BEAST

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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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THE GAME

Many years ago, on a moonless night, a small child was stolen away from its unsuspecting parents. Its mysterious abductors carried it far across the land to the mighty temple Necropolis. There the child was accepted by the mages of darkness, warrior priests of the Beast Lord.

Deep below the temple the child was escorted, passing through a labyrinth of rooms and passages to the Chambers of Creation. There the evil mages worked their dark arts creating strange creatures, plants and traps to guard the Beast's stronghold. For the child they had a special purpose, but first came years of preparation. Secret potions concocted from the blood of rare creatures slowly transfomed his appearance - turning him from a human into a strange creature of incredible power, agility and strength. Deep hypnosis caused him to erase memories of his past life completely and become the warrior messenger of the Beast.

Many years passed in his service to the temple as he grew to maturity. Then one day he discovered an awful secret – the horrible truth about his past… a truth that now leads him on a trail of total and bloody revenge against his masters.

You were that child. Now the time has come to enter the **Shadow of the Beast**!

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.

VIRUS WARNING!

This product is guaranteed by Psygnosis to be virus free. Psygnosis Ltd accept no responsibility or liability for damage caused to this product through virus infection. Please see the inside back cover of this manual.

To avoid virus infection, always ensure that your machine is switched off for at least 30 seconds before trying to load this game... Please see the inside back cover for more information regarding viruses and your warranty.

I n the grounds of Necropolis all was silent and still. The moon, low and large on the horizon, threw long dark shadows into the corners and a cool blue light across the stony ground, disguising the blood-red stains on the sacrificial stone. Not a single creature stirred to disrupt the tranquility, not a leaf moved on the nearby trees. There was not a trace of life in that sinister place but for a single point of light glinting against the age-worn face of a statue.

Up there in the huge arms of the deity's image sat a lone creature. In its powerful hand it clutched a Globe of Seeing which it moved slowly from side to side examining its reflected features. As it did so it recalled the events of that day: the frightened humans being herded into the central courtyard; the pathetic pleas for help as they were dragged one by one to the sacrificial stone; the final air-rending screams as the knife came down

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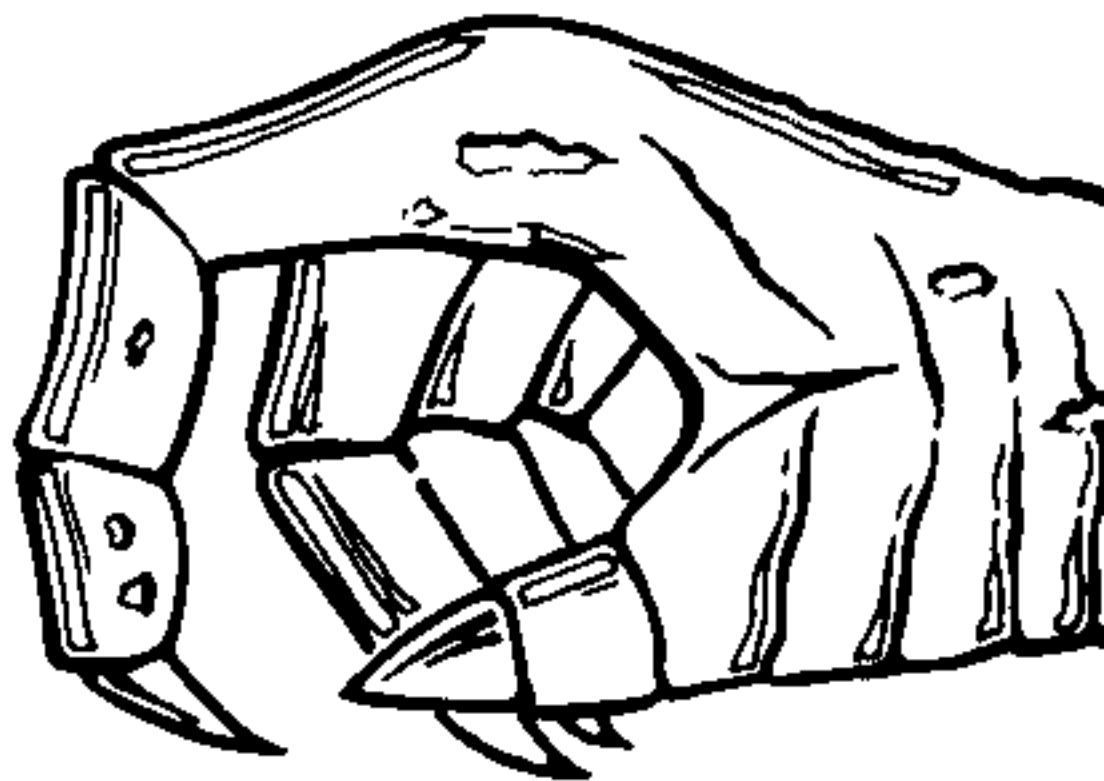
His masters had done this to him. They had been responsible for all that he was, and the loss of all he might have been. Well now they would pay. Now the warrior would stop killing for his masters and begin to exact his revenge.

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.

Drawing in breath sharply, he flexed his hardened muscles, became aware of the blood rushing through his arteries, the double-hearts pounding furiously in his chest. The warrior knew that his power and speed were all that ensured his survival. The day that he became weak, the hour that he became slow, would be his last.

Setting off at a run he headed towards the trees, stirring up a trail of grey dust behind him. To have remained on the plain while the sun was high would have been fatal, but the shade of the trees most likely concealed a darker fate. As the warrior reached the first growths his instincts told him that he was unlikely to be alone for long. His eyes darted from side to side watching for the tiniest movement that would betray a predator.

When it came it did so with speed, rushing at him full on, its black wings crashing through the foliage, and from its blood-filled mouth came a piercing scream as it sighted its kill. The warrior had barely enough time to crouch as the creature flew at his head. Turning swiftly he brought his bone-covered fist up hard into the creature's soft underbelly. Now it screamed in pain, spinning in mid-air and crashing down between the gnarled roots of a tree.

But the warrior ignored the body. Behind him had come another screech, too close this time. As he turned and dived for cover another winged demon flew at him, claws extended for the kill. The warrior struck out again but the creature was too quick and he felt its talons tearing into his abdomen as he rolled away into the undergrowth. He lay there panting, momentarily dazed. He could feel a warm wetness across his side and stomach, and with it a sharpening pain. But he concentrated on ignoring it. The wound would congeal soon enough, and if he stayed any longer he would lose far more than a little blood.
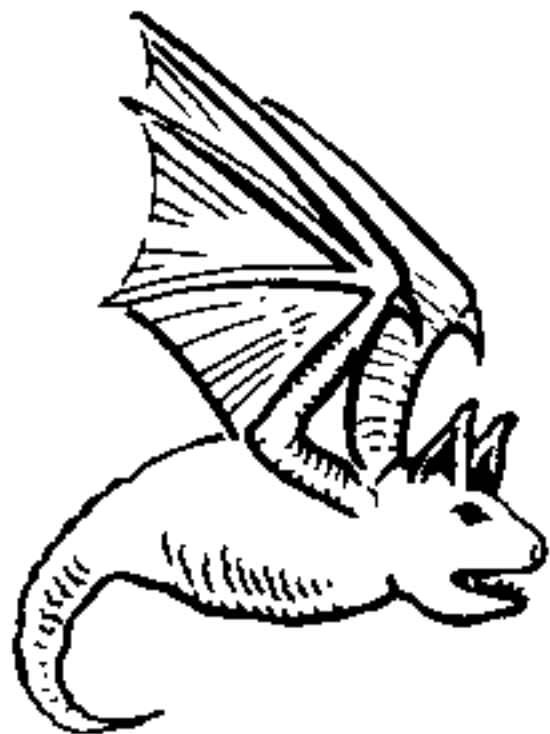
He stood slowly, fighting the waves of pain that passed through him, feeling his hearts

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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.
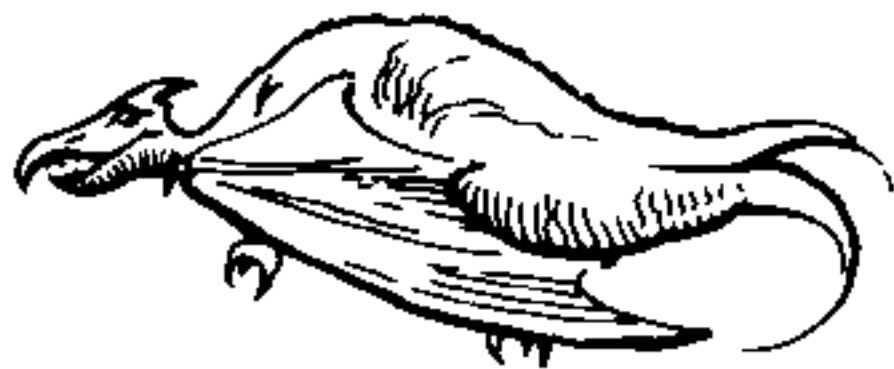
He was just in time. Behind him there was a blood curdling scream, followed by a resounding crash as another winged creature failed to follow him through the opening. The warrior took only a moment to reflect that once more he had beaten the odds, before taking stock of his situation. There was a cool 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 phospherescence from the cavern walls was enough to reveal that he was in a huge chamber that extended away into pitch darkness.

Now the silence broke into distant sounds of angry growling. Whatever inhabited this place had obviously picked up his scent.

The ledge that he was on appeared to be deserted so he advanced slowly. Without warning there was a sizzling sound behind him. Instinctively the warrior jumped and felt his feet singe as a white hot fireball shot beneath him to explode violently against the cavern wall. So, his former masters were aware of his presence, and realised his intent. He would have to be twice as alert now. They would use every means in their power to stop him.

Ahead of him now he could make out a rough wooden ladder staked into the side of the ledge. Cat-like he swung himself onto it and began his descent, dropping silently the rest of the way when he saw another ledge beneath him. No sooner had his feet hit the ground than a scaled abomination rushed forward, jaws grinding ferociously. The warrior turned calmly and despatched it with a single blow.

And so the ordeal went on as he worked his way deeper into the cavern. Creatures the like of which he had never seen beset him at every step, but each was destroyed with determination as the warrior remembered his promise to himself to continue until every last one was dead.

He had just dropped onto another ledge when he caught a glimpse of something shining in the distance. Moving closer his keen vision made out a key sitting on a shelf on the other side of a broad chasm. He started to move swiftly towards it when he was halted by an almighty roar. Suddenly he was confronted by a huge beast-like guard. His opponent took a short moment to size him up and then made a bellowing charge, swinging his double-headed battle axe at the warrior's head. Without

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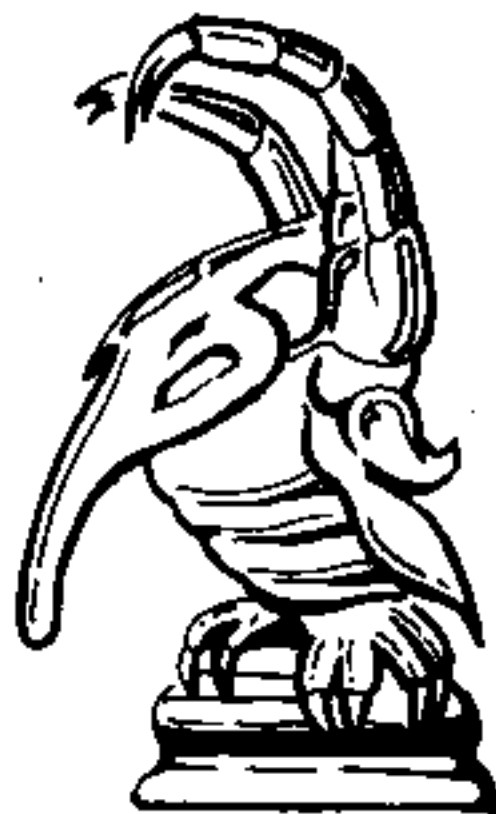
losing a moment the warrior sidestepped the blow and slammed his fist into the guard's throat. There was a sickening crunch as the neck snapped, and the warrior stepped back quickly as the huge body tumbled forward over the ledge.

There was no moment for recovery before another hulking figure was rushing headlong at him. But this time the warrior was ready and his flying kick sent the guard plummeting backward to join his fellow. Now a clear way lay ahead of him to the key. He sprinted along the remainder of the ledge and just as the edge of the abyss met him he leapt forward, hands reaching out to grasp the edge of the shelf.

He made it in a shower of dirt and stones, and caught his breath as he hung swinging above a seemingly bottomless chasm. He could feel his sweaty hands begin to lose their grip. If he let go now he would almost certainly die. If he made it onto the shelf, who knew where the key might lead him? Now the warrior's true destiny would be decided...

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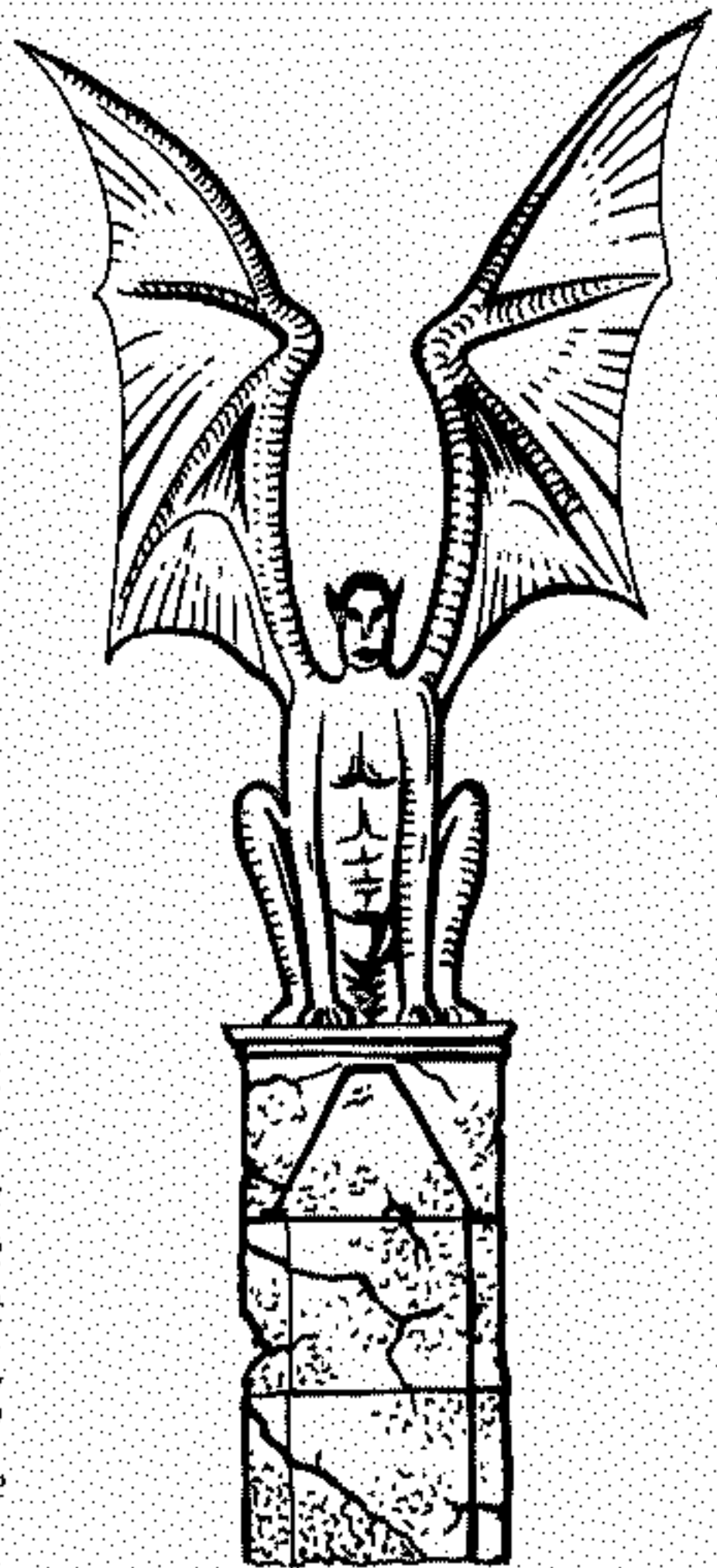
THE WARRIOR'S OBJECTIVE

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.

CONTROLLING THE WARRIOR

Use the joystick to control the warrior's movements:

JUMP/UP
(USE EXIT)

MOVE LEFT   MOVE RIGHT

CROUCH/DOWN

Press the fire button to PUNCH, or KICK (while jumping). If you have a weapon in your possession, pressing fire will fire the weapon rather than punching or kicking.

Moving the joystick up or down will normally cause the warrior to jump or crouch. If, however, you are standing on or against a ladder moving the joystick up or down will cause the warrior to ascend or descend.

There are exits between areas. If an exit is facing you, simply walk into it to use it. If an exit is to one side of you, stand next to it, and then push the joystick up to use it.

It is also wise to watch your step. The warrior can survive short falls, but stepping into a pit or off a high ledge will prove fatal.

Pressing **P** at any stage will pause the game. Fire the joystick to restart. Pressing the Escape key will restart the game from any point.

Do not hope for good luck. Your survival will depend on your skill and ingenuity alone.

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

anything down. To get the speed we wanted we had to use tricky and little-used techniques like attaching and multiplexing sprites several times during each screen update.

A key feature of the game is the haunting music by David Whittaker. He wrote no less than six major pieces (each with its own sub-themes) to fit the changing scenes in the game. The instruments used in the music were generated with a Korg M1 synthesiser and then sampled at over 20 kilohertz, which gives the music a higher quality than is normally found in computer games.

We've really enjoyed creating **SHADOW OF THE BEAST** and we hope you like it - you should find it quite difficult to complete so enjoy the challenge!

A little bit more about us...

We both began degrees in Computer Science, but left after a few months to start writing games professionally. Now we work from our homes in Newcastle. Programming tends to be very time consuming and leaves us little time for anything else. *(Note: Martin does have a strong interest in cars however - especially those of the fast, red, Italian variety - and as for Paul, his other major interest is money!)*

Now that **SHADOW OF THE BEAST** is finished we are working on another **Psygnosis** game. We can't give too much away at the moment. But we will say that it features a totally new scrolling technique unlike anything ever seen, and once again this will run at arcade speed. Keep your eyes peeled. Sadly, that next game may be our last for the ST and Amiga. Unless attitudes to piracy on the Amiga and ST change we may ignore these machines entirely in favour of writing for consoles, which do not suffer from software piracy. No programmers can afford to spend nine or ten months full-time work on a game only to have it stolen. Writing for consoles is already a very tempting prospect for us, and piracy may well be the final nail in the coffin for the ST and Amiga.

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

WARRANTY LIMITATIONS

CREDITS
Code, design, and concept by Reflections
Music by David Whittaker
Cover Picture by Roger Dean
This booklet conceived and produced by Partners In Publishing.

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