

Table Of Contents

<i>The Five Kingdoms</i>	2
<i>System Requirements</i>	7
<i>Installing The Game</i>	8
<i>Setup</i>	9
<i>Trouble-Shooting</i>	10
<i>Beginning Your Quest</i>	12
<i>Hot Keys</i>	14
<i>A Quick Tour</i>	16
<i>Your Screen</i>	18
<i>Shadoan Map</i>	20
<i>The Library</i>	22
<i>Items</i>	29
<i>Epilogue</i>	32
<i>Credits</i>	37

The Five Kingdoms

Only a generation ago the Five Kingdoms were united under the benevolent hand of the Argent Kings, a race of rulers strong enough in their magic to foresee that, despite the span and age of their peaceful empire, they would soon fade from history. Luckily for their people, they were also wise enough to prepare for their peoples' future by creating an order of Great Wizards to guide the lands after their fall.

What the Argent Kings could not foresee was that their own plans would bring about their destruction far earlier and more cruelly than they could have imagined.

In the seventh year of the season of the west moon, the Argent Kings held a conclave in Alkatesh, the City of Magick, to designate a



The Hand



single wizard for the mantle of Archmage. They chose Mobus, a young man but kind and clever and much beloved of the people, and entrusted him with the sum of their earthly power: the Hand.

The entire population of Alkatesh left their posts and shops for a week of celebration and feasting...and on the fourth night, a wave of evil forces swept through the undefended gates, slaughtering all in their path. On a



Torlok

heavy steed at the rear of the army stood a dark, laughing man: Torlok, brother of Mobus and the second most powerful mage in the Five Kingdoms. His jealousy and greed had turned him to seek power in the darkness...and now the Argent Kings would pay for choosing Mobus over him.

The reign of the Argent Kings and the power of the Great Magicians were both shattered that day. Torlok's serpentmen were swift and brutal in carrying out their master's vengeance, and there were no survivors of those great races...



Unfortunately for Torlok, his victory was incomplete, for there would be no story if this were not so. Even as Torlok reached out to take the Hand, Mobus had the presence of mind to magically “break” the mystical amulet into five powerful relics and consign them to the far corners of the Five Kingdoms, thus ruining Torlok’s bid for total power.

Torlok’s campaign to wipe out his mentors was also flawed. A single girl of the race of the Argent Kings had been away from Alkatesh at the time of the Archmage Ascension.



Daelon

With the help of the sea folk, young Cheron escaped with her life and found sanctuary far to the west, in Weigard. Eventually she married and bore a son, Lathan. Magic ran strong in his blood, and as a boy he fell under the tutelage of Daelon, a reclusive magician rumored to be the last of the Great Wizards.

Too soon for Daelon, it became apparent that Lathan’s quest had to begin long before his magical training was complete. For the first time



in twenty years, Torlok's power was showing signs of wavering; his control over the seas was fraying around the edges, and his forces were being driven from *Alkatesh*. This enraged Torlok, goading him into resuming his search for the pieces of the *Hand*.

It seems that *Lathan's* destiny, as the last of the *Argent Kings*, is to recover the five relics before Torlok can take them for himself.

Lathan has already hunted down and rescued three relics - the orb of *Mobus*, the *Black Mace*, and the *Hunting Horn* - and made a powerful ally in the form of *Princess Grace Delight*, the rightful ruler of *Iscar*, whom he helped to replace on the throne after her family was betrayed by one of *Torlok's* henchmen. Now, however, *Lathan*



Lathan



Princess Grace



Shadoan™

must recover the two remaining relics, the Dagger of Arne and the Crown of Malric, to complete the Hand and save his kingdom. The most dangerous part of his mission lies ahead of him: Shadoan, land of shadows and home to Torlok himself...



Shadoan



System Requirements



his version of Shadoan requires the following minimum system configuration:

- 486DX2/66
- 8 megabytes RAM
- Mouse
- 3 megabytes free hard disk space
- Supports VGA and SVGA video cards
- SoundBlaster 8 compatible
- DOS 5.0 or higher—can work under Windows™ 95 in MS-DOS mode.



Installing The Game

DOS INSTALLATION:

- 1) Place Shadoan: Disc 1 into your CD-ROM drive. Close the drive.
- 2) Type D: (or the letter of your CD-ROM drive) and press <Enter> .
- 3) Type INSTALL and press <Enter> to open the Install utility.

WIN95 INSTALLATION:

- 1) Place Shadoan: Disc 1 into your CD-ROM drive. Close the drive.
- 2) Click your MY COMPUTER icon.
- 3) Click the CD-ROM drive icon.
- 4) Finally, click the INSTALL icon.



Setup



ollow the on screen instructions to set up Shadoan on your computer. First, you must choose between playing either the Regular Version or the Parental Mode Version of the game. The Parental Mode will eliminate scenes that may be too graphic for young children.

If you change your mind at any time during the installation procedure, press <Esc> to back up a step.

Once installation is complete, press any key to enter the Setup utility. This will allow you to select your digital sound card, test your sound card, and change the color resolution. However, Shadoan should have already determined the best default choices for you. Use the up/down arrow keys to move between options and press <Enter> to select one. When you are done, move the highlight down to EXIT and press <Enter>. When prompted to save your configuration, choose 'yes' and then press <Enter>.



Trouble-Shooting

COLOR RESOLUTION: Shadoan supports high color mode (16-bit color). Only machines with 16 megs of RAM will support high color mode. If you don't have 16 megs of RAM, run the setup program in the Shadoan directory and change the color resolution to 8-bit color.

If you know your video card is capable of displaying 16-bit color and you have 16 megs of RAM but the game still doesn't work in this mode, you probably need a VESA driver. A VESA driver, when installed, will help Shadoan recognize your particular brand of graphic card. Try reinstalling the graphics drivers that came with your video card. If your disks do not contain a VESA driver you can download one through SCITECH's home page at: (<http://wwwscitechsoft.com>).

WINDOWS™ 95: Though this game will run under Win95, slower machines may experience some performance problems. If this happens, please reboot your computer in MS-DOS mode.

SOUND BLASTER 8: Some problems can occur under Windows 95 if you own a Sound Blaster 8 or compatible sound card. The set up program may lock up if the wrong settings for your sound card are tested.



ATI Mach64 Video Card: Users of this video card may experience graphic performance problems. If you are running into graphic glitches with this product, reboot your computer in MS-DOS mode, go into the directory where your video drivers were installed and type [M64VBE S]. This initiates a VESA driver which comes with this card and should correct whatever graphic problems you may be having.

Cirrus Logic Video Card: If you run into difficulties with these cards, try reinstalling the drivers that came with your video card. If your drivers are not VESA-compatible or they fail to perform, you may download one through Scitech's home page at (<http://www.scitechsoft.com>).



Beginning Your Quest

FROM DOS:

If you are already in the Shadoan directory, type "shadoan" to enter the Five Kingdoms. If you are elsewhere on your hard drive, type CD c:\intrplay\shadoan or the name of the directory you installed the game to, then type "shadoan."

FROM WIN95:

Click the INTRPLAY directory located on your hard drive. Then open up the SHADOAN directory and click the icon for SHADOAN. From there, the game should load automatically.



The first menu you will see, guarded by a silver dragon, offers you these choices:

START APPRENTICE: This begins the game at an easy level, with some of the puzzles and perils removed for younger adventurers. In this level, you are also allowed more time to make life or death decisions, as indicated by the slower speed of the sand trickling through the hour-glass.

START WIZARD: This sends you on your way and lets you tackle every danger and riddle Shadoan has to offer—choose this path if you dare!

HISTORY: A brief animated history giving you a detailed background of the Five Kingdoms and some of the dangers that may await you.

LOAD GAME: If you wish to resume a saved game, this option brings up a list of saved games on file. Use the mouse to select the right game and click OK to confirm your choice. If there are no filled slots, there are no previously saved games for you to access.

QUIT: Exits you out of the game. You may also hit Alt-X on your keyboard at any time during gameplay to exit the game.



Hot Keys

< Space > or left mouse button Aborts a movie if there is one playing, or if you are at the action screen, will replay a movie.

< Tab > or right mouse button Toggles map screen.

< Esc > Goes back to previous screen.

y/n Answers yes/no question.

o, < Enter > Answers ok question.

< Alt > -X Quits the game.

The following hot keys are for use in the Book of Notes and the load/save game screens:

< PgUp > Page backward.

< PgDown > Page forward.

< Delete > Deletes from the text cursor.



- < **Backspace** > Deletes from behind cursor.
- < **Home** > Moves text cursor to front of the line.
- < **End** > Moves cursor to end of the line.
- < **Return** > Moves text
- < **Left arrow** > Moves cursor one space to the left.
- < **Right arrow** > Moves cursor one space to the right.
- < **Up arrow** > Moves cursor up one line.
- < **Down arrow** > Moves cursor down one line.



A Quick Tour

hadoan is the perfect game to “learn by doing.” Just start playing and you will probably have it down in no time. Just in case, though, read this section for a quick overview of gameplay.

Throughout the game, you will be guiding Lathan on his magical adventure through Shadoan. When the action freezes, you will need to make a decision about what to do next. You can either choose to travel to a new location, or use an item.

To use an item, click on it with your mouse. When the action freezes, possibly useful items will appear at the bottom center of the screen, in the scrying glass. Clicking on an item will determine Lathan's next course of action. Be careful! One wrong choice and you could lose a life, which is represented by the three roses at the lower right of your screen.

To travel to a new location, click on the scroll at the bottom left. Doing so will bring up a map (right-clicking at any time will also bring up the map). Hidden within the map are locations which you may want to travel to. To find these locations, pass your mouse cursor over the



surface of the map. When you find a location, the cursor will change to display the location's name.

You may also travel to new locations by clicking certain items on the frozen action screen. Sometimes a door or a gate will take you to a new location. Search for these spots on the action screen just as you did on the map.

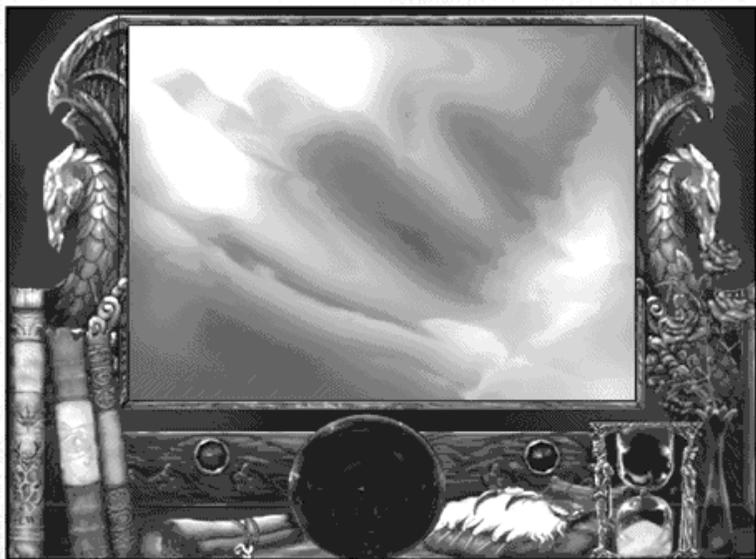
In order to escape danger, sometimes Lathan will need to travel or use an item quickly. When this happens, watch the hourglass on screen. If the sands start to fall, you have precious few moments to make a decision! Fail to make a decision before the sand runs out and things will not go well for your quest.

That's all there is to it! Use your mouse and its ever-present ability to click to find new locations in the game.



Your Screen

As Lathan Kandor you will travel throughout the Far Reaches and then trek north into Shadoan, the heart of your enemy's domain, in order to find and reunite the Hand of Mobus. Lathan has already recovered three of the relics; now, it is up to you to complete his quest and free the Five Kingdoms from Torlok's icy grasp.



Your adventures will take place in the center of your monitor, through the Farsight Window, in the form of animated scenes. Sometimes you can move the mouse cursor to "reach" through the Window to choose a path or pick up an item. If you suspect that there is something interesting in Lathan's world that you want to draw his attention to, like a relic or a mysterious locked door, move your mouse over it. If the cursor changes to a labeled scroll, you have found something worth clicking!

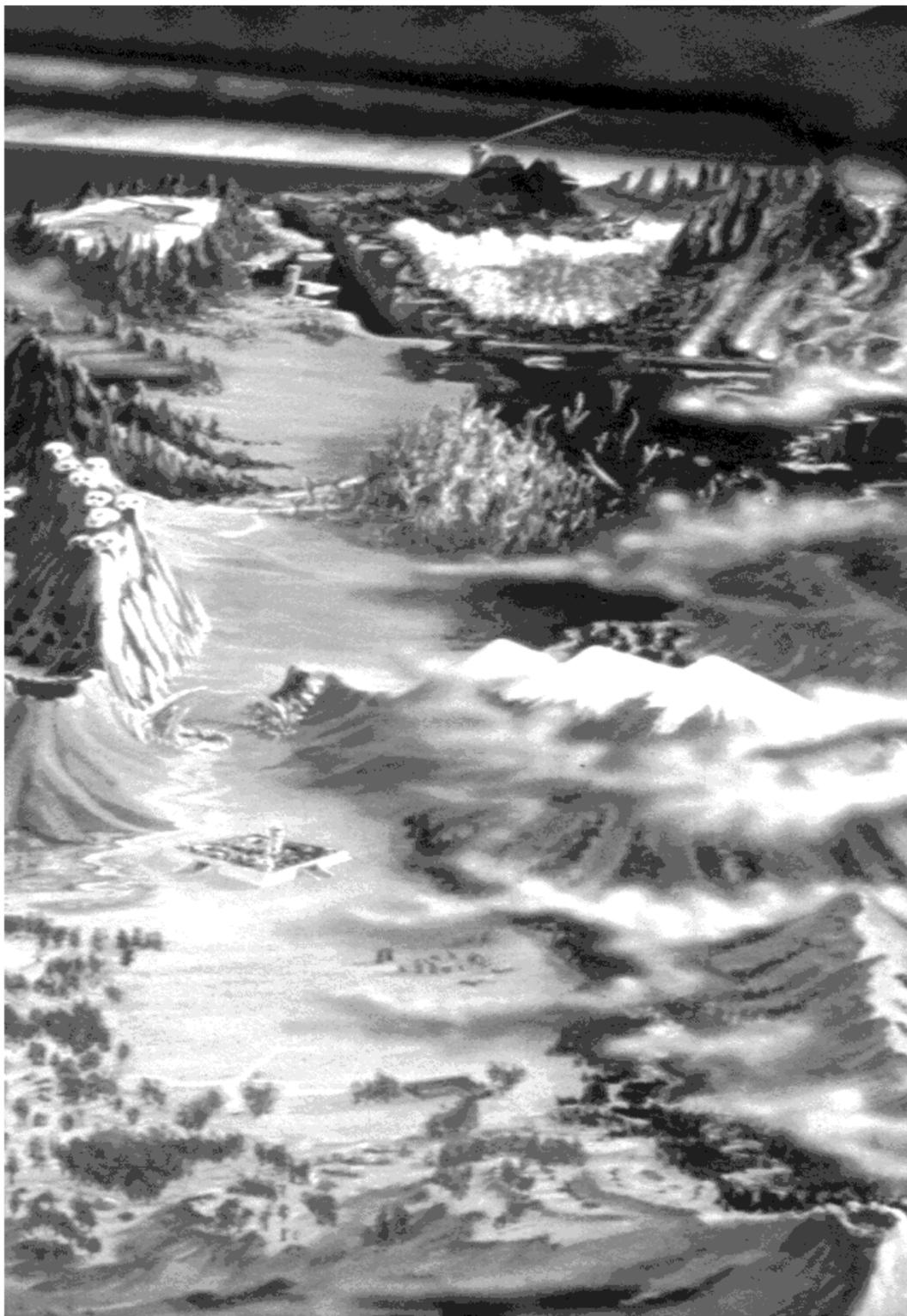
NOTE: Any time and anywhere in the game, the cursor will become either a purple gem or labeled scroll when it is touching something which can be used, selected, or taken; you can then click the mouse button to take action. Otherwise, the cursor is useless and nothing happens when you click—you are either in the wrong spot on screen or there is simply nothing there of any interest.

Arranged around the Farsight Window are a handful of useful objects and magical artifacts that you will need to succeed in your mission. You've already noticed the Farsight Window, of course, but a quick overview of the rest of your workspace might be a good idea.



Shadoan Map





The Library



Perhaps three books do not seem like much of a library, but it is all the information you will need to know. Click on the spine of any of these books to read their secrets. To flip pages within a book, click the brown arrow-shaped tabs on either side of the round "Celtic knot" on the left-hand page. If a tab does not light up or respond, you have reached the last of the pages. To close a book and put it away for the time being, click the round knot itself on any page.



- **BOOK OF HISTORY:** This tall green-and-gold tome, farthest to the left, was a little singed around the edges when it was snatched safely away from the destruction of Alkatesh. It was definitely worth the trouble. The book is up-to-date on the important facts Lathan will need to know to find his way around the Far Reaches and beyond. Click the colored bookmarks marked "People," "Places," or "Manual" to see if what you need to know is recorded within.



- **LATHAN'S JOURNAL:** If you don't write that clue down, you might forget it...what was that about "swans" again...? This reddish-brown "notebook," central of the three, is a much tidier method of keeping track of your important notes than scribbling on the nearest torn envelope. To write, click anywhere on the right page to set the quill pen to the paper. Start typing. Your words will be preserved for later use.

- **THE SHADOANOMICON:** Only WE could come up with credits nearly as interesting as the game itself. If you don't believe us, click this slim brown book at the right of the library and see for yourself!



THE DRAGON'S-EYE RUBY

This red gem "button" to the left of the Srying Glass can control time itself...in a manner of speaking. While an action sequence is taking place on the Farsight Window, the cursor is frozen over the red gem. If you would like to skip to the end of the current sequence, simply press the mouse button or the <spacebar>. If you want to view a sequence again, click the ruby after the sequence has ended.





THE MAP OF JOURNEY

An ordinary-looking piece of parchment which has been magically treated to hold an amazingly large image of the Five Kingdoms. The map can only show places within Lathan's line of sight and allows you to choose Lathan's next location to travel to. Look to this map often for your next course of action! You may click the map to activate it, or right-click anywhere on-screen to activate it.



THE SCRYING GLASS

A dark globe below the Farsight Window. At moments of decision or crisis, this will allow you a glimpse into Lathan's pouch...showing you only the items which might be useful at that moment, and thus saving seconds that could spell the difference between life and death. To select an item, click on it within the Glass. Lathan will know what to do with it.



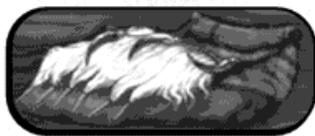
THE STORMLIGHT SAPPHIRE

Clicking this blue gem "button" to the right of the Scrying Glass at any time (except, of course, during an animation sequence) calls up the Options Menu. Within this menu you can click to start a new game, load an old one, save your current game, or quit the game; you can also toggle sound effects,



music, transitions, and subtitles on or off by clicking the words "on" or "off."

- If you toggle music and/or sound effects off, this will turn off the extraneous music and sound effects to the game, not any part within a movie sequence.
- Subtitles are OFF by default. If you toggle Subtitles ON, the words you hear during scenes will also be displayed at the bottom of the Farsight Window.
- Transitions are ON by default. If you toggle Transitions OFF, clicking on items in the Pouch will take you straight to their descriptions without the flight through Daelon's Lab. Also, transition fades between functions (i.e. from the Window to the Options screen) will be removed.
- You can adjust your mouse sensitivity by clicking Low, Medium, or High. The higher the setting, the faster the cursor will slide in response to a move of the mouse.
- To exit the Options screen, click Return To Game at the upper left, or click the sapphire (now marked with a boxed "X") below.



THE POUCH

Although it looks like nothing more than a colorful bag, the Pouch is actually a tiny piece of the Abyss Of Time, bound



firmly in magic wards. It can hold anything and everything Lathan puts inside it without adding the slightest amount of weight to his belt. To examine an item within the Pouch, click the Pouch to open it and click the item for a quick mental trip to Daelon's laboratory and a brief explanation of the item in question. To close the Pouch, click the sapphire button—you'll spot it easily, as it's marked with a boxed "X" while the Pouch is in use.



THE SANDS OF TIME

Sometimes when Lathan is in battle or in danger, he must make split-second decisions. When the Sands of Time in the hourglass swirl up and begin to trickle down, you only have moments to select a course of action; if time runs out on this timer, it also runs out for Lathan. Think fast—check the Scrying Glass and choose an item to save Lathan from eminent peril, or search the Window with your cursor for a quick course of action. Sometimes, if all else fails, you can pop the Map out of its scroll and escape to another location.



LIFEROSES

Set in a blue vase to the right of your screen, these represent Lathan's "lives." He gets three chances to fulfill his destiny; if he



dies a third time, his journey is over, the relics are lost, and the Five Kingdoms fall to Torlok. Every time Lathan loses a life, one of the liferoses turns black. Sometimes Lathan is merely injured by an encounter, in which case one rose wilts and turns a sickly color; if he is injured a second time, he will die. There is, perhaps, one place within the realms where he can seek healing, but the Alkateshans swear that its powers died with the Argent Kings who created it. Lathan may not use the scroll when he is injured.

NAVIGATING ACROSS THE LANDS

Sometimes you can find your next path through the Window. Move the cursor around the screen, and if it turns into a scroll with a place name on it you can click to go that way. For example, in Princess Grace's throne room, you can move the cursor over the door at the far side of the room to go through it.

Generally, however, if you're ready to move on, you must click the rolled-up parchment Map scroll at the bottom of the screen, below the ruby button. This will open an overview of your area.



Move your cursor around the Map. When it touches a place you can travel to, the name of that place will appear on a scroll beside the cursor. You can only travel to places Lathan can immediately reach on foot—in other words, you can't jump straight from the Foothills to Alkatesh, or cut across the ocean to pick up that spare set of socks you forgot back in Weigard. If you have changed your mind and do not wish to travel anywhere else, click the boxed "X" in the lower right corner to exit the Map.

For a wider view of the Kingdoms, you can zoom in or out on the Map by clicking the +/- markings on the lower left corner of the Map. You usually won't need to zoom in or out, because most if not all of the places you can reach are right next to where Lathan is already standing. However, this function may come in handy when Daelon finally finishes those Scrolls of Traveling for you.

Just because you've already visited a place once doesn't mean that you never have to go there again—time goes on and situations change as you draw closer to your goal. Often, when you return to a location, a different scene will appear to give you different clues. In other places, you might not receive a new scene until you find a certain object or complete another part of the quest. So if you're stuck, try taking a stroll back through the Map; there may be new hints and action waiting for you!



Items

There are many artifacts and surprises awaiting Lathan's discovery in the strange eastern reaches of the Five Kingdoms. If you need further detail on any item he should find in his travels, all you have to do is click the red Pouch at the bottom of the screen, then click the picture of the item in question. This will open a mental link back to Daelon's inner sanctum and allow you access to the Wizard's Great Guide, telling you valuable information about each item you possess.



Your Backpack

Lathan begins the adventure with a handful of useful treasures still safely stored in the magical bottomless pouch given to him by Daelon. These items are the Bloodsword of the Argent Kings, pentacle coins, the Crystal of Kaldar, and the Great Onyx Seal.



SCROLLS

Spells bound in parchment and enchanted ink, crafted by Daelon to aid his apprentice in his quest. Lathan starts out with a single Scroll of Seeing left over from his previous voyages; if he



Daelon's Portal

can find Daelon's Portal, the aging wizard will gladly create more scrolls to speed him on his way. You can ONLY obtain new scrolls at Daelon's Portal, and you will receive three scrolls of each spell, except for the Scroll of Traveling of which you will receive five. In order to complete your quest you must use your scrolls wisely.

SEEING

Brings sight to the blind and brings the invisible to light.

RELEASE

Disarms traps, breaks bonds, and frees that which is held.



UNDERSTANDING

Deciphers runes and foreign languages, and can sometimes smooth relations with hostile humans.

TRAVELING

Can carry Lathan to distant lands, but at a cost to his health. You can only cast this spell when Lathan is not injured — if he has been injured and one of the liferoses is wilted, you must either seek healing or wait until Lathan's next "life" to use a Traveling scroll. There are some remote places in the Kingdoms which can only be reached by a Scroll of Traveling, so don't use these scrolls just to shorten a Long hike across the Far Reaches, tempting though it may be!

RELICS

There are five relics that make up the Hand of Mobus. You begin your adventure with three of the five relics: the Black Mace, the Hunting Horn, and the Orb of Mobus.

Lathan has gathered these relics on this previous journeys and needs to find the Dagger of Arne and the Crown of Malric in order to assemble the Hand and defeat Torlok the Twisted.



The five Pieces Of The Hand



Epilogue

Daelon stood before his Window, absently stroking his beard as he stared into the swirling mists. There was no one else in the lab, unless one counted the disgruntled water elemental as it shifted endlessly around within its prison of runes. And the red imp itself, of course, who had escaped from its own bottle weeks before but found itself unable to slip past the magic wards which enfolded the tower.

"Did I warn him about the High Pass? I don't think I did. So much has happened – I can't remember. Did I?"

Neither the imp nor the elemental were inclined to answer the wizard. High above in the shadows of the rafters, the imp leaned forward for a better view and then snickered to itself behind its talons. The old sorcerer was talking to himself again.

Daelon made a worried sound under his breath, and his brow furrowed. *"I meant to tell him, of course. But everything's moving too fast, Torlok is too close to succeeding. This isn't how the prophecy foretold, not at all...I thought I had more time. I thought perhaps one of Lathan's children would be the one."*



He turned away from the Window and wandered over to the cauldron, which was bubbling ominously in the gloom. For a moment the imp leaned forward in curiosity, wondering what magic was brewing, but then it settled back with a grumble as the scent of cooking meat and potatoes assaulted its nose. **Human food. Long dead. Disgusting.**

The scrolls were ready, hanging neatly on their racks above the chest which held the ingredients for the spellscribing ink...rare components which would soon run out. Daelon was only waiting for Lathan to find the Portal, far to the southwest of his arrival point in Alkatesh of the Far Reaches. But hours had passed and there was no sign of the boy. What if he'd been waylaid? Reluctantly, the wizard returned to his vigil before the Window, knowing that it was pointless. For the first time since the fall of the Argent Kings, the slim thread of hope for the Five Kingdoms was out of his hands.

«It's all over if he heads north or west from Alkatesh,» he thought. *«He can't face Torlok yet...and he'll only have one chance to join the armies and reach the High Pass, a chance he MUST save until he finds some way to face the Plague Magician in the air. If only I hadn't let that potion of flying out of my sight...»*



⟨Blast that boy! Of course he'll want to charge right into battle!⟩

Daelon's hands clenched and he swore a mild oath under his breath. Then his gaze snapped over at the blank Window in its elaborately carved frame, as if overhearing a silent retort. "Yes, yes, well, I hoped to catch Lathan before he left the Tscar court."

"Too late now, old friend." The twinned voices hissed through Daelon's mind, a sinuous echo shaded with lazy good humor. **"You know what he'sss like. Rather like you assss a youngling, if we recall."**

Daelon scowled fiercely at the blank Window. The imp shifted in boredom and then froze as a rafter creaked underfoot, but the wizard paid no attention.

"He has enough sense to stay away from Shadoan for now," he snapped. Suddenly he did not seem quite the muddled old hedgemage the Glendoe villagers took him for.

"All he has to do is head south as far as he can and then turn west, towards the chasm. That's not so difficult, is it? He knows better than to trust a boat on a strange river and he certainly wouldn't be foolhardy enough to try and infiltrate the Norsemen Camp. He should know how to handle the trolls...or would he?"



"If he doessssn't forget their tassste for gold."

"He'll remember. I taught him everything he needs to know."

"Mythsss and fairytalessss?"

"I taught him everything he needs to know," Daelon repeated firmly. "With the Bloodsword at his command he should not have any trouble with bandits. If he has any sense, he will come to me for some Scrolls of Release - how many times have I mentioned how useful those are? Too many times, that's how many. And if he gets hurt, well, he knows where the Blackheath is."

"Oh? Really. How could he? He'sssss never been there."

Daelon broke into a triumphant smile and clapped his hands together, looking quite pleased with himself.

"He will figure it out, all right. His mother was raised in Alkatesh. She MUST have sung him the lullabye - you remember, the one about springtime on the Blackheath?"

"Ah, yessss, the sssickly ssweet thing about the 'birdsss and happy hopy little bunninesss in the flowersss over the river to the wessst of Alkatesssh.' We can't ssay that we misssss the Argent Kingsss' musssic. They may have been legendary in



many thingsss, but their sssinging alwaysss reminded me of deranged ssquirrelsss..."

The wizard sighed, for once refusing to rise to the bait in what was obviously an old, old point of contention. He glanced up at the Dendreon mask which hung above the Great Guide as if searching for a more solemn opinion, but the magical carving was nothing but a chunk of wood without its twin...which had been smashed and burned during the sacking of Alkatesh.

So much lost...

"Trusst the child," the voice whispered. "You have to. There iss nothing elssse to do."

"You're right. Of course."

Daelon turned away, deep in thought. The imp's idly curious gaze followed the wizard back to the now-steaming cauldron. Therefore, it did not see the rustle of movement on the workshelf as the twin wooden dragons to either side of the Farsight Window shifted and curved back to regard each other solemnly across the mists. As their gazes locked their eyes flared to life, pulsing with a brittle red light.

"We will find other ways for you to aduissse your sssstudent, Daelon. It issss about time that the Light drove the Dark from the Kingdomsss."



Credits

Interplay Productions

Producer:	SCOTT MATHEWS
Associate Producer	LARRY LESSER
Line Producer	CHIP BUMGARDNER
Lead Artist / 2D Art design	HELENA WICKBERG
Graphic Artist / Credits Movie	SCOTT EVERTS
3D Artist / Title and Lab Sequences	CHARLES WEIDMAN III
Conceptual Artist	VANCE KOVACS
Conceptual Artist	LEN GATDULA
Portraits	GEORGE ALMOND
Additional Art	MIKE FIELD
3D Landscapes	CHERYL AUSTIN
Box Art	JUSTIN SWEET
Video Technology	PAUL ALLEN EDELSTEIN
Audio Mastering	CRAIG DUMAN
Additional Sound Effects	GREG ALLEN
Additional 20 Seconds Of Music	BRIAN LUZIETTI
Manual Writer	KELLY O' GUINN
Manual Graphic Design	SALMA ASADI
On-line Manual Conversion	LUIS A. MORALES
Quality Assurance Director	JEREMY S. BARNES
Assistant Director of QA	DARREN L. MONAHAN
QA Technical Coordinator	JOHN WERNER
Lead Testers	CORY NELSON MARVIC AMBATA
Testers	ANTHONY TAYLOR GREG HERSCH STEVE BALDONI STEVE REED DAVE HENDEE AMY MITCHELL MATT GOLEMBIEWSKI STEVE VICTORY
Marketing Manager	JIM VEEVAERT
Public Relations	GENEVIEVE OSTERGARD
Special Thanks to	CATHY, SHERI, WENDY, YASMEENA, SARA, JUDE, REBEKAH SHOSHANAH, TOM DECKER, TIM HUME, MICHAEL MCCONNOHIE MARTI CADENASSO BILL PEARCE, LISA LATHAM AVIS ANDRE, ALAN PAVLISH



Shadoan™

Indigo Moon Productions

Programming and Additional Design by	INDIGO MOON PRODUCTIONS
PC Programmer	BRAD GIANULIS
Mac Programmer	ED FOLZ
Project Manager	MICHAEL PRICE

Virtual Image Productions

Created and Conceived by	RICK DYER OF VIRTUAL IMAGE PRODUCTIONS
Story Creation	RICK DYER
Animation Director	KEVIN RYNIKER
Project Manager	NICCO WARGON
Game Documentation	BRUCE THOMAS
Music Score	BRIAN BESTERMAN DOUG BESTERMAN MARTIN ERSKINE ANDY BRICK
Voice Recording	MARTIN LOPEZ
Animation	WORLDWIDE SPORTS ENTERTAINMENT INC.
Photography	KEN LAMBERT
Storyboards	GRAZ ENTERTAINMENT
Storyboard Direction	MICHAEL HACK
Voice Actors	JIM STAYLOR RON JONES MICHAEL JAMAL BARB WIRE D.J. DEMITRY JOHN CLARK PETER BOND PHIL GANYON

Original Song, "Where Do We Go From Here?"

Created by	BRIAN BESTERMAN
Lyrics	VO DONVAN BRIAN BESTERMAN
Vocals by	JULIE EISENHOWER LEONARD TUCKER DEANNA HURST

Special Thanks	NORMAN SINGER DERRICK EVERSFIELD JEREMY SCHUSTER CLOCKWORK STUDIOS ITD PRODUCTIONS AND TO GRACE DELIGHT DYER, MY LITTLE PRINCESS, LOVE DAD
----------------	--



Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: www.interplay.com



Limited Warranty

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

Warranty Replacements

Interplay Productions
16815 Von Karman Avenue
Irvine, CA 92606

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions and are protected by the copyright laws that pertain to computer software. You may not copy the software except that you may make one copy of the software solely for backup or archival purposes. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

