Lo Wang is

SHADOW WARRIOR™

MacSoft®

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THE SHADOW WARRIOR STORY

Lo Wang. Master ninja assassin for 20 years. A shadow warrior.

Shadow warriors are the best of the best, and Lo Wang was the best of the shadow warriors. Every top company in Japan had a shadow warrior...a protector, a negotiator, a cleaner.

Lo Wang worked for Zilla Enterprises, a conglomerate with control in every major industry. Too much control. Power corrupts, and Master Zilla's corporation was corrupted to the core.

Lo Wang discovered Master Zilla's demonic scheme to rule Japan, using creatures summoned from the dark side. A man of honor, Lo Wang quit. But one as powerful as Wang either must be on your side, or no one's side. Master Zilla unleashes his creations for their first test: to kill a single man, a shadow warrior... Lo Wang.

SYSTEM REQUIREMENTS

PowerPC Macintosh or compatible.

16 megabytes RAM

55 MB available hard drive space.

256-Color monitor or better.

CD-ROM drive.

System 7.1 or higher. OS8-compatible.

INSTALLATION

1. Close all open windows on your computer.
2. Place the Shadow Warrior CD in your CD-ROM drive. .
3. Double-click on the "Shadow Warrior" CD-ROM icon to open the CD-ROM window.
4. Double-click on the "Installer" icon to install Shadow Warrior.
5. Follow the on-screen instructions.
6. You may need to restart your computer after installing Shadow Warrior.

Once the game is installed, you will need to locate it. Double-click on your computer's hard drive icon to open the hard drive window. Double-click on the folder named "Shadow Warrior." To start a game, double-click on the "Shadow Warrior" application icon you will find in this folder. The game will take a few moments to start up and you will be ready to begin playing. If you have played Duke Nukem™ 3D, Shadow Warrior will be familiar to you. If you have not played Duke Nukem 3D, we recommend reading the rest of this manual thoroughly to familiarize yourself with the controls and options available in this program.

ABOUT OPTIMIZING PERFORMANCE

Shadow Warrior should work well with any Macintosh or Macintosh-compatible computer. If the game is not performing well for you, please look over this section or the Optimizing Performance section on page 25 of this manual. This is especially important if you have an older machine or a machine with 16MB of RAM.

1. If your computer has only 16MB of RAM, adding more memory is the single best way to make the game run faster. Memory is extremely inexpensive at the time of this writing and increasing your available RAM will make all of your programs run better. If purchasing RAM is impractical for you, you may use Virtual Memory to increase the memory available to the program. Consult your Macintosh owner's manual for Virtual Memory instructions.

2. If the game seems to run slowly or the motion is jerky, you may adjust various graphics and sound parameters from the **Options** menu within the game. **Graphics Options** allow you to change the resolution, detail level, view size, and brightness of the game display.

ABOUT INTERNET PLAY

Due to the large amounts of information Shadow Warrior needs to send in a network game, Shadow warrior should not be played with more than two people over the internet without a 56.6K modem or an ISDN or T1 link to the internet. Play with slower modems is possible but not recommended due to decreased performance. Head-to-head, one-on-one play should work well with a 28.8K or 33.6K modem.

PLAYING SHADOW WARRIOR

THE MAIN MENU

From the main menu, you can select:

NEW GAME - Start a game.

OPEN GAME - *Continue your battle*

SAVE GAME - Hedge your bets.

OPTIONS - Configure the game.

CREDITS - Bow to your masters.
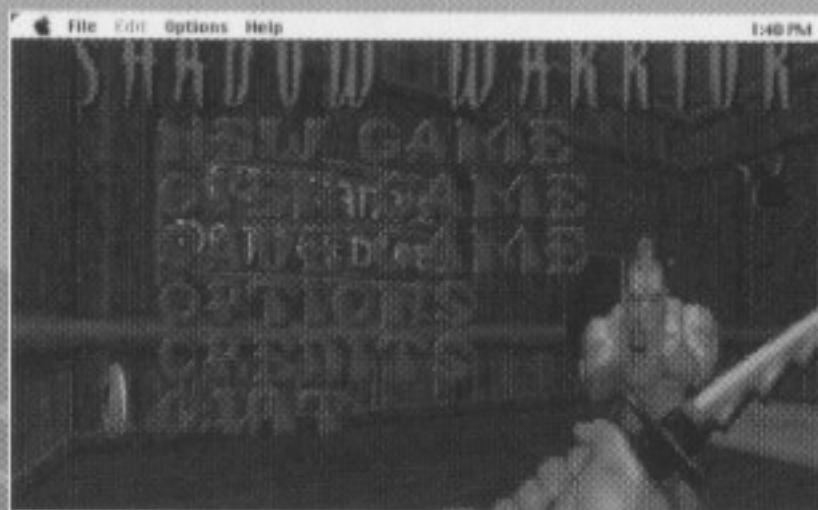
QUIT - Resume your life.

THE OPTIONS MENU

Allows you to choose from several useful dialog boxes.

GRAPHICS - Set up size of screen and more.

SOUND - Toggles sound/music and volumes.

CONTROLS - Configure your controls.

MISCELLANEOUS - Set the following options.

MESSAGES - Toggles on screen messages.

AUTO RUN - Makes Lo Wang run all the time.

CROSSHAIR - Makes aiming easier.

LEVEL STATS - Shows the number of secrets found and enemies killed.

AUTO AIMING - Makes it easier to hit enemies.

HIDE AIR/BOSS METERS - Turns off these meters.

You can also set options by using the **Options** menu in the menu bar. This menu has two functions not available from the Main Menu.

PLAY RECORDING... - Allows you to replay a recording from the game.

KID MODE - Shadow Warrior can get pretty violent and this mode allows parents to lock out questionable material from their children with a password.

You can also use the **File** menu to save or load games, as well as open any new maps you may find on the Internet.

SAVING AND LOADING GAMES

You can bring up the Main Menu at any time during gameplay by pressing [Esc]. From there you can save the current game or load a previously saved game. You can also press [F2] during gameplay to save the current game, or [F3] to load a previously saved game.

WHERE AM I? (The Automap)

By pressing [TAB] during the game, you can see where you are in the game. Pressing the [TAB] key multiple times will toggle wire frame, or solid maps. While in map mode, you can zoom in and out of the map with the "+" and "-" keys. Pressing the "F" key will turn on "follow mode" and you can see more of the map around you.

THE STATUS BAR

During gameplay, the status bar at the bottom of the screen reveals vital information. If you cannot see the status bar on your screen, use the + and - keys to resize it (Press the [F1] in game for more info). Here is a description of the items in the status bar, from left to right:

HEALTH Shows Lo Wang's health level. If this drops to zero, you're dead.

ARMOR Shows the percentage of Lo Wang's armor remaining.

WEAPONS Shows the status of Lo Wang's weapons. Each weapon displays two numbers separated by a /. The first number is the amount of ammo you have for that weapon, and the second is the max amount of ammo possible for that weapon. If the numbers are brightly lit, this means it is the currently selected weapon. If it is of medium brightness, it means you have the weapon, but it is not currently selected. If it is dark, it means you have not found that weapon yet.

AMMO Shows the amount of ammo left for the currently selected weapon.

INV Shows the percentage and status (if applicable) of the currently selected inventory item. To change the currently selected item, use either the "[" or "]" key.

KEYS Shows the keys currently in your possession.

ARMOR   AMMO   KEYS

HEALTH   WEAPONS   INVENTORY

LO WANG'S WEAPONS

Pressing the weapon's number (keys 1-0 on your keyboard) during gameplay activates the corresponding weapon, unless you don't have it or it is out of ammo. Weapons can be recharged with ammo found scattered around the levels.

1. Katana/Fists of Fury (Key 1 toggles modes):
Mode 1: The Katana is a powerful weapon that can slice right through the lower ninjas.

Mode 2: You can also use your powerful fighting skills at close range to punch the life out of your enemies.

2. Shuriken (Key 2):
Small hand held "stars" that you throw at enemies. You throw three at a time, so you must have three or more in your possession to use.

3. Riot Gun - Quad barrel shotgun (Key 3 toggles modes):
Mode 1: You shoot a concentrated blast through one barrel that will knock an enemy off his feet.

Mode 2: You fire all four barrels, with a wider spread.

4. UZI (Key 4):
Armed with your high speed machine gun, you become even more deadly than before. If you pick up a second UZI, you can wield two at the same time.

5. Rocket Launcher (Key 5 toggles modes):

Mode 1 (Normal Mode): You shoot explosive rockets.

Mode 2 (Heat Seeker Card needed): Your next five rockets are heat seekers.

Mode 3 (Nuke needed): After a short countdown, fire and find cover... or you will glow.

6. Grenade Launcher (Key 6):

Launches a 40mm explosive shell that bounces before it explodes. It is ideal for dealing death in hard-to-reach places such as ledges or around corners.

7. Sticky Mines (Key 7):

Perhaps the sneakiest weapon in Lo Wang's arsenal, this small explosive device is surrounded by sharp spikes, allowing it to "stick" to almost any surface. After priming, the bomb will detonate when its motion detectors sense something nearby.

8. Rail Gun (Key 8):

A top secret weapon and still classified, the Rail Gun can shoot a piece of metal at near light speed, propelled by a magnetic field.

9. Guardian head: (Key 9 toggles modes):

With three modes of firing, all involving fire, this weapon is devastating in the right hands.
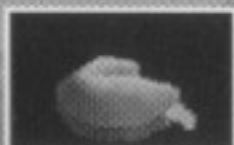
10. Ripper Heart (Key 0):

Squeezing this gory item will summon forth a "zombie-like" version of Lo Wang, that will kill with reckless abandon for a short time.

ITEMS

These items are used immediately when touched, and cannot be stored for later use.

Armor: Red Armor adds 100%; Gray Armor adds 50%.

Fortune Cookie: Not only does it come with a clever little message inside, but it also gives Lo Wang a 50% health boost, up to a maximum of 200%.

Small Medkit: This handy little discovery adds 20% to your health, up to a maximum of 100%.

Heat Seeker Card: This small red circuit board allows your next five missiles to have heat-seeking abilities. (For use with Rocket Launcher)

The Nuke: Once found and detonated, it will cause a range of destruction that only the strongest enemies can hope to survive. All others will be vaporized. (For use with Rocket Launcher).

Keys: You will discover both ancient and modern keys that you will need to advance through the levels.

INVENTORY ITEMS

Unlike other items, inventory items are kept until you select and use them. They are accessed through either hotkeys (detailed below) or through the inventory system keys "[" and "]", which scroll through your available items. Press [Return] to activate a selected item.

Gas Bomb (Press G): Once dropped, it temporarily emits a stream of choking smoke. This is a good way to clear out a room full of monsters, or block a critical item in multiplay.

Smoke Bomb (Press S): Renders you partially invisible for a few seconds. During this time you can dispatch monsters more easily.

Flash Bomb (Press F): Blinds nearby enemies for a few seconds, and while they stumble about, you can sneak by or finish them off.

Caltrops (Press C): Small razor sharp talons of metallic death. You throw the Caltrops on the floor, and they lie there. If someone steps on them, they take some damage, and they will cry out in pain.

Night Vision Goggles (Press N): These government issue goggles can illuminate living things in the darkest of areas. It's best to save these for the dark gloomy areas of your adventure.

Large Medkit (Press M): A portable health pack, carrying a maximum of 100% additional health. When you are low on health, you can select this to bring your health back up.

Tool Kit: Allows you to repair damaged vehicles like tanks, forklifts or other broken machinery you find along the way. You activate the kit by pressing SPACE/OPEN on the control panel of a broken vehicle (usually indicated by rising steam).

ENEMIES/HAZARDS

Brown Ninja: Can do all player actions (climb, duck, hide behind boxes). Fires an UZI or throws shurikens. Will suicide from lack of honor.

Red Ninja: Can do everything his brown counterpart does, plus he can shoot small rockets at you.

Green Ninja: Fires UZI or two different forms of magical napalm. Can flash bomb you, and is always partially invisible until he dies.

Orange Ninja: Have the added ability to shoot heat seeking rockets at you, and are tougher than normal.

Gray Ninja: Have the ability to launch grenades at you, and are tougher than normal.

Shadow Ninja: The most fearsome of the lot, this Ninja uses ancient skills to stay almost invisible. He can blast you with two types of magic napalm, or use blinding flash bombs on you.

Coolie: Walks around with a box of explosives. Poses little threat form a distance, but if he gets near you, he blows up, causing severe damage.

Coolie Ghost: Not content with attacking you once, some Coolies will spawn a spectral ghost after they make their ultimate sacrifice. These apparitions float around phasing in and out of existence, taking time out to heave nasty gobs of bloody goo at you.

Ripper: Big ape-like monster. Jumps around, can cling to walls above you, waiting to drop at any moment. Or they will charge you at full speed and start ripping at your flesh. Will rip your heart out if you let him get too close.

Baby Rippers: These are smaller / faster versions of their parents, only they move faster, spit green goo and are very hungry.

Guardian: These hard to kill beasts use swords at short range, switching to fireballs when farther away. Note: Sometimes after killing one, you can harvest its decapitated head and use it as a weapon.

Female Ninja: These female warriors carry a lethal crossbow, and you will find yourself dodging bolts from long distances. When they get closer they will loft sticky mines in your direction, making it hard to stand still. Treat these ladies with some respect.

Koi: These denizens of the deep look like normal KOI until you get close and notice the rows and rows of razor-sharp teeth. Alone they pose little threat, but if you come across a school, you'd better make a run for dry ground.

Hornets: These overgrown yellow jackets will do minor damage, but beware a swarm of them. They are extremely fast and erratic moving, making them hard to hit, while they continually sting away at your health.

Bunnies: You may encounter some of these cute little creatures along the way. What you do with them is your business.

Mines: There are various mines in the game that will detonate near you. They can spew caltrops, spew poison gas, explode, launch grenades, or flash bomb you. There are also ancient magical counterparts to mines called Accursed Heads.

BOSSES/MINI BOSSES

Serpent God: This is a four-armed evil snake-like creation of Zilla himself. He can shoot devastating energy balls from his eyes, and when attacked, will spawn a circle of exploding Accursed Heads. These heads will launch themselves at in order to protect their evil master. Be very prepared for battle when you meet a Serpent God.

Sumo: This giant nightmare of a sumo wrestler will meet you with a vengeance. His mass alone will cause damage as he stomps on the ground, sending shock waves your way. He can also send Accursed Heads your way with a giant clap of his hands. These guys are very tough, and hold a surprise or two for you.

Zilla: Your final battle of the game. Prepare well, Lo Wang, and heed all that Master Leep has taught you.

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CD-ROM CONTROL

CD-ROM control lets you listen to your favorite audio CD as you play. Press the letter "T" during gameplay to display the command line interface, where you can enter commands and cheat codes. The following commands apply to CD control.

cd on: Re-enables the CD audio system after a "cd off" command.

cd off: Shuts down the CD audio system.

cd reset: Resets the CD audio. This is useful if you change CDs or insert the CD after you've already run Shadow Warrior.

cd play <track number>: Plays the specified track one time. **cd loop <track number>**: Plays the specified track repeatedly until it is manually stopped or another track is started.

cd stop: Stops the currently playing track.

cd resume: Resumes playback of a stopped track.

cd eject: Ejects the CD (for CD players that do not have a manual eject button).

cd remap <track1> <track2> <etc>: Lets you specify the order in which audio tracks are played. If the CD audio system is told to play track 1, it will instead play the 1st track you specified.

cd info: Reports information such as the number and types of tracks on the current CD, what track (if any) is currently playing, and the playback volume.

MULTIPLAYER GAMES (WANGBANG)

To start a multiplayer game of Shadow Warrior, run "Sw Net Startup" and select from the following options.

NETWORK GAMES

1. Double-click the "SW Net Startup" icon. Select **IPX, Appletalk,** or **TCP/IP** from the Shadow Warrior Network Setup menu. If you do not know whether your network is IPX, Appletalk (ethernet), or TCP/IP, consult with your System Administrator.

2. Select the number of players (2-8) and select a "Player Name" if you like.

3. Click on the **Start** button (we recommend leaving the **Options** at their defaults unless you encounter a problem).

4. The game will "look" for all the players and start.

MODEM GAMES

1. Double-click the "SW Net Startup" icon. Select **Modem** from the Shadow Warrior Network Setup menu.

2. Click on the **Modem Options** button and select whether you will **Wait for Call** or **Dial up opponent.** Choose a player name and click **Start.**

3. When the Connection Settings menu is displayed, choose the correct settings for your modem. Click **OK.**

SERIAL GAMES

1. Double-click the "SW Net Startup" icon. Select either **Appletalk** or **Serial** from the Shadow Warrior Network Setup menu, depending on which kind of connection you are using.
2. Under "Player Name", enter a new name for yourself if you like.
3. Click the **Start** button.
4. The serial initialization will begin, followed by Shadow Warrior.

REMOTERIDICULE™

RemoteRidicule is used to "taunt" your opponent(s) during WangBang.

By pressing [**Command**] - **FI-FI0** during play, your opponents will hear your taunts. These sounds come from the taunts folder. You can replace the taunts in the folder with new files, just make sure that everyone has the same files.

SENDING MESSAGES DURING MULTIPLAY

You will need to "chat" with your opponents while playing WangBang. You can do so by pressing "T" during play, then typing a message to them. It's a good way to laugh at their pitiful play, or suggest a new level to try. Say what you want, we're not the FCC.

MULTIPLAYER OPTIONS
(once inside Shadow Warrior)

The following multiplay options are available in Shadow Warrior:

Game Type: The three options are WangBang, WangBang [No Spawn], and Cooperative. Cooperative is a way of playing "against the game". WangBang means you and your buddies just blast each other! A WangBang game with no spawn means some items do not come back after having been taken.

Level: This slidebar allows you to select which level to play in.

Markers: Show respawn markers that "mark" the spot where an item will respawn.

Kill Limit: Select a kill limit to play to.

Time Limit: Select a time limit to play to.

Player Color: You can choose pants color with this. NOTE: When using team play, this is how you determine teams. Make sure that if you are playing in team mode, that your team chooses the same pants color.

Other Options: There are four more options available under the "Other Options" menu. They are:

Monsters: You can have no monsters, or three levels of monster difficulty.

Team Play: You can play in teams. The way to tell who is on a team is by the color of the pants selected. Make sure that all players on the same team have the same pants color. If you select CoOp play, this option is not available.

Hurt Teammate: If this is selected, you can hurt your own teammate, or your friend if you are playing CoOp.

Play w/Nuke: If you wish to disable the "Nuke" weapon you can do it here.

Start Game: Once the parameters have been selected, this starts the game!

CONTROLLING LO WANG

You can get a complete listing of the default keys by pressing the F1 key during gameplay. The following is a list of the basic moves:
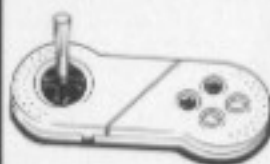
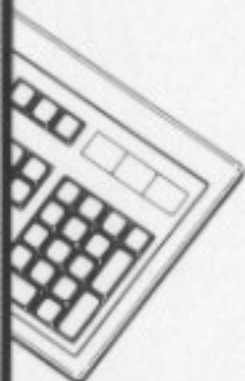| MOUSE		
	Button	Fire Weapon

JOYSTICK		
	Movement	Direction
	Button 1	Fires the selected weapon
	Button 2	Strafe
	Button 3	Run

GAMEPAD		
	Movement	Direction
	Button 1	Fires the selected weapon
	Button 2	Strafe
	Button 3	Run
	Button 4	Use items or open door

KEYBOARD		
	Arrows	Movement
	Spacebar	Use items or open doors
	Tab	2D map modes
	Shift + Arrow	Run in direction of arrow key
	Caps Lock	Auto run
	Cmd + Arrow	Strafe in direction of arrow key
	Ctrl	Fire current weapon
	A	Jump
	Z	Crouch
	Backspace	180° Turn
	[or]	Select inventory item
	Return	Use current inventory item

C	Caltrops
F	Flash Bomb
G	Gas Bomb
M	Medkit
N	Night Vision
S	Smoke Bomb
#'s 1-0	Weapons selection
; or '	Previous weapon or next weapon
Scroll Lock	Holster weapon
Keypad 5	Center view
Home\End	Aim up\Aim down
PgUp\PgDn	Look up\Look down
Pause	Pause game
ESC	Escape back to Main Menu
F1	Help and game story
F2	Save game
F3	Load game
F4	Sound\Music settings
F5	Screen Resolution change
F6	Quick save
F7	Chase view
F8	Toggle messages On\Off
F9	Quick load
F10	Quit to the Finder
F11	Brightness
F12	Take a screen shot
Comm-bat Options for Shadow Warrior play	
Cmd + F1-F10	RemoteRidicule using preset sounds
Shift + F1-F10	Send pre-defined Macro Messages
T	Type a message to everyone
K	See Co-Op view

TECHNICAL SUPPORT (U.S. & CANADA)

If you experience problems running or playing this product, you can use any of the following avenues to obtain assistance:

Assistance Via World Wide Web
Get up-to-the-minute technical information at the MacSoft web-site:

http://www.wizworks.com/macsoft

Information is available 24 hours a day, seven days a week. You'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You can also visit an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on MacSoft and GT Interactive Software products.

Help Via Telephone
For phone assistance, call MacSoft's Tech Support at 612-559-5301. We are available Monday through Friday, 9 AM until 5PM (CST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including: system make and model, RAM, and any screen or error messages you've encountered; it will expedite your handling significantly.

Help Via Mail
In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining your problem. Please also include your telephone number in case we need to call you. Your mail should be sent to the following address:

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Voice Talent:	John Galt as "Lo Wang", Lani Minella and Rose Schuler as "Anime girls"
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Special Thanks to:	Chuck Jones & Doug Wood: Supplemental Art
Additional thanks to:	Allen Blum, Tony Kee, Rick Raymo, Joe Siegler, 3Dfx Interactive, Core Design for Lara, Naked girls everywhere, Pizza Hut, Skillman Wok, & the 3D Realms Beta Testers

TEAM SHADOW WARRIOR

Left to Right: Keith Schuler, Michael Wallin, Lo Wang, Jim Norwood, George Broussard, Stephen Cole, Lee Jackson, Stephen Hornback. Not Pictured (but missed): Frank Maddin, Ken Silverman

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Need a hint?

1-900-CALL-2GT

OPTIMIZING PERFORMANCE

Shadow Warrior is designed to get the most out of your computer, but sometimes it needs a little help. There are several parameters you can adjust to improve the performance of Shadow Warrior on your computer.

Memory: The performance of Shadow Warrior can be greatly improved by increasing the amount of memory available to the program. If you have only 16MB of RAM installed in your computer, please consider that purchasing more RAM is the single best way to improve the performance of Shadow Warrior and many other programs. RAM may be purchased via mail-order catalogs, over the Internet, or directly from your retailer and is now cheaper than ever. Alternatively, you may also make more memory available to Shadow Warrior by turning off unneeded extensions in your Extensions Manager control panel. If this still does not free enough RAM, you will need to turn on Virtual Memory in your Memory control panel. For more information on the Extensions Manager, Virtual Memory, and your Memory control panel, please consult the Macintosh User's Guide which came with your computer.

Graphics Options: The **Graphics Options** menu in Shadow Warrior adjusts various graphics settings from within the game. To access this menu, choose **Options** from the **Main Menu** in Shadow Warrior, then choose **Graphics** from the next menu which appears. The first option, **Screen Size**, adjusts the game display to mach your monitor's resolution. If a choice is not available (grayed out) that screen size will not work on your monitor. The larger the screen size you choose, the better the game will look on your monitor, the smaller the screen size the better the game will run. Find the setting which works best for you. The **Detail Level** option increases or decreases the resolution of each individual graphic on your screen. The **High** setting provides extremely crisp graphics, but makes the game perform slowly on any but the fastest machines. **Medium** is the standard setting, with good detail and good performance. **Low** is the poorest visually, but *greatly*

enhances the speed of the game. **Skip Odd Lines** makes the computer draw only half the horizontal lines on your monitor than it would otherwise. Test this setting to see the difference; colors are less intense, but the game performs quite a bit faster with this option chosen. **View Size** adjusts the size of the gameplay window, as opposed to the size of the whole display (see **Screen Size** above). The smaller the view size, the faster the game will run. **Brightness** adjusts the amount of light and darkness in the display, making the colors more "intense" or look more washed out. **Border Tile** adjusts the border around the screen. These last two can be set to your personal preference. **Shadows** lets you decide whether Lo Wang and his enemies cast shadows on the ground. Turning this off improves game speed somewhat.

Sound Options: The **Sound Options** menu adjusts the volumes and quality of your sounds and music. **Sound** allows you to turn off the sound effects completely (with the checkbox) and adjust the volume with the slider bar. The farther you drag the slider to the right, the louder the sound effects will be. Turning sound effects off is a last-ditch option for improving performance. The **Music** setting works in much the same way. **Ambience** turns on and off the various background noises heard in the game (machines humming, waterfalls crashing, airplanes rushing overhead, etc.) Turning **Ambience** off can improve game performance. "**Boss Music**" toggles whether the special music is palyed for the big enemies. Turning it off can improve performance while fighting particularly tough monsters. **Flip Stereo** reverses the left and right channels of the sound effects. Choose this checkbox if it seems that sounds which *should* be coming from the left are coming from the right and *vice versa*. (Whether you need to do this depends on the kind of speakers you are using.)

With some experimentation you will find the right balance of adjustments to make Shadow Warrior run well on your machine. You may wish to examine the file "SW Mac Read Me" in the "Shadow Warrior" folder for any additional information about optimizing performance. This file contains all the latest information you may need about your copy of Shadow Warrior.

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Shadow Warrior
Published by MacSoft

Limited Warranty

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