



# SHADOW MAN



BY FOUR-EYED DRAGON

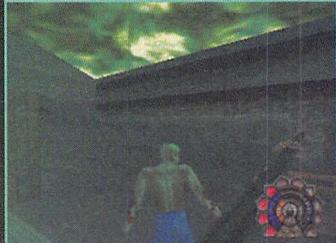
- Published by Acclaim
- \$64.99
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	4.5

PLAYING AMONG THE darkness has never been so brilliant. With surreal visuals, haunting sounds, and a deep story line, Shadow Man is an adventure that will make even timid players scream for joy.

## Living La Voodoo Loco

An ominous backdrop sets the tone for this Mature-rated game. A voodoo sorceress foretells the emergence of a great Evil that will use dark souls to conquer Earth. To fight this sinister force, the sorceress creates Shadow Man, a powerful voodoo warrior with the ability to travel to the land of the dead. As Shadow Man, you face the spirits of society's worst, such as serial killers. You must grab the dark souls from the Evil and ultimately save the world from Armageddon.



**PROTIP:** Go beyond this hanging cage in Gateway for valuable Cadeaux.



**PROTIP:** When fighting Marco Roberto Cruz, stay on top of this crate and kneel to avoid his firepower. You won't get hit, and you'll always have a clear shot.



**PROTIP:** Don't forget to look at the Les Cartes du Prophetie for some helpful hints.

## Illuminating the Darkness Within

You may be playing in the dark, but Shadow Man's quality workmanship is plain to see. From the start, the audio is a chilling success. Foreboding music establishes the atmosphere for this horrific adventure, while the eerie sounds of dying enemies and creatures whispering your name just before they attack is terrifying.

Even more superbly frightening are the visuals in the enigmatic areas that you journey to in the land of the dead. Each location contains striking detail and must be fully explored to reveal hidden paths. Cool weapon effects, murderous-looking creatures, and nice cut scenes round out the almost perfect look of the game. Unfortunately, periodic breakup hinders Shadow Man's movement, and sometimes you'll land on platforms that don't exist or get stuck behind an object that normally would be simple to maneuver around.

Despite that, the controls are beautifully tuned and easy to use. Grabbing ledges, traversing extended ropes, and strafing to avoid enemies become second nature after a few moments of gameplay. The only downside: Judging how far you should jump at different locations takes a lot of practice and is very frustrating when you encounter distant platforms.



**PROTIP:** Gruesome kills like this are accompanied by the heinous sound of the creature's body exploding!



**PROTIP:** In Cageways, climb on top of the red transport and jump to the doorway.



**PROTIP:** In the Cathedral of Pain, use the Retractor on the hanging corpse that's located beyond the door with Batrachian's symbol on it.



**PROTIP:** To stop the first piston, use the Engineer's Key in this sequence: middle lock, right lock, left lock.

## GRAPHICS

4.5

Watching your weapons in action against savage creatures is the best part of the game. Also, there are large areas to explore that have spine-tingling surprises at every turn. Occasional breakup in the graphics limits movement, however, bringing the score down just a bit.

## SOUND

5.0

Bloodcurdling moans and startling sound effects keep you on your toes while the music sets the pace of the game nicely. Even the sounds of crackling fire and rustling feet are in harmony with the game's ambiance.

## CONTROL

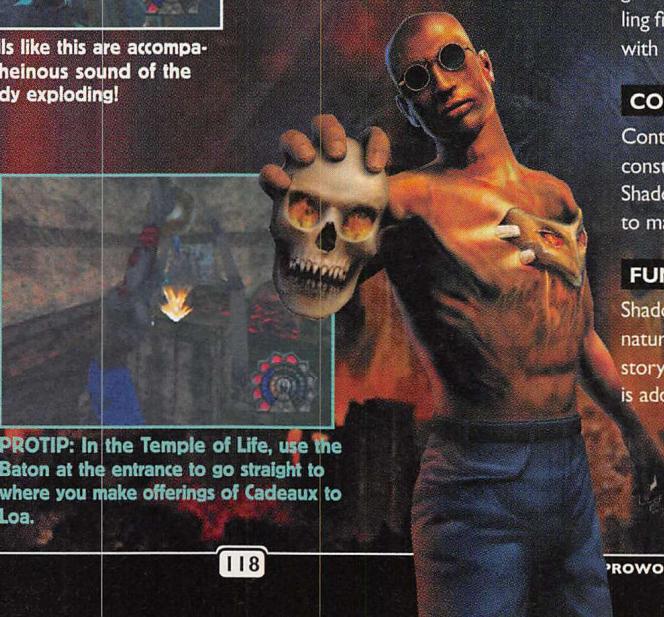
4.5

Controlling your jump is tricky and a constant annoyance in the game. But Shadow Man's overall control is a cinch to master.

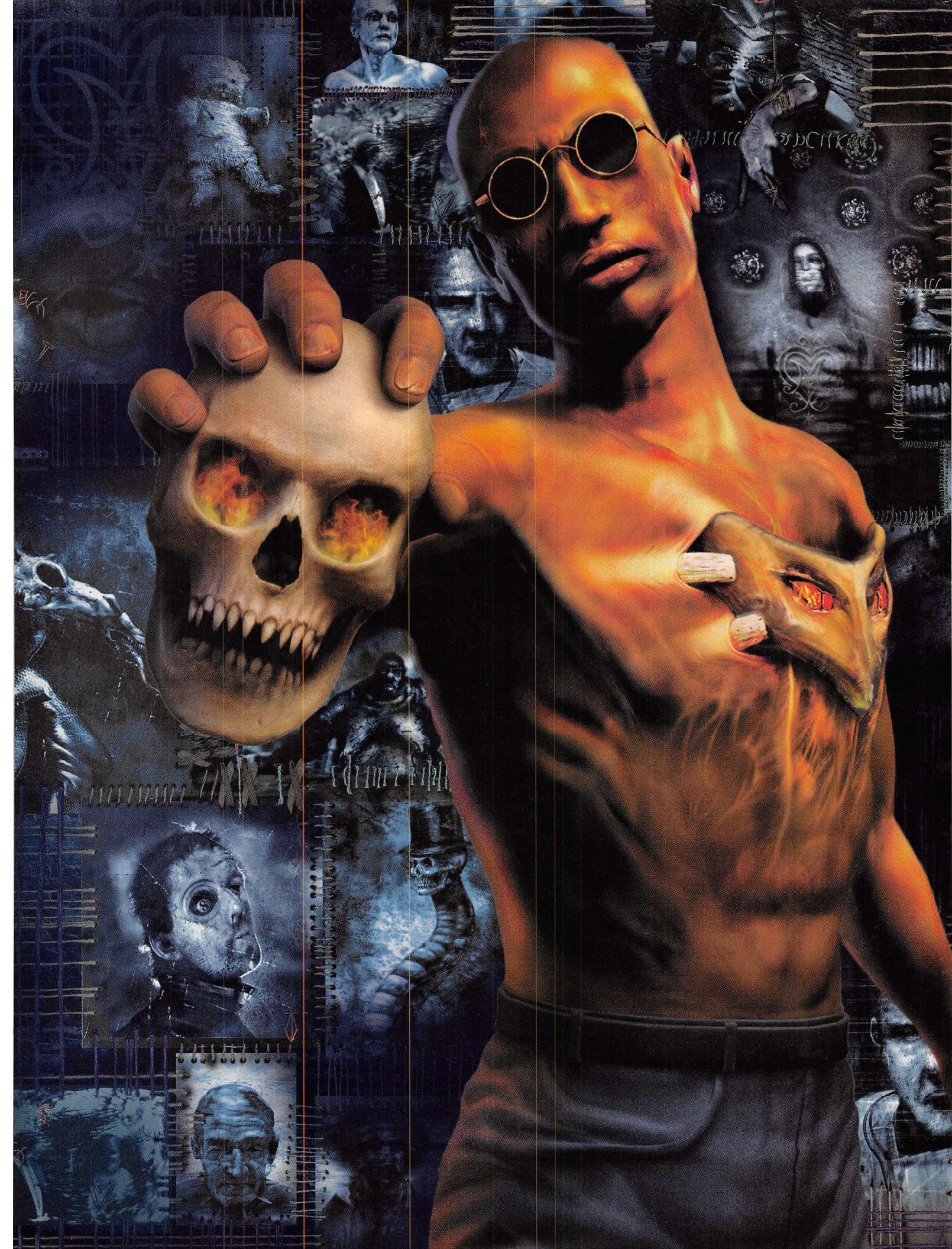
## FUN FACTOR

4.5

Shadow Man's dark theme and violent nature may not be for everyone, but its story line is intriguing and its gameplay is addictive.



**PROTIP:** In the Temple of Life, use the Baton at the entrance to go straight to where you make offerings of Cadeaux to Loa.



He is coming.

Walking between worlds...  
between worlds

Traveling the road of souls from Liveside to spirit world  
And back again.

He is coming, skull in one hand,  
He is coming, skull in one hand,

flambeau in the other...

a voodoo mask in his chest

A voodoo mask in his chest

and lines of power in his back.

and lines of power in his back.

He is coming,  
stalking evil in tenements and deserts,  
subways and swamps,  
spirit world and real world.

Shadowman is coming...

To stop the Apocalypse.  
To stop the Apocalypse.

To save us all.

# SHADOW MAN™



## Warning:

This game  
is recommended for  
mature audiences only.  
It contains adult content.

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