



ShadowMan

Death has a name. That name is ShadowMan. Collector of souls and walker between the worlds of the dead and alive, he comes to all... eventually.

Imagine for a second that when you die you don't shed this mortal coil and wing your way to the pearly gates, you are sucked deep within a realm called **Deadside**. This realm houses a building (built by Jack the Ripper nonetheless) that in turn, houses the souls of the worst killers and maniacs to walk the earth. Sounds bad enough admittedly, but when a dark voodoo priestess commands you to then venture into Deadside and stop the psychopathic souls from escaping, things tend to take a turn for the worst. Thankfully for us the Dreamcast, with it's groundbreaking performance and arcade quality graphics, allows us to experience all the horror but without suffering the unfortunate position of being dead.

Dead Is Good

Although released on both the PlayStation and N64 (with favourable rumblings throughout the gaming press) the Dreamcast version quite literally skins them alive with it's deeply atmospheric appearance. From the dreary depths and mist shrouded

mires of the Louisiana Bayou to a twisted London Asylum where killers sleep in cots and cuddle teddy bears, the full depravity of the serial killer is perfectly captured.

As Mike LeRoi, as he was once known, becomes the ShadowMan then it is your job to hunt down the killers. Armed with a Magnum (the gun, not the ice cream) and voodoo powers, ShadowMan must suck the souls of the recently deceased to keep him sustained and can power himself up with the use of mystical tattoos that adorn his body during the game. He'll need them as he scales walls of blood and learns to walk on

burning embers in the bowels of Deadside as his quest for his own peace and retribution unfolds.

ShadowMan sounds like some twisted Shakespearean tale with it's deeply engrossing story, it also looks like the type of gem the Dreamcast requires to punch itself a hole in the market. This, ladies and gentlemen, should be looked out for!

"Looks like the type of gem the Dreamcast requires to punch itself a hole in the market!"

[1] Big environments, big trouble and big thrills! Watch out for this game! [2] Take the lift or the stairs? Well, in this world never trust anything but your own two feet. Best take the stairs! [3] Well, it's not Batman... [4] He's dead, he's angry, he's got a gun and er... he's lost. [5] A giant worm with a skull for a head wearing a top hat. If you're not scared by this then you've got big problems.



[6] Do you walk across the burning hot floor or decide you'd rather be doing something else with your life? The decision is yours. [7] The atmosphere is quite simply fantastic. Bet you're heading towards that castle too! [8] You just know something very nasty is waiting behind those doors. [9] A torch in the daylight. Very useful we say. Maybe you need to burn some flesh with it rather than look around!



coming soon to your Dreamcast

Dreamcast

magazine

anticipation rating

Nov

Publisher	Acclaim
Developer	Acclaim Studios
Players	1
% complete	75%



summing up > Soul sucking, nerve shattering gaming? Quite possibly. We'll just have to be brave enough to find out for you!

softography

PREVIOUS WORKS

- > Trickstyle
- > NFL Quarterback Club 2000

acclaim