



PlayStation

NTSC U/C

SHADOW MASTER™

Collector's
**COMIC
OFFER**
see inside

PlayStation™

TEEN



AGES 13+
CONTENT RATED BY
ESRB

SLUS-00545
94002



THE ULTIMATE FANTASY SHOOTER



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

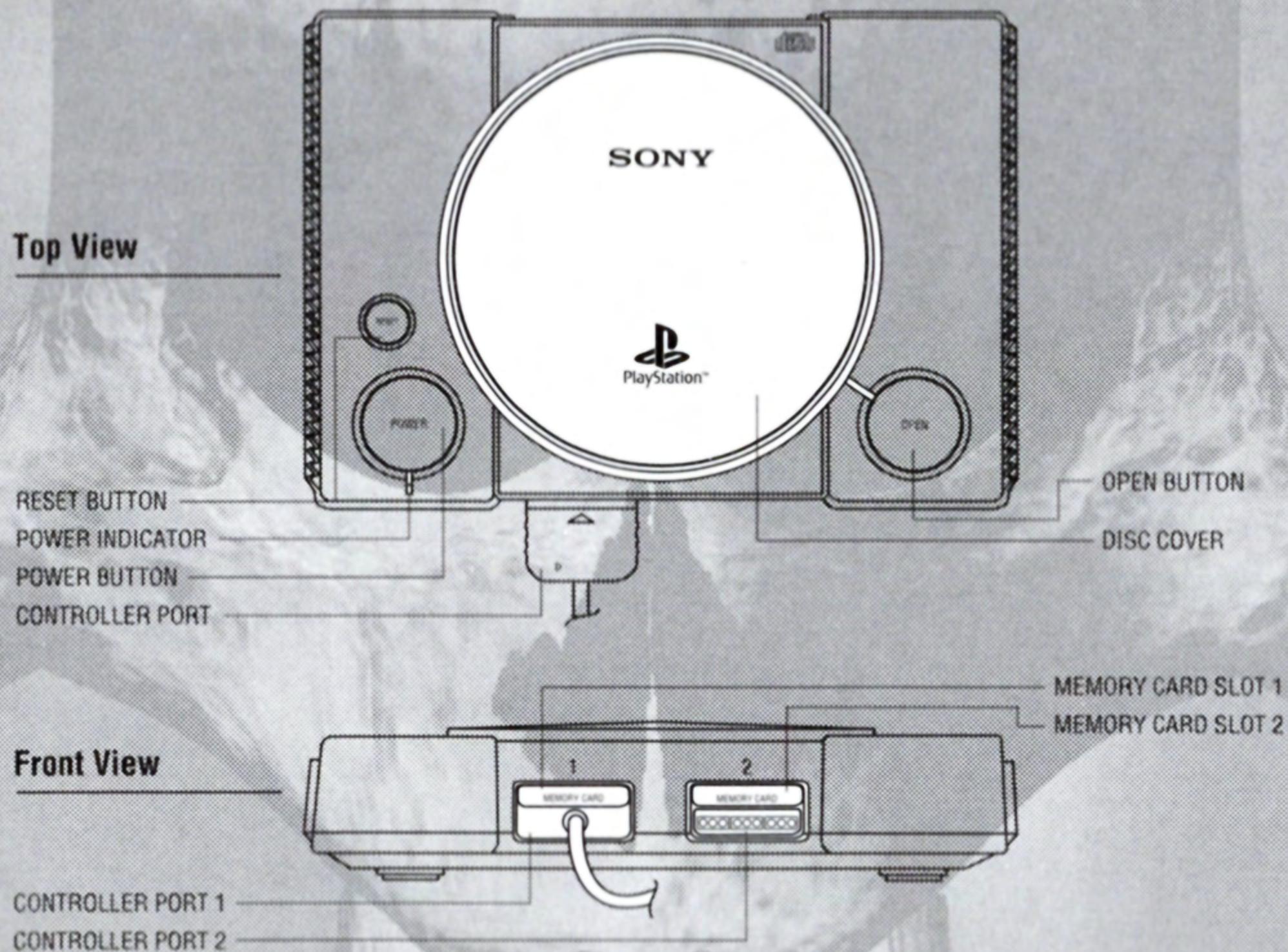
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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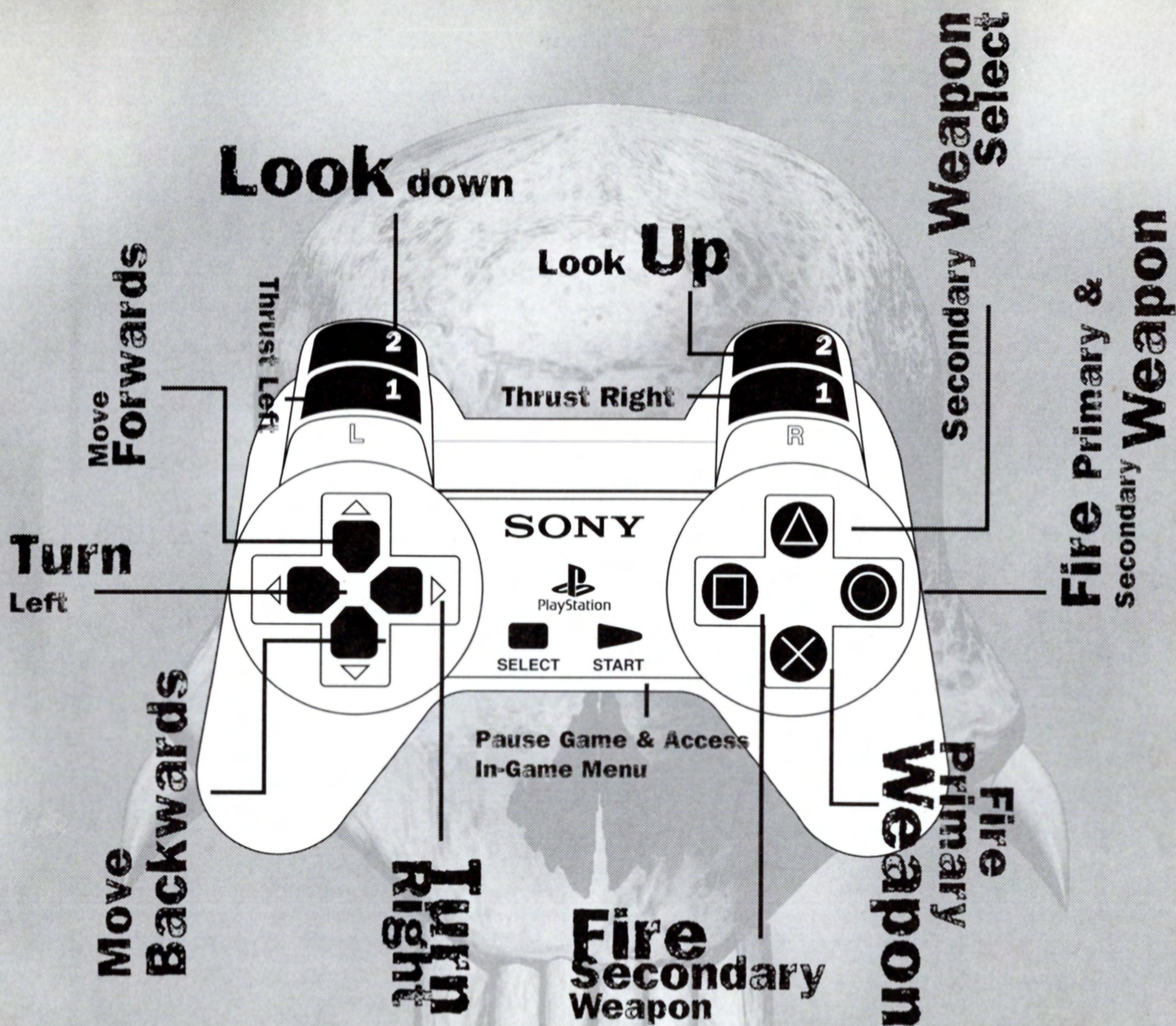
To play Shadow Master on your PlayStation™ game console:

- **Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.**
- **Insert the SHADOW MASTER disc and close the Disc cover.**
- **Insert game controllers and turn on the PlayStation™ game console.**
- **Follow on-screen instructions to start the game.**



WARNING!

It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on. Make sure you have enough free blocks on your Memory card before commencing play. Shadow Master requires one Memory card block per saved game.

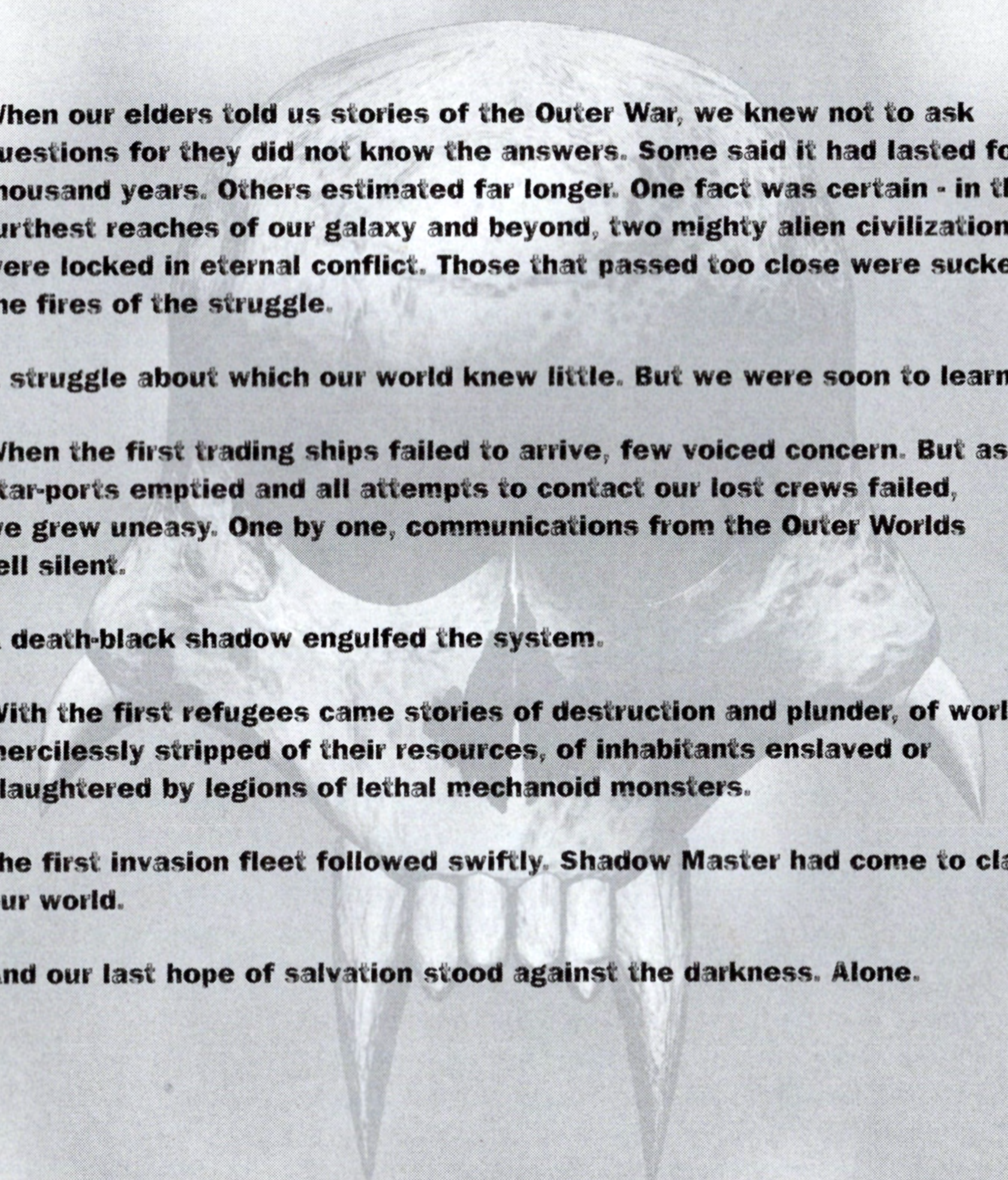


The L2 button + the R2 button = Center screen.

NOTE 1: These are the default settings for the Controller.

NOTE 2: When using controller setting 3, press and hold the R2 button, then tap the R1 button to look up or the L1 button to look down.

NOTE 3: Use the Directional buttons while holding down the Δ button to scroll through and select available weapons.



When our elders told us stories of the Outer War, we knew not to ask questions for they did not know the answers. Some said it had lasted for a thousand years. Others estimated far longer. One fact was certain - in the furthest reaches of our galaxy and beyond, two mighty alien civilizations were locked in eternal conflict. Those that passed too close were sucked into the fires of the struggle.

A struggle about which our world knew little. But we were soon to learn.

When the first trading ships failed to arrive, few voiced concern. But as the star-ports emptied and all attempts to contact our lost crews failed, we grew uneasy. One by one, communications from the Outer Worlds fell silent.

A death-black shadow engulfed the system.

With the first refugees came stories of destruction and plunder, of worlds mercilessly stripped of their resources, of inhabitants enslaved or slaughtered by legions of lethal mechanoid monsters.

The first invasion fleet followed swiftly. Shadow Master had come to claim our world.

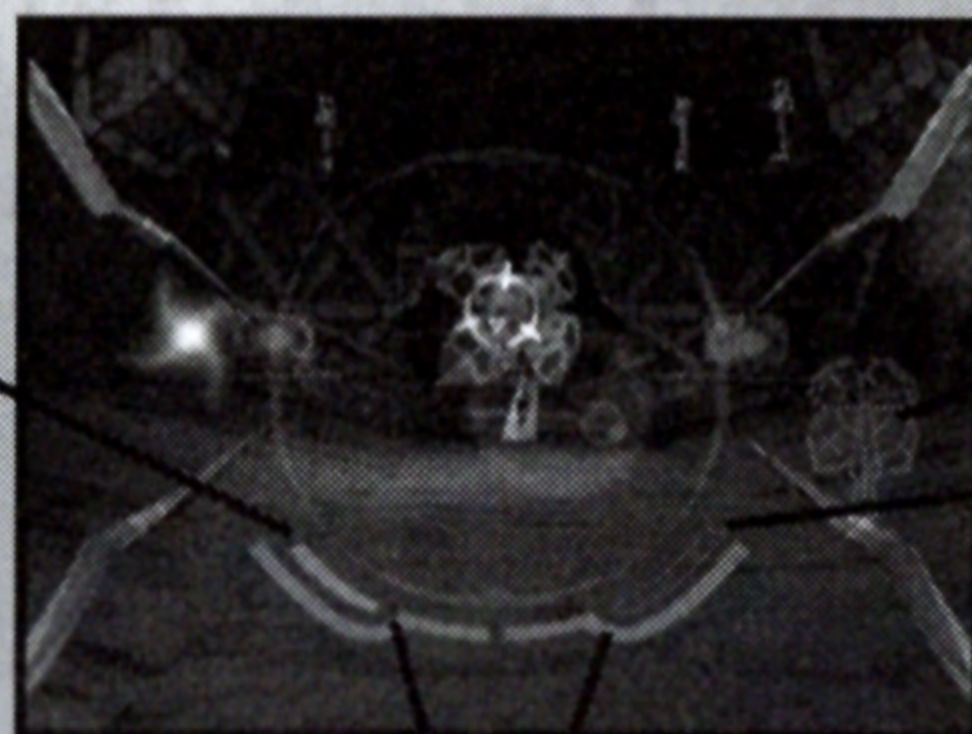
And our last hope of salvation stood against the darkness. Alone.

USING MENU SCREENS

Use the Directional buttons to highlight required options. Press the × button to confirm. Press the △ button to return to the previous menu.

GAME SCREEN

Secondary weapon
ammunition level



Radar display

Laser temperature

Shield energy

MAIN MENU

A cinematic sequence will be shown before the Main Menu is displayed.

To bypass the cinematic sequence and access the Main Menu press the × or Start button. The Main Menu will now be displayed. Press the × button to PLAY or the ○ button to access the OPTIONS menu.

If a saved game has been loaded from a Memory card, the CONTINUE option will be available from the Main Menu.

Press the × button to continue and the following options will be displayed:

× = Continue or △ = Save.

PLAY

A cinematic sequence will be shown. Press the \times button to skip the sequence and press the \times button again to take you into the game.

OPTIONS

Use the Up and Down Directional buttons to select between Controls, Memory card, Volume and Center Screen options. Press the \times button to confirm.

CONTROLS

Use the Up and Down Directional buttons to choose a suitable configuration for your Controller. There are three configurations to choose from.

The Analog controller and the Analog Joystick, when inserted, can also be configured from within this screen. Follow the on-screen instructions to calibrate the Analog controller and the Analog Joystick. When using an Analog controller or Analog Joystick make sure it is switched to Analog mode.

There is one default configuration for the Analog controller and two configurations to choose from for the Analog Joystick. The Analog controller can be used in either Analog controller mode (LED: Red) or Analog Joystick mode (LED: Green).

Press the \times button to accept the new configuration or press the Δ button to cancel your selection. Either way you will return to the Options menu.

NOTE: When using the Analog controller in Analog Joystick mode (LED: Green), the R1 button is used to Select Secondary Weapon/Exit Menu Screens/Cancel Selections. The Δ button is used to fire.

MEMORY CARD

Make sure you have enough free blocks on your Memory card before commencing play. Also ensure that the Memory card is inserted according to the system instructions before the PlayStation™ game console is switched on. Shadow Master requires one Memory card block per saved game.

LOADING GAMES

To load a game, make sure you have a Memory card containing a saved Shadow Master game, inserted according to the system instructions. If you have two Memory cards inserted use the Up and Down Directional buttons to switch between them, then press the X button to confirm. The game will then be loaded. Once loaded you will return to the Options menu.

VOLUME

Use the Up and Down Directional buttons to choose between Music and Sound Effects. Then use the Left Directional button to decrease and the Right Directional button to increase the volume. Press the X button to accept the new configuration or press the Δ button to cancel your selection. Either way you will return to the Options menu.

CENTER SCREEN

Use the Directional buttons to position the game screen. Press the X button to confirm, or the Δ button to abort the process.

IN-GAME MENU

Access the In-Game Menu by pressing the Start button during a game. This will pause the action.

END GAME

Aborts the current game and returns to the Main Menu.

CONTINUE

Returns to the point in the game at which it was paused.

MISSION

Hear the mission briefing again.

MUSIC VOLUME

Use the **Left Directional** button to decrease and the **Right Directional** button to increase the volume of the in-game music.

SOUND EFFECTS

Use the **Left Directional** button to decrease and the **Right Directional** button to increase the volume of the in-game sound effects.

END GAME MENU

Following the end of each planet's sequence of missions, you will be shown a screen with the options to **Continue** or **Save**. Press the **×** button if you wish to continue to the next level. Press the **△** button if you wish to save your progress (see **Saving games**).

SAVING GAMES

If you have two **Memory** cards inserted, use the **Up** and **Down Directional** buttons to switch between them. Press the **×** button to initiate a save. If a saved game already exists on the **Memory** card, you will be given the option to overwrite it.

The message "**Overwrite File. Are you sure?**" will be displayed.

Press the **×** button to continue the save or the **△** button to abort the save.

MISSION BRIEFINGS

Before the start of each level, you will hear a **Mission Briefing**. This will outline your objectives for each level.

As several levels have multiple objectives, the **Mission Briefings** are essential for gathering information before commencing battle.

To skip **Mission Briefings** and enter the level, press the **×** button.

CRYSTALS

Crystals are dropped in various quantities by nearly all the creatures in the game when they are destroyed. When collected, **Crystals** boost energy levels.

WEAPONS



LASER CANNON

Standard multi-purpose weapon with rapid-fire capability.



PHOTIC CANNON

Standard medium-to-long range weapon. Moderate fire-rate and useful for weakening the enemy before moving in for the kill.



MACHINE GUN

Long-range heavy weapon especially useful against aerial targets. Sustained bursts are extremely damaging to opponents, but consume much ammunition.



MISSILE LAUNCHER

Heavy medium-range firepower best used against static or less agile targets.



GRENADE LAUNCHER

Heavy short-range and tactical weapon, extremely versatile in skilled hands. Produces an area blast that can destroy multiple attackers in a single launch. To aim the grenade launcher, hold the Fire Secondary Weapon button, and use the Look Up and Down buttons to move the sighting device.



RAILGUN

An ultra-heavy, high-energy weapon. A single-shot will remove virtually any enemy unit. Limited ammunition supplies, so use with care.

PICK-UPS

ENERGY POD

Collect to recharge shield. Each Pod contains 25% of the maximum charge.

WEAPONS POD

Obtains new or upgraded weapons.

AMMUNITION POD

Replenishes ammunition. As with energy, there is a limited amount able to be stored at any time, although the remainder is carried over between levels.

RAPID FIRE POD

Increases laser fire rate for a limited period only.

WEAPON PODS

Specific creatures, when destroyed, drop a weapon pick-up. This object remains active for a short period of time during which the player can collect it by driving over it. These pick-ups correspond to a specific weapon type which is then enabled or enhanced. The collection of these weapons is indicated by an appropriate icon which is displayed briefly on the right-hand side of the H.U.D.

Ammunition Pod colors correspond to the weapons as follows:

Laser Cannon	- Blue Pod
Photic Cannon	- Green Pod
Machine Gun/Railgun*	- Red Pod
Missile Launcher	- Purple Pod
Grenade Launcher	- Orange Pod

*The Railgun becomes available once the Machine Gun is fully upgraded.

ENEMIES

Shadow Master has no shortage of enemies. You will find some of the most devastating below.



SHADOWFIST

Modelled in his own image, these robust mechanoids will stop at nothing to defend the Master. They are the elite crack troops of each invasion force.



SKULLPION

Shadow Master's favorite creation. Equipped with heavy-duty armor it is hard to penetrate these scuttling pests, so manage your weapons with care.



A.P.E. (ALIEN POPULATION EXTERMINATOR)

Accompanies the ShadowFists in initial invasion fleets to mop up native resistance. This beast attacks from above, so keep your distance, keep moving and don't get too close for they have a nasty knock-out punch.



SCUTTLER

Some say it is better to take your own life than face these spindly insectoids, whose metal mandibles bristle with pleasure at the very sight of enemy flesh.



SPIDROID

Arachnophobes be warned! Spidroids shoot plasma webs and use ramming and crushing techniques to destroy those who dare challenge Shadow Master.



DEATHSEED

Floral in appearance, fatal in battle. Spitting streams of electro-pollen, this giant plantoid is not recommended for hay-fever sufferers.



DRILL DRONE

Intelligent half-organism, half-machine employed to carry out architectural construction, repair and maintenance work within Shadow Master military strongholds.



WASP

Hovering creepy-crawlies whose acute powers of night-vision will make you think twice about cowering in dark corners. Come out and fight, warrior!

QSound™ VIRTUAL AUDIO GUIDE TO OPTIMAL LISTENING

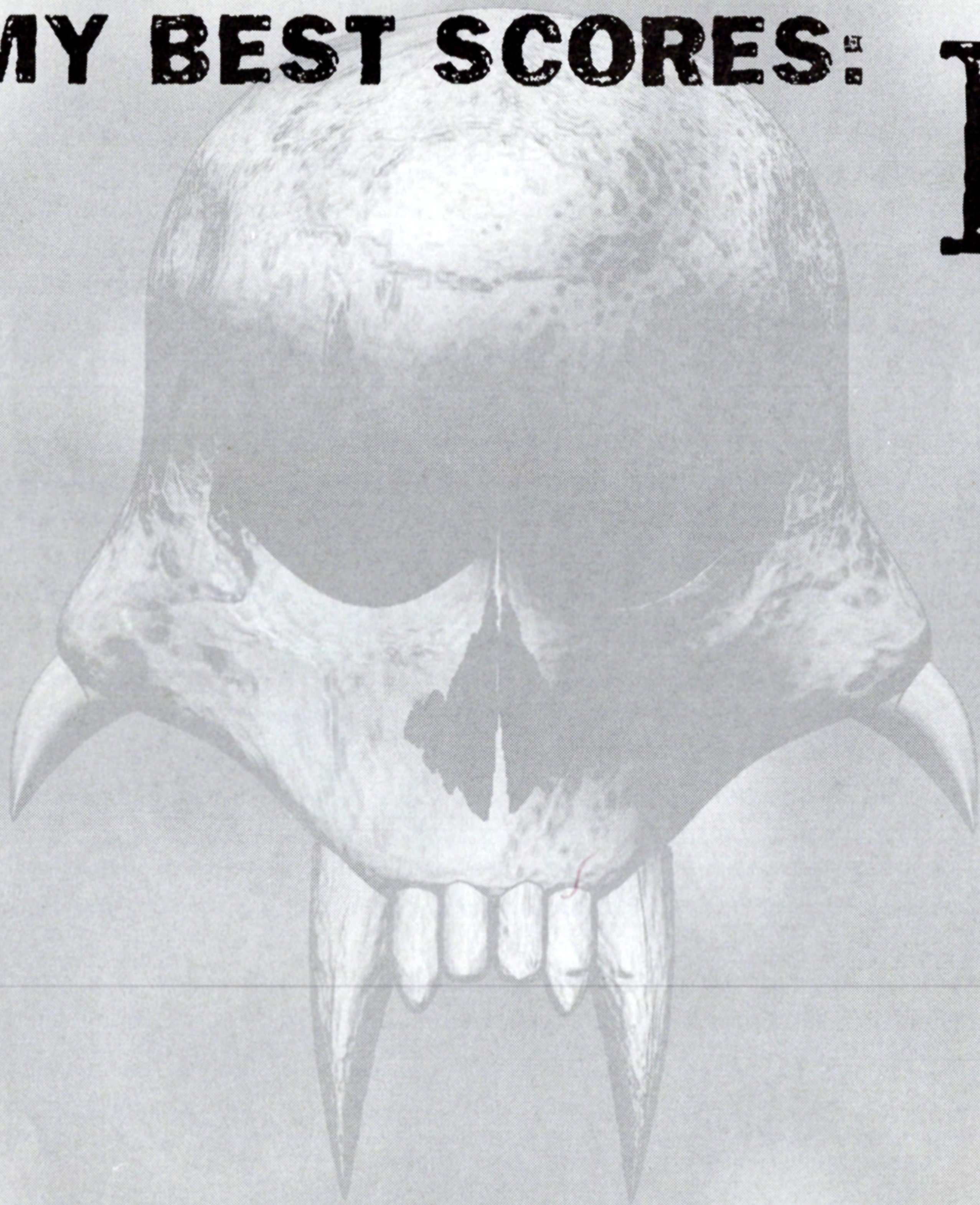
Congratulations! The Shadow Master product you have purchased incorporates QSound™ Virtual Audio from QSound™ Labs Inc. QSound™ is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism. The following guidelines will help you get the maximum benefit from QSound™ Virtual Audio. Since QSound™ is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged. Both speakers should be placed at the same distance from the listening position. Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.) Arrange both speakers at the same height. Your speakers should not be too far apart. If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible. Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound™ audio enhancement built into Shadow Master.

QSound™ Labs, Inc. Calgary AB, Canada 403.291.2492

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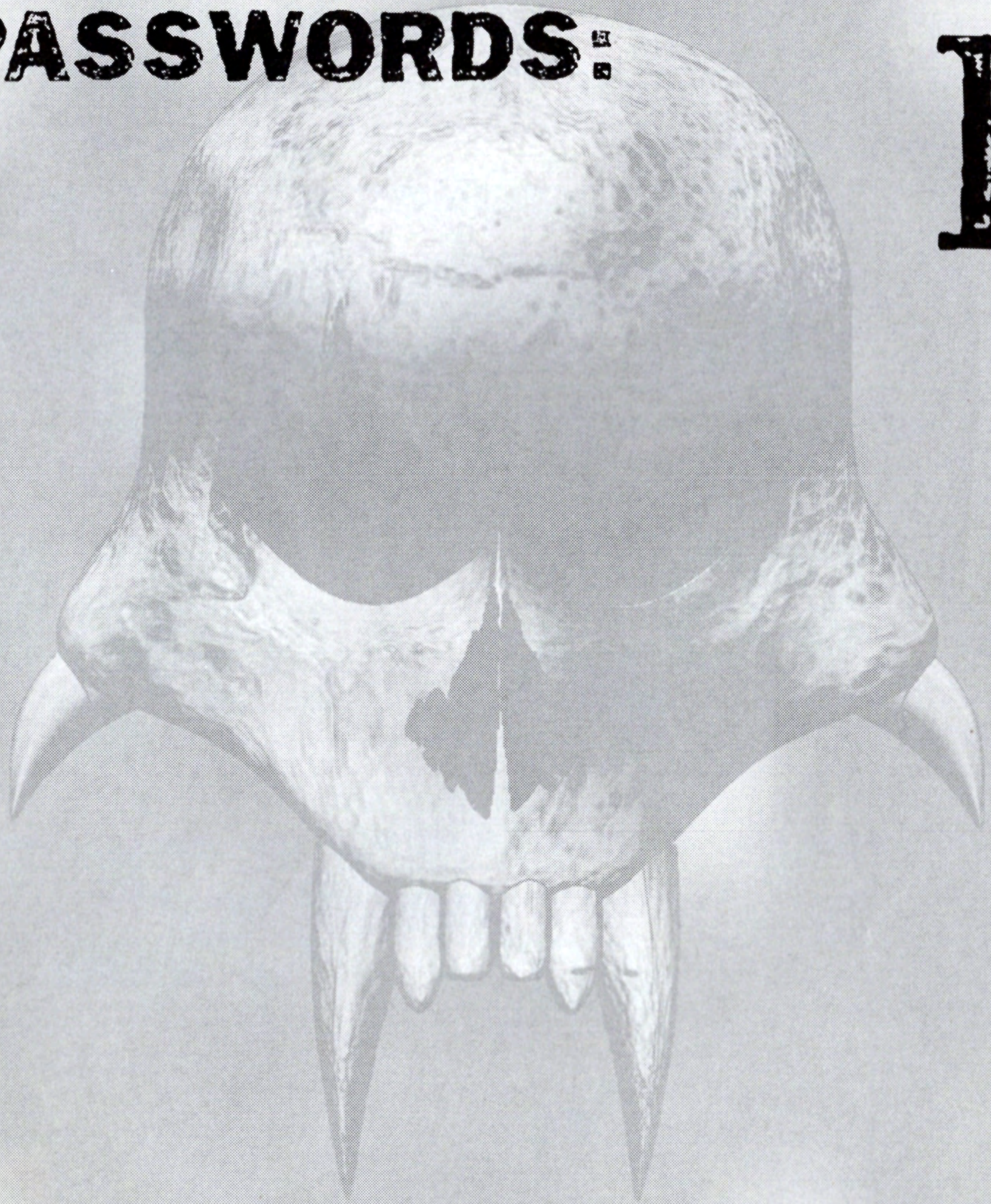
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1



PASSWORDS:

1



STAR

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Phone: (650) 287-6583 **Fax: (650) 287-6602**

Technical support representatives are available at the numbers listed above M-F, 9am-5pm, PST. You may also send your questions or technical problems via e-mail to: psygtech@psygnosis.com or by writing:

Psygnosis Technical Support
989 East Hillsdale Blvd.
Foster City, CA 94404

For questions regarding PlayStation game console and its peripherals, please call:

1 (800) 345-SONY (1-800-345-7669)

Representatives are available M-F, 8AM-6PM, PST

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