

ELECTRONIC ARTS®



SHADOW
— OF THE —
BEAST™
II



!WARNING

To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.



PSYGNOSIS: MAKING GAMES PEOPLE PLAY

Psygnosis is an international software developer whose name has become synonymous with quality 16-bit games, with hit titles to its credit such as *Awesome*, *Barbarian* and *Lemmings*. Electronic Arts brought you their first three Sega games, *Fatal Rewind*, *Shadow of the Beast*, and *Galahad*. Now we are proud to present Psygnosis' newest Sega title: *Shadow of the Beast II*.

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95c for the first minute, 75c for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone and is only available in the U.S. Call length determined by user; average length is four minutes. Messages subject to change without notice.

GETTING STARTED

1. Turn OFF the power switch on your Sega™ Genesis™.

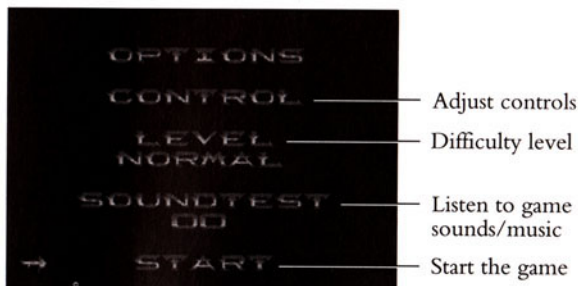
Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The Electronic Arts® logo appears (if you don't see it, begin again at step 1).

5. Press START to bypass the title screens. The Options menu appears.

OPTIONS MENU



D-Pad **up** or **down** to move the arrow to an option, then press a button or use the D-Pad to adjust the option.

CONTROL

Move the arrow to this option and press a button. A screen appears allowing you to customize the **A**, **B**, and **C** buttons on your Sega Genesis controller. Press the button you wish for each function:

Jump	Press A , B , or C
Fire Weapon/Use (or offer) Object	Press A , B , or C
Select Weapon/Object	Press A , B , or C

NOTE: Customized controls remain in effect only during the current game. When you reset the game, it resets the default controls.

Default Controls

A Jump
B Fire Weapon/Use (offer) Object
C Select Weapon/Object

DIFFICULTY LEVEL

Move the arrow to this option and D-Pad **left** or **right** to choose between three difficulty levels:

Easier
Normal
Ridiculous (HARD)

SOUND TEST

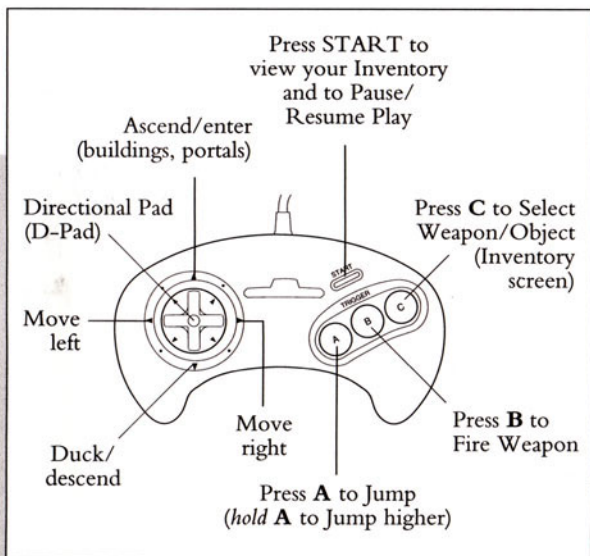
Move the arrow to this option and D-Pad **left** and **right** to choose a sound number (00-24), then press **A**, **B**, or **C** to hear your selection of music or sound effects.

START

Move the arrow to this option and press a button to start the game (or just press START).

CONTROLLING THE WARRIOR

These are the default controls. You can customize them using CONTROL in the Options menu.



THE GAME SCREEN

Inventory: Weapons and Objects



Health Vial

HEALTH VIAL

The Health Vial indicates how much life you have left to give for your quest. **WATCH THE VIAL CLOSELY!** When it is empty, your life is over, and your only choice is to start at the beginning again.

USING WEAPONS AND OBJECTS

In your travels you'll find weapons and other objects to use or offer to those you meet. When you are

carrying more than one weapon or object, and you wish to change the weapon or object you are using:

- Press **C** to move the selector to the weapon/object you wish to use, then press **B** to use the weapon/object.

NOTE: You may carry only four objects at a time. If you are carrying four objects, and you pick up a new object, it will replace the item currently selected in your inventory.

You may wish to pause the game while you choose your weapon/object:

1. Press **START** to bring up the Inventory screen.
2. Press **C** to move the selector to the object you wish to use, then press **A** to select (or offer) the object.

YOUR OBJECTIVE

To save your sister you must fight your way across danger-fraught Kara-Moon to reach the Beast Mage and once again defeat him in battle.

You will confront many creatures on your journey, some of whom may have information for you while others merely crave your death. Physical contact with enemies depletes your energy.

Collectible weapons are scattered throughout Kara-Moon as are other useful objects.

Some of the puzzles and obstacles you encounter may require help from other characters — voluntary or otherwise — to overcome.

NEVER FORGET YOUR PAST...

Kidnapped as a young child, you spent twenty years in the form of a beast. You were the warrior-messenger, pawn of the Beast Lord Maletoth; your human body lost to you and your will sapped by the dark arts of his evil mages. Then one fateful day you looked upon the face of your human father as he was dragged forward for execution — as his eyes met yours, memories rushed over you, and at once you knew the truth about your past. As the sacrificial blade tore into his body and he screamed his last breath you vowed to take revenge on your masters for his slaughter and for what they'd done to you.

Using your beast-like powers you scoured the land in search of the Beast Lord and vengeance. Fighting your way through a seemingly endless barrage of adversaries you struggled valiantly towards a confrontation with Zelek, the Beast Mage. A terrific battle ensued from which you eventually emerged victorious.

FACE YOUR FUTURE!

Victory was sweet, and your prize was the return of your human body in which you now stand proud and free... but your elation doesn't last long!

Dire news reaches you of the capture of your sister by the Beast Mage. She's been taken to Kara-Moon, a far-off hostile place where she is to be subjected to years of forced cultivation before taking your place as warrior-messenger to the Beast Lord.

Using the last of your gold you buy passage to Kara-Moon on a Tragon; one of the few creatures still able to travel to such a dangerous place; made even more so now by the presence of Zelek and his minions.

Following a journey fraught with peril, you eventually reach Kara-Moon and, armed only with a mace, prepare for battle. But without the benefit of the beast powers you fought so hard to shed, will you be strong enough to succeed?

ZELEK'S REVENGE

The blanket of pitch black that drapes over the land blending shapes into a mass of indefinable darkness is only intruded upon by the occasional shaft of brilliant lightning.

In the brief, manic dancing of the diamond-white tongues of energy, one shape stands out from the rest: a tower, so tall its pinnacle seems to look down on the very source of the storm. The single window near its top is almost as black as the surroundings, but closer study reveals a faint glow from within...

Darkness is Zelek's ally, the only place in which he finds solace, yet the increasingly frequent bolts of dazzling lightning do nothing more than briefly interrupt his lonely musings. As he sits, deep in thought, his chair seems less comfortable with the burden he now has to bear:

His recent clash with the warrior-messenger was, at the time, more an annoyance than painful. If the messenger hadn't had incredible luck on his side Zelek feels sure he would have emerged victorious from the conflict. Unfortunately, his master Maletoth the Beast Lord, takes a very different view. He's disappointed in him and has let it be known that should Zelek be unable to put right the wrongs of his defeat there are many other mages waiting to take the place of honor at his side.

Knowing to what extent Maletoth dislikes failures — and how he deals with them — Zelek must quickly make amends for losing his master's prize warrior messenger or feel his dreadful wrath.

Any humanoid child would suffice to provide the mages of darkness with another puppet on which to perform their macabre arts to mold it into another warrior-messenger. But Zelek's recent defeat at the hands of the now-free warrior messenger sticks in his craw and he craves revenge, he NEEDS revenge. Maletoth is not renowned for his patience.

As he contemplates entering the search himself, one of Zelek's many underlings crawls into his presence and, groveling on the floor in a pathetic attempt at homage, tells him of the birth of a child many leagues to the north... "On the outskirts of Deadwood Forest there's a small cottage nestling beneath a ridge of granite. She lies within."

Doubting the suitability of a female for the role of warrior messenger, Zelek enters a shallow trance of peregrination and sends his thoughts to the area described by the whimpering subordinate.

Transporting his mind into the cottage via the narrow chimney he looks down on the baby from the darkness of his storm-torn tower. A burst of knowing suddenly hits him as he examines the child and with a speed greater than that of the lightning exploding about his lair he reunites his thoughts and physical self.

Standing, he pushes the servant aside, strides to the window and falls through to plummet down to the river far below...

Long before he hits the broiling, dark waters Zelek effortlessly metamorphoses into his beast persona. Beating huge leathery wings against the howling wind, he quickly gains height to be amidst the thunder and lightning that spurs him north.

Landing on a high ridge he resumes his humanoid form to look down on the cottage, confirming his thoughts on the child and feeling very good about the pain he's going to inflict on a certain ex-warrior-messenger.

An angry bolt of lightning hails another transformation to his beast form and, wings spread wide, he glides down to the roof of the cottage, screaming against the thunder.

Pausing for but a brief moment to bask in glorious feelings of retribution, he smashes a clenched talon through the fragile roof, reaches past the terrified mother into the crib and grabs the baby. The mother can only scream in terror and beg for him not to take her child, she may as well plead mercy from the raging storm.

Holding the baby roughly in his talons, Zelek launches himself into the night. Revenge tastes sweet on his flickering tongue...

CREDITS

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