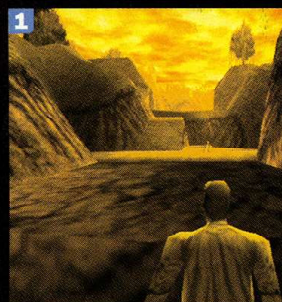


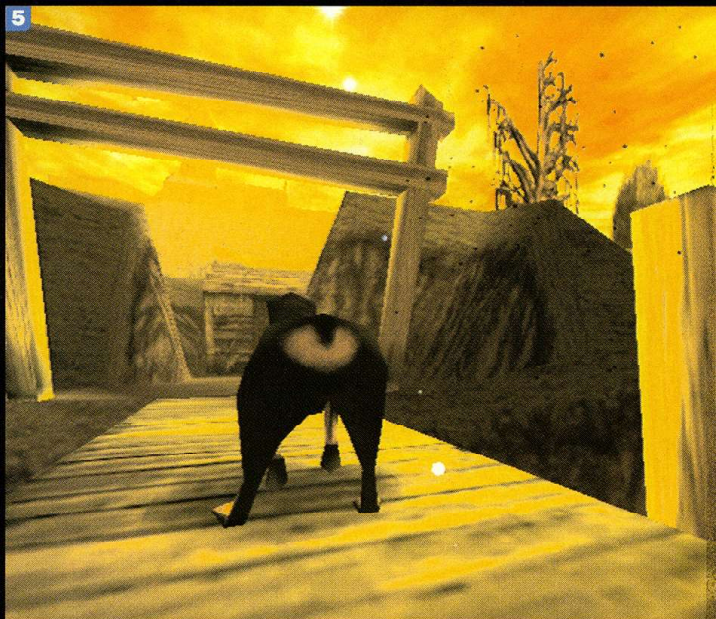
“One hell of a ride—if you’ve got what it takes.”



**1-3** As can be seen in these screens, Shadowman's environments look nothing short of spectacular.

**4** “I’m done with all this ‘talking things out’ crap. Baby.”

**5** As can be seen in this screen, the dog’s ass looks nothing short of spectacular. It’s also an apt metaphor for ODCM’s view of the world during deadline. Note the flies.



# Shadow Man

Pack lots of sunscreen and sandwiches for this rewarding trip through hell

**B**ased on the Valiant Heroes comics series of the same name, *Shadow Man* allows players to live out their fantasies of becoming English Lit students—or more precisely, a former student named Mike LeRoi. Toting his trusty shotgun, Mike uses a fancy Voodoo teddy bear to cross from Liveside to Deadside in order to prevent that pesky ‘evil incarnate’ from bringing about an early apocalypse.

In what has become standard genre gameplay, Mike runs, jumps, kills and hustles his third-person ass out of danger through some of the most disturbing settings this side of a Taco Bell kitchen. Borrowing some of the best gameplay elements from *Tomb Raider* and *Zelda: Ocarina of Time*, Acclaim manages to meld the playability of a traditional, well-made action-adventure with a thoroughly compelling storyline. And as

more than a few recent games have demonstrated (cough—*Blue Stinger*—cough), this task is quite a bit harder than it sounds.

**Where *Shadow Man* really** excels is in its wonderful sense of place. Environments are rendered with such furious attention to detail that we wonder which big, red pouty demon got bribed in order to get the game’s designers clearance for field research in hell. Scrambling through barren, haunting landscapes with a pack of hounds relentlessly snapping at your feet while creature-infested skies swirl menacingly overhead is truly an experience not to be

missed (unless you happen to be dead, and it’s real, and a chorus of smug little cherubim is warbling “I told you so.”). A marvelously appropriate soundscape full of superb samples and genuinely chilling ambient noises completes the effect.

In the end, however, what *Shadow Man* requires is a lot of stamina, elbow grease and regular sandwich breaks through roughly 60 hours worth of play—without which the experience amounts to very little. But if you’ve got what it takes to muscle through those initial hours, *Shadow Man* is one hell of a ride. Hold on to your flaming skulls, kids.

EVAN SHAMOON

**PUBLISHER** ACCLAIM  
**DEVELOPER** ACCLAIM  
**GENRE** ACTION/ADVENTURE  
**PLAYERS** 1  
**ORIGIN** UK  
**PERIPHERALS** JUMP PACK  
**ONLINE** NO  
**VMU COUNT** 39+  
**ESRB** M  
**PRICE** \$49.99

## IN BRIEF

### (+) POINTS

- Excellent graphics and sound
- *Zelda*-esque lock-on targeting and John Woo-style multi-gun action

### (-) POINTS

- Occasionally skips frames
- Denser than a fudge-filled Krispy Kreme donut

### BOTTOM LINE

An excellent game for those with enough time and patience to dig beneath the thick, thick surface.

Official Sega  
**Dreamcast**  
Magazine

**Score 7**  
out of 10