high!



CASTLEVANIA

Quite scary but skeletons are no match for voodoo and serial killers in the shivery back-wibbling stakes.



WHO HELLS HER?

MIKE LEROI



He's our hero... nearly. He's still got to become Shadow Man!

SHADOW MAN



Mike gets serious, and boogies with the night. Spooky eyes!

NETTIE



Nettie's your Liveside friend, and a bit of a looker too. Lordy!

FORMAT REVIEWED
N64

"TRACK DOWN THE EVIL BODS AND KICK THEIR WORMY BUTTS TO HELL!"

I'M ONLY GONNA ASK YOU THIS ONCE... WHERE'S ME ICKLE TEDDY? WHERE'VE YOU PUT FLUMPY?!

MAN

But when you're in Liveside (that's our world), you can't be Shadow Man. It's only when you enter Deadside that you can become him, and use his powers. The idea is to go into Deadside and collect Dark Souls - tokens of immense power - before the bad guys can get their mucky mitts on them.

COOL WEAPONS!

Running around in Liveside, you'll find weapons like machine guns and shotguns with which to

pepper the baddies, but you can't use them in Deadside. It works the other way around too - in Deadside, there are a whole bunch of Voodoo relics which you use as weapons (fire-spitting

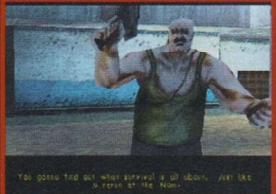


LEGION



The big bad guy. You'll have to blow the living snot out of him...

THE FIVE KILLERS



This motley crew of killers need teaching a lesson - the 'ard way!

GO! QUICK TIP!

Use the R button to strafe around enemies, like in *Zelda*. It makes combat much easier.

Nintendo WORLD

CONTROLS

These are for the 'Classic' - one of the four different control settings.



JOYSTICK

Use this to propel our man around the sprawling shadowy and gloomy landscapes...



Z-TRIGGER

Controls your left hand. Now your right hand will always know what your left hand is doing...



A BUTTON

Press this to launch yourself into the air! That's right, it's the jump button. Hello, old friend...



B BUTTON

Your right hand can be controlled using this button. That's handy (boom boom)!



C BUTTONS

Snipe with C-Up, use C-Left for actions, C-Down for crouching and C-Right for your inventory.

R BUTTON

If strafing's your thing (see issue 1), you'll be pleased to hear that this button's what you need!



LOST IN SPACES!



Shadow Man involves a lot of walking around in blooming eee-normous levels. Which obviously means loads of getting lost. Dung it, we knew we should've packed a compass...

► Look at the size of this place! It's a big ol' castle, and forms the gateway to loads of other areas.

► This platformy bit's tricky, as there are some winged demon things floating about firing tons of oversized snotballs.



► Aww, flippin' eck... whaddya do here? Well, you've just got to work it out for yourself! There's shed-loads of head-scratching to be done while you play *Shadow Man* for sure!



REVIEWS

EVERY NEW NINTENDO GAME PLAYED AND RATED!

FROM	ACCLAIM	PRICE £39.99
AVAILABLE	OUT NOW!	NO. OF PLAYERS 1
RUMBLE PAK		CARTRIDGE BACK-UP
MEMORY PAK		EXPANSION PAK



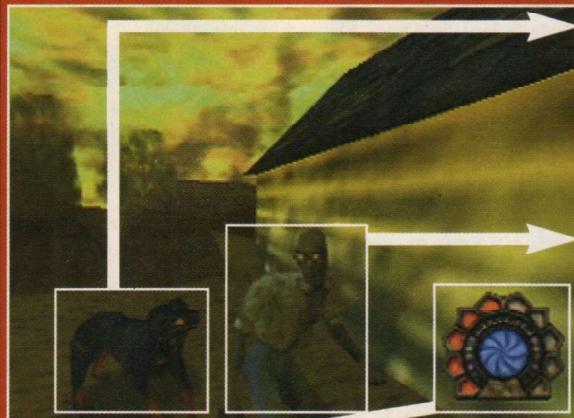
TINY KEYRINGS

There are 10 sets available now from Project K (0181) 508 1328, for £10.99 each. You can win one on page 19!



ENTER THE WORLD OF SHADOW MAN...

There's not too much info on screen, but what's there is important...



ENEMY

The best way to beat baddies is to hold down the strafe button, and get some hot lead sent their way!



DA MAN HIMSELF!

You're always centre stage. If your view gets a bit confusing, you can reset it by pressing the L Button.



STATUS BAR

Keep your eye on this, as you may regret if you don't! There's a slightly different bar for both Mike and Shadow Man, but they both work in the same way...



1: HEALTH BAR

Try not to let this fall much below half-way, just in case...

2: SHADOW GUN ENERGY

The gun is your passport to progressing through the game!

3: AIR GAUGE

This handy meter measures how much air you're got, obviously.

► skulls, spirit-launching pistols, that kind o' thing), and there are stacks of evil tinkers kicking around that you'll need to paste, so there's no shortage of action.

To defeat the five killers, you'll have to become a lot more powerful, and you'll also have to gain the ability to become Shadow Man in Liveside. As you collect the Dark Souls, you'll get access to more levels, and your weapons will do more damage, which is, y'know, going to count when you get to the final showdowns.

TONS OF LEVELS!

If there's one thing you get in *Shadow Man*, it's... lost! The levels are flumplin' huge, and to get on in



▲ This will be a familiar sight after a while - Mike pegging it round.

▼ It's hardly a giant step for mankind to get your bony butt up here...



▲ There are plenty of atmospheric locations to be visited in the game. There's your old pal, the annoying snake. Shoot at him if you get too sick of him.

“**THERE'RE STACKS OF EVIL TINKERS KICKING AROUND THAT YOU'LL NEED TO PASTE!**”

the game, you'll have to keep hopping between them like a loopy sparrow. One of the magical items you get is a kind of voodoo doll in the shape of a battered old teddy bear. When you use it, it gives you the option of jumping back to levels you've already visited. As you go through the levels, you'll find areas that you can't reach, or doors that won't open until you've got certain objects, which can only be found

BLESS YOU!

NOPE, THAT'S NOT THE LEFT-OVERS FROM A GIANT SNEEZE - OL' MIKE'S BEEN OFF MONSTER-SLAYING AGAIN...

HOST TRAIN Check it out... a real live ghost train. And you get to ride it, too. Wooo!!

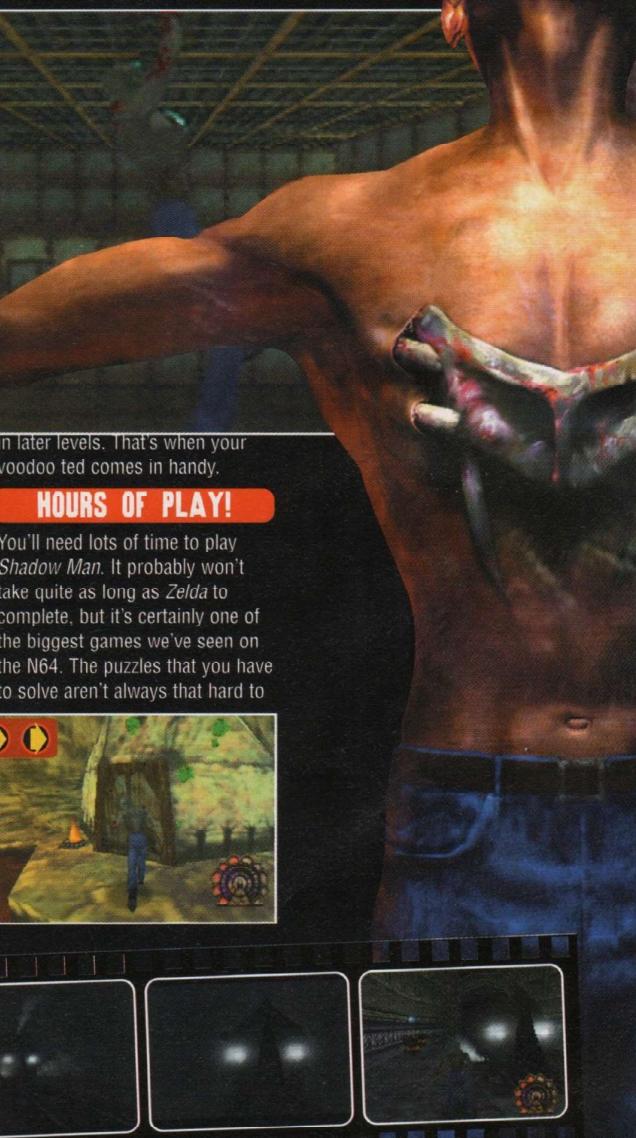
DEADSIDE OLYMPICS!

Mike Leroy's a pretty agile sort of chap... and it's a good thing too, cos there's lots of bounding around to be done in *Shadders*. You'll be glad he's the sort of guy who can do 50 squat-thrusts without sweating when there's some big geezer haring after you with a cosh!

LEAPING LIKE A RABBIT!



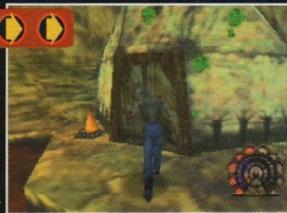
▲ Shadow Man leaps about like a bunny at Easter. Only slightly without the ears, of course.



in later levels. That's when your voodoo ted comes in handy.

HOURS OF PLAY!

You'll need lots of time to play *Shadow Man*. It probably won't take quite as long as *Zelda* to complete, but it's certainly one of the biggest games we've seen on the N64. The puzzles that you have to solve aren't always that hard to



GO! QUICK TIP!

Remember that you can trade in 100 Cadeaux at the Temple of Life for extra health.

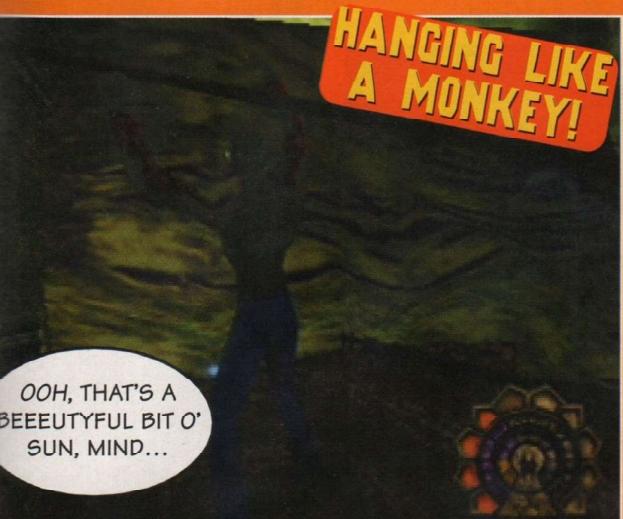
POKÉBALL!

Straight from Japan, you can use this to catch your own Pokémon! You can get one from Project K (0181) 508 1328, for £10.99. Win one on page 65!



RUCKSACK!

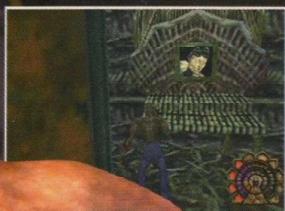
Hide your Pokémon on your back! You can pick up this 30cm high bag from Project K (0181) 508 1328, for £5.99.



OOH, THAT'S A BEEEUTYFUL BIT O' SUN, MIND...

HANGING LIKE A MONKEY!

With chimp-like dexterity, Mike zips across hanging ropes like there's a big pile of 'nanas at the other end. Chimp-ressive, eh?



work out, but they tend to be really big, sometimes stretched over entire levels, and some even need to be solved over several levels. It's pretty tricky!

ANNOYING BITS!

Shadow Man doesn't really disappoint. There are times where it can get a little bit boring, as you end up running

WE LIKE IT!

So it's a thumbs-up for *Shadow Man*, but mind some ghastly goon with a chainsaw doesn't come and lop it off...



UGH! BLOOD!

THOSE RED FOOT-PRINTS MEAN THAT THERE'S BEEN SOME KILLIN' DONE ROUND HERE RECENTLY...



SWIMMING LIKE A DOLPHIN!

With a curious waving motion, Mike can cane it through water, sludge, and even lakes of blood...



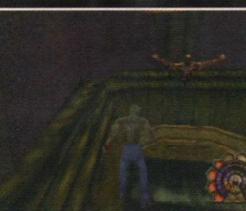
CLIMBING LIKE A PINE MARTEN!

If he can get his fingers on it, he can climb up it. He'll flip up to ledges in the blink of an eye!

WARNING!

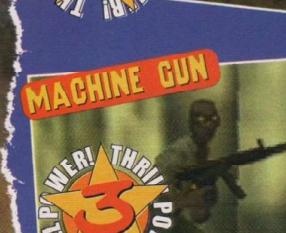
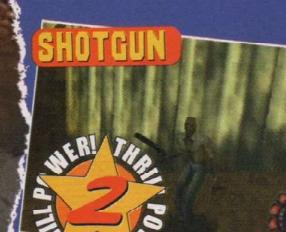


SHADOW MAN HAS AN AGE RATING OF 15, SO YOU'VE GOT TO BE AT LEAST THAT OLD TO BE ABLE TO BUY IT.



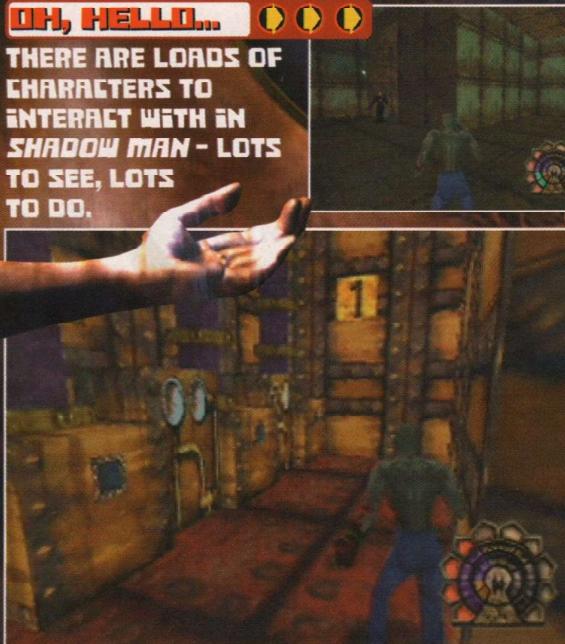
HOSTLY GUNNERY!

The weapons in *Shadow Man* do the job, but they certainly ain't spectacular. Here, we rate them out of 5 (5 good, 1 baaaad). A 3's about as good as it gets...



OH, HELLO...

THERE ARE LOADS OF CHARACTERS TO INTERACT WITH IN *SHADOW MAN* - LOTS TO SEE, LOTS TO DO.



One of the good things about *Shadow Man* is that you'll need to do some thinkin' as well as shootin'.



GRAPHICS

Although it's a bit brown, hi-res gorgeousness makes *Shadow Man* a joy to behold

SOUND

Wheazy enemies make it a bit spooky, but the music never really gets off the ground, oddly enough.

PERFORMANCE

Slinky visuals and it runs like a speedboat, even in hi-res mode.

GAMEPLAY

Lots of exploration and action, but loads of getting lost in huge levels too.

DIFFICULTY

It's not easy, especially as it's bigger than a Blue Whale's boots. Hang on a minute...

LIFESPAN

If you zipped through it and did everything, it would still take you over 70 hours. Bummocks!

FINAL SCORE

86%

"
THE BIGGEST GAME SINCE ZELDA, WITH LOADS OF ADVENTURE, BADDIE-MASHING AND BLOODSHED!"

GO! QUICK TIP!

You can also jump backwards, which is very handy for getting to some of those hard-to-reach spots!