

ELECTRONIC ARTS®



SHADOW OF THE BEAST™



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MAKING GAMES PEOPLE PLAY

Psygnosis is an international software developer whose name has become synonymous with quality 16-bit games, with hit titles to its credit such as *Awesome*, *Barbarian* and *Lemmings*. Electronic Arts brought you their first Sega release, *Fatal Rewind*, and now we're proud to present Psygnosis' second Sega title to date: **SHADOW OF THE BEAST**.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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STARTING THE GAME

1. Flip OFF the power switch on your Sega™ Genesis™.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The Electronic Arts® logo will appear. If you don't see it, begin again at step 1.

5. The next three screens introduce the game followed by the title screen and the High Scores screen.
6. Press START to play.





SHADOW OF THE BEAST

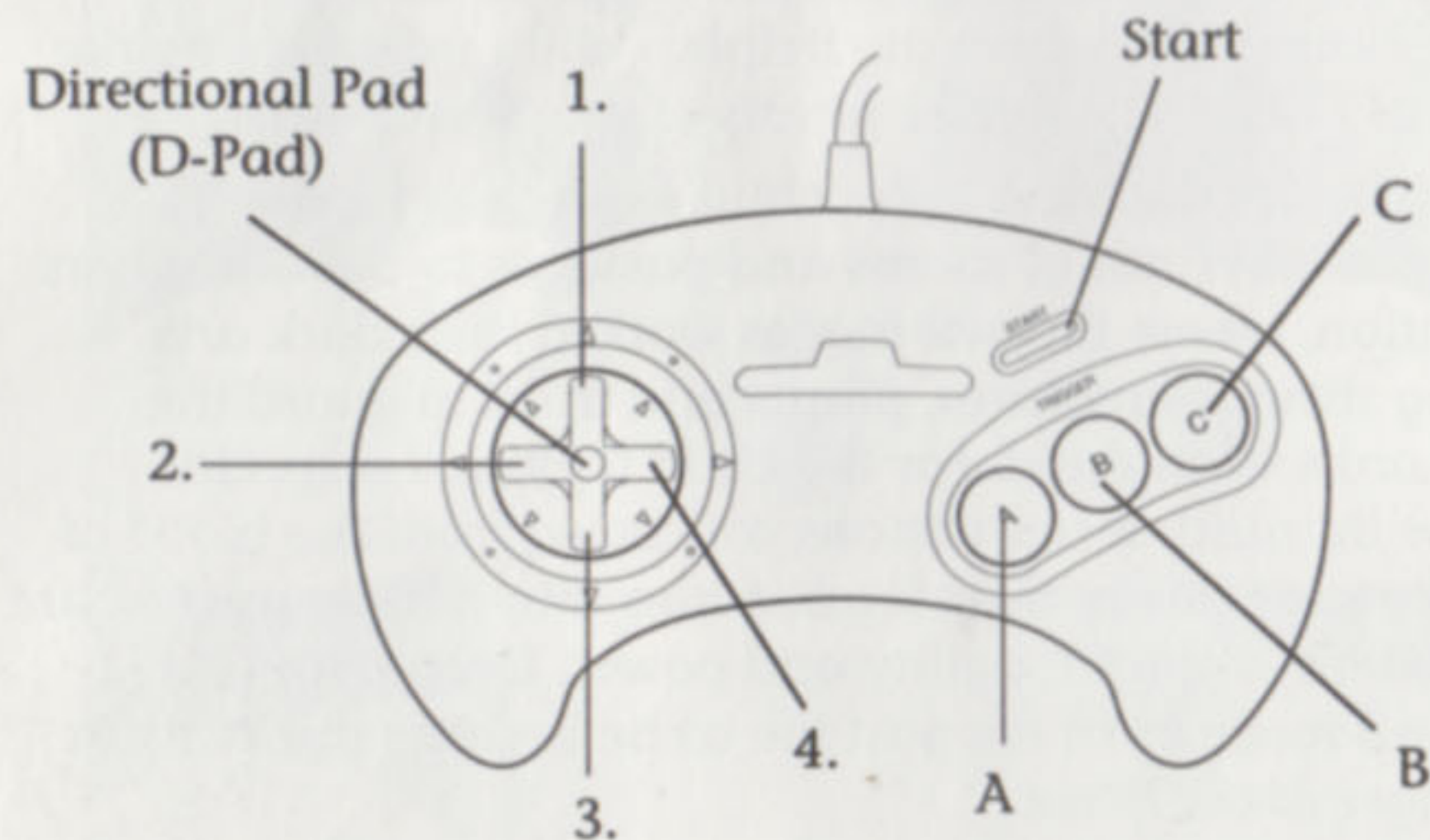
Many years ago on a moonless night, a small child was stolen away from his sleeping parents. His mysterious abductors carried him far across the land to the mighty temple Necropolis, where the helpless child was given to the Mages of Darkness, warrior priests of the Beast Lord.

Deep below the temple the child was carried, passing through a labyrinth of rooms and passages to the Chambers of Creation, where the evil mages worked their dark arts creating strange creatures, plants and traps to guard the Beast Lord's stronghold. For the child they had a special purpose in mind; secret potions concocted from the blood of rare creatures slowly transformed him into a hideous creature of incredible strength, agility and power. Deep hypnosis erased all memory of his past life as he became the Warrior Messenger of the Beast.

For many years the boy served the the Temple. Then came the fateful day when his memories came flooding back and he realized the truth about his past – a truth that now leads him on a trail of bloody revenge against his masters.

You were that boy, that Warrior –now the time has come to destroy those who destroyed your life. Your vengeance can only be fulfilled in ... the SHADOW OF THE BEAST!

CONTROLLING YOUR WARRIOR



- 1. Enter/Climb Up
- 2. Move Left
- 3. Crouch/Climb Down
- 4. Move Right

- A - Jump
- B - Punch/Kick/Fire/Pull Lever
- C - Jump
- START - Pause/Resume, Bypass Text

Use the D-Pad to move your warrior. If you are standing near a building or structure marked "IN", D-Pad UP to enter.

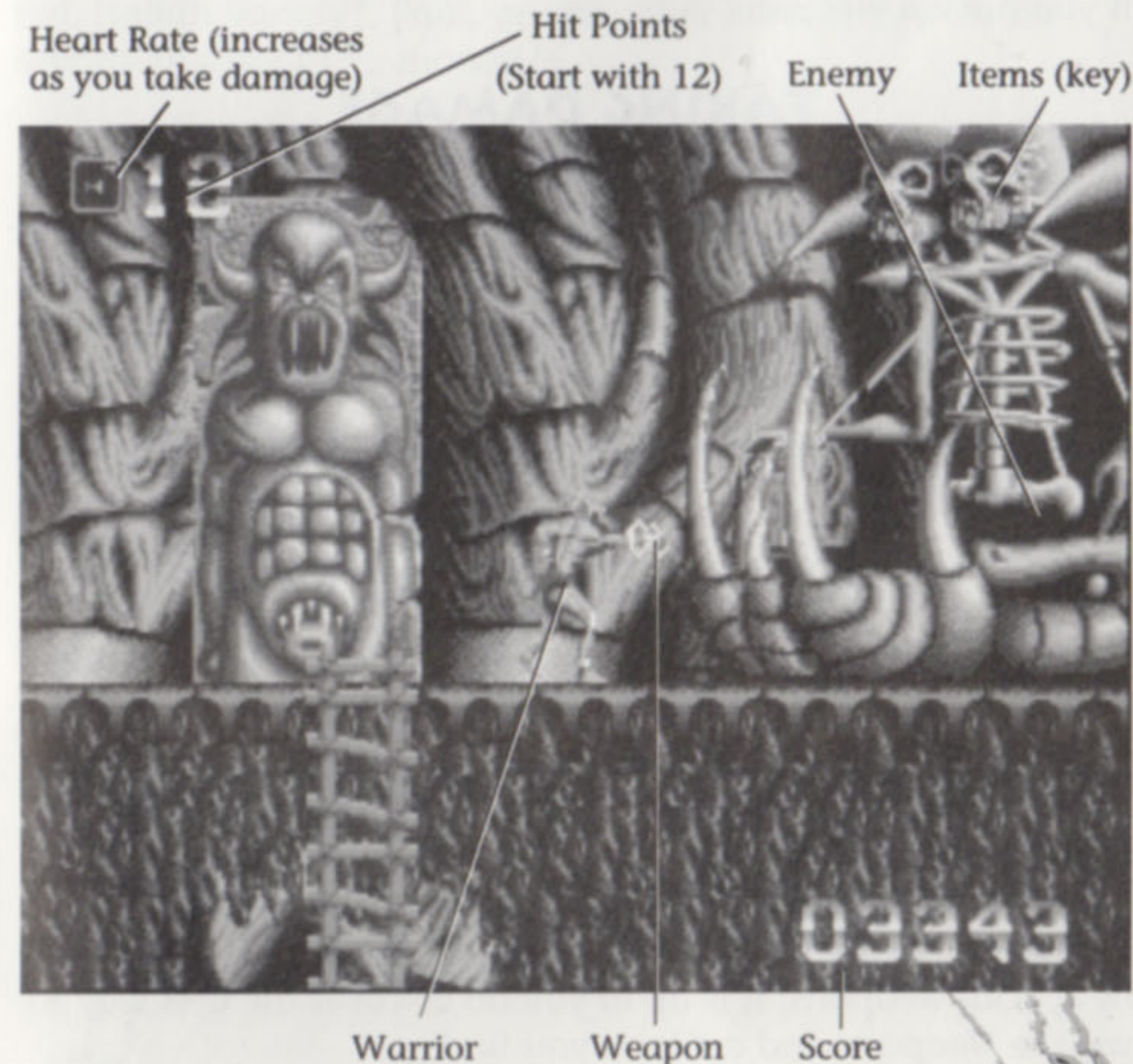
If you are on a ladder, D-Pad UP or DOWN to ascend or descend.

Note: Watch your step! Your warrior can survive a short fall, but stepping into a pit or off a high ledge will prove fatal!

SURVIVAL

- ▲ While running, press B to punch enemies or obstacles (some obstacles contain items you'll need).
- ▲ To kick an enemy, press A to jump, then press B to kick.
- ▲ If you're carrying a weapon, press B to fire.

SCREEN LAYOUT



YOUR WARRIOR'S OBJECTIVE

Fight your way through several different regions in order to reach the heart of the enemy's stronghold and face your ultimate adversary – the Beast Lord. The creatures you encounter on the way will invariably be hostile and will cause damage when they come into contact with you. Contact can be avoided by punching or kicking creatures away from you before they get too close, or by shooting them if you have a weapon.

TAKING DAMAGE

Your current heart-rate and number of Hit Points are shown on the monitor in the top left corner of the screen. Each time you are damaged:

1. Your heart-rate will increase — if it gets too high, your multiple hearts will burst resulting in instant death.
2. Your Hit Points will decrease — when they reach zero, you're dead.

WEAPONS AND ARTIFACTS

During your attack on the stronghold you will find various weapons and artifacts which will aid you on your quest. The artifacts you're carrying are shown at the top of your screen. Some items, such as potions, will have an instant effect which is shown onscreen.

Weapons are used instead of punching and kicking to destroy your enemies. Certain creatures can only be destroyed by special weapons; it is up to you to discover the best way to use the weapons and artifacts you find.

ABOUT THE ARTISTS

Martin Edmondson and Paul Howarth live and work in Newcastle, England. Both began degrees in Computer Science, but left school to pursue careers in game design. Previous titles include *Ballistix* for Psygnosis, *Ravenskull* and *Codename Droid* for the BBC microcomputer. Programming leaves this duo little time for outside activities, but each has other interests; Martin, for instance, likes "...cars of the fast, red, Italian variety". Paul, on the other hand, has a fundamental interest in "... money."

CREDITS

Design and Programming: **Martin Edmondson, Paul Howarth**

Art: **Reflections**

Producer: **Keith Francart**

Technical Director: **Steve Hayes**

Sounds and Music: **David Whittaker**

Product Management: **Chip Lange**

Package Design: **Lance Anderson**

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FATAL REWIND™



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