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Shadow of the Beast

CONGRATULATIONS! You are now the owner of one of the most sophisticated games ever available for your computer. Containing an amazing 2.2 megabytes of stunning graphics, and a haunting 900 kilobyte soundtrack, **SHADOW OF THE BEAST** squeezes every possible drop of power out of your computer – power that pitches you against an awesome 132 different monsters on a hostile world where only the toughest and fastest can hope to survive...

This booklet contains all the information you will need to get the most out of this game. The story of **SHADOW OF THE BEAST** is followed by full instructions for loading and playing the game. And the programmers themselves have disclosed some technical information so that you can appreciate exactly what it is that makes this game so special.

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SHADOW OF THE BEAST

SHADOW OF THE BEAST FACT BOX

Total Size:	350 screens
Total Memory Used:	3.5 megabytes
Graphics Data:	2.2 megabytes
Music and Sound Data:	850 kilobytes
Music Sample Rate:	20 kilohertz
Screen Update:	50 times a second
Max. no. of Colours on Screen:	128
No. of different monsters:	132
Maximum Sprite Size:	220 by 150 pixels (over half the size of the screen)
Levels of scrolling:	13 outside 2 large areas inside
Project Duration:	9 months

LOADING INSTRUCTIONS

First: always switch off your machine for at least 30 seconds before loading the game. Failure to do this may result in virus contamination of the **SHADOW OF THE BEAST** master disk. See the virus warning overleaf and the warranty notice on page 15 for further information.

ATARI ST VERSION

Insert Disk 1 of **SHADOW OF THE BEAST** into Drive A. Switch on the monitor/television followed by your computer. Insert Disk 2 into the drive whenever you are prompted to do so.

The game is played with a joystick plugged into the second joystick port.

AMIGA VERSION

Switch on the computer. If the display prompts for a Kickstart disk, insert one into the internal drive. When the display prompts for a Workbench disk, insert Disk 1 of **SHADOW OF THE BEAST** into the internal drive. Insert disk 2 into the drive whenever you are prompted to do so.

The game is played with a joystick plugged into the second joystick port.

LOADING TIPS

If the title screen has not appeared within 45 seconds then there may be a problem with your computer system. Check that the computer is connected up properly and that the above sequence of instructions has been followed correctly. If you are sure that the computer is functioning (i.e. other software is working correctly) and are still unable to load **SHADOW OF THE BEAST** then you may have a faulty disk, in which case you can obtain a free replacement from Psygnosis. All Psygnosis products are fully guaranteed — see page 15 for details.

ON REFLECTION

REFLECTIONS the team who programmed **SHADOW OF THE BEAST** tell you just what makes it so special...

Hi! We are Martin Edmondson (21 years old) and Paul Howarth (20 years old), and we live and work in Newcastle, England. **SHADOW OF THE BEAST** is our second 16-bit game. Our first was **Ballistix**, another **Psygnosis** game for the Amiga and Atari ST. Previous to that we programmed games for the BBC microcomputer: **Ravenskull** and **Codename Droid** which you might remember.

SHADOW OF THE BEAST is our most ambitious project to date and is the result of nine months' solid work. When we programmed **Ballistix** we had both the Atari ST and the Amiga in mind, so both versions are very similar. With **Beast** we wanted to do something very special, a game that would push both machines to the limit. To do this we wrote the game initially on the Amiga. This meant we were able to take advantage of all the advanced hardware features that this machine provides.

The scrolling on the Amiga **Beast** runs at fifty frames per second. This is the speed that most arcade machines operate at, and that is what makes them superior to most home computer games which run at a slower speed. Achieving this arcade-quality scrolling was our most difficult task. It would have been easiest for us to use the Blitter to do most of the work, but this does not run quite as fast as some people would have you believe.

Instead we made much more use of the hardware sprites and scrolling. We spent a lot of time and effort working out the fastest way of doing everything, like making the score overlay the action, as in many arcade games, without slowing

of the Beast

in one swift arc and the life blood ran.

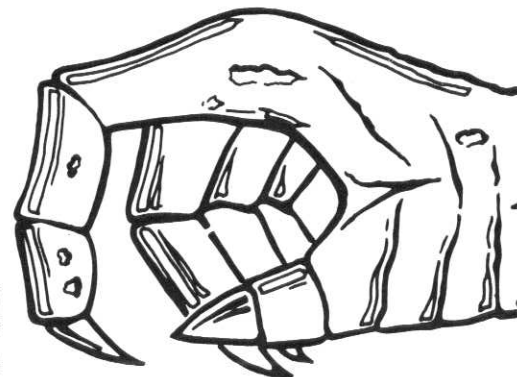
And then a tired, resigned face being pushed towards the stone, a face that seemed of some importance to him. Yet how could that be when the lives of these people meant nothing to him? And, as the gleaming blade struck home, he recognised the agonised face of his father and suddenly the painful memories of all he had been came flooding back to him.

His masters had done this to him. They had been responsible for all that he was, and the loss of all he might have been. Well now they would pay. Now the warrior would stop killing for his masters and begin to exact his revenge.



Standing, he lifted the globe high above his head and, clenching his clawed hand, crushed it to a hundred tiny shards. Now the warrior's head lifted towards the heavens. He searched the sky for the dark hulls of the ships whence his masters had come and let out a roaring howl that spoke his defiance. Nothing would stop him now. He would crush them as he had crushed their globe, and he would never stop until the blood of all of them and their creations soaked into the earth...

...flame red eyes stared out across the sun-scorched plain, scanning the distant treeline. The warrior was allowing himself a brief moment to enjoy the stillness – a respite before he once again set mind and body against the unnatural creatures his former masters had spawned.



THE WARRIOR'S OBJECTIVE

You must fight your way through several different regions in order to reach the heart of the enemy's stronghold and face your ultimate adversary. Any creatures you encounter 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.

Each time you are damaged your heart-rate will increase. Your current heart-rate is shown on the monitor in the top-left corner of the screen. If your heart-rate gets too high your hearts will burst, resulting in instant death.

During your attack on the stronghold you will find various artefacts which can be used to assist you on your quest. Some of these items, keys for instance, will be collected for later use when you move over them. Items that you have in your possession will be shown at the top of the screen. Other items, such as potions will have an instant effect which is shown on screen when you move over the item.

There are also weapons that can be collected at certain points in the game. These are used instead of punching and kicking to destroy your opponents. Certain creatures can only be destroyed by special weapons. It is up to you to discover the best way to use the artefacts you find and how to tackle the creatures you encounter.

pounding faster, but he had to be moving. Other creatures would smell the blood soon and he could not ward off another attack. As he stumbled between the trees he noticed something out of place against a distant trunk. Coming closer he realised that it was a doorway, a Beast-Mage construction, and hurried onwards. Thinking only of the things that would soon be trailing him, the warrior took a chance and dropped through into the darkness.



He was just in time. Behind him there was a blood curdling scream, followed by a resounding crash as another winged creature failed to follow him through the opening.



The warrior took only a moment to reflect that once more he had beaten the odds, before taking stock of his situation. There was a cool breeze coming from somewhere beneath him, and, now that the creature had retreated, a menacing silence fell, a silence punctuated only by the slow dripping of water deeper within the cavern.

As the warrior's eyes became accustomed to the poor light he made out a worn stairway curving away from him into the darkness. So, his suspicions were confirmed. He had stumbled upon another of his ex-masters' ouposts. They were becoming more frequent. Could this be the end of his long journey? Had he found the stronghold at last? There was only one way to find out...

Padding slowly down the stairway, the warrior readied himself for whatever abominations lay in wait at the bottom. Soon the stairway straightened out and the warrior found himself on a narrow ledge. The phosphorescence from the cavern walls was enough to reveal that he was in a huge chamber that extended away into pitch darkness.