Shadow Man Glitch FAQ

by KFHEWUI   Updated on Jul 12, 2007

This walkthrough was originally written for Shadow Man on the N64, but the walkthrough is still applicable to the PC version of the game.

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"Unauthorized" Shadow Man Glitch Guide
By KFHEWUI
Started in summer of 2005

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1. Story
(Taken from PS book)
INTRODUCTION

This is Deadside,
the Wasteland, the nothing
Beyond the bone-backed gates. Here
the true darkness
at the heart of all things
is made real.
What we see in death's dominion
is as void as a dead man's gaze, as cold
as the light from a dying star.

Dr. Victor Batrachian
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There is a place beyond death, where every soul that has ever shuffled off this mortal coil finds its spiritual home. It is a place that has no boundaries, no hope, no past and no future, trapped as it is in an unending present. A country of the dead, where the massed ranks of billions of souls range across a limitless expanse to a dead horizon, shuffling through the echoing halls of vast, funereal palaces, trudging over blasted plains, putrid with morbid vegetation. This is the place known as Deadside.

For many thousands of years, the ShadowMen have protected the world of the living against the threats crossing over from the spiritual plane known as Deadside - the place where everyone goes, without exception, when they die.

Mike LeRoi is the current heir to the mysteries of the ancient lineage - bearer of the Mask of Shadows. When darkness falls, he becomes the Walker Between the Worlds, Immortal Voodoo Warrior, Taker of Souls, Lord of Dead Side...

          ...the Shadow Man.

SHADOW MAN - THE VIDEO GAME

As a god I step forth
upon the writhing
suppurating surface
of the Deadside serpent.
What sleep is here?
What dreams there are in the unctuous coilings
of the snake's mortal shuffling.
Weapon in my hand.
My hand the arching deathblow
at the End of All Things.
The horror. The horror.
I embrace it...

Set against the mysterious backdrop of Voodoo mythology, Shadow Man puts you in the role of Mike Leroi, English graduate turned hired assassin. Operating within the mephitic seedy underworld of New Orleans, Mike has the ability, at will, to cross over into the Deadside where he becomes the Shadow Man.

The story begins with a dream - a prophetic nightmare vision of Armageddon, the day that the dead rise up and walk the earth, an Apocalypse that has its origins firmly rooted in Deadside.

When Mama Nettie - the powerful voodoo sorceress who created the Shadow Man by forcibly implanting the powerful Shadowmask in Mike's chest - dreams of the coming Apocalypse, she commands Shadow Man, her only weapon against the coming storm, to stop it from becoming a reality.

Destined to carry out Nettie's orders in our world (Liveside) and Deadside, for as long as he is of use to her, Mike must step across the veil into Deadside and ultimately venture into the place where all killers and madmen are consigned when they die... the Asylum.

The future of humanity is in the Shadow Man's hands, in a game that plunges you into the darkly beating heart of all that is, has ever been, and ever will be evil.

2. Before you start...
I will explain what I did when I encountered the glitch. I have not made up any of these glitches I have encounter every one of them.

3. N64 Glitches
Well, here we go.

In the Temple of Life (Marcher) in the room with the caged Govi, Pull the switch then jump down into the lava. Now jump down to the floor, and run to the ramp. Now turn around, and look at the cage. Now wait until the cage is about

five inches from closing then jump to the cage. You should grab on the ledge with only two inches before it closes. Climb up. I went straight through the bars instead of being knocked off. Weird.

Now here is a fun glitch (if you want to a call it a glitch). Charge your shadow gun then grab a dark soul. Your gun will automatically fire, and you can fire your gun while the video of the dark soul going into Mike plays.

This one I encountered when I pulled out my shadow gun and charge it. I ran across a skin bridge. A video of Mike crossing the started to play, but instead the camera zoomed in on the bridge. Then the camera stayed locked onto the bridge.

This is probably the most talked about glitch. Sometimes the dark souls will reappear. I encountered this glitch in the Temple of Life (Marcher).

Another common glitch I encounter is when you walk through a doorway or by a rail Mike will get stuck. The only way to counter this glitch is by pressing the jump button. Also you can get stuck on the rotating fire-spitting poles.

In Asylum: Playrooms in the room before the violator I was standing near the door when one of those machine gun wielding freaks walked straight through the door even though the door was closed.

This is the second most common glitch I experienced it a lot. For some reason in Deadside the gargoyles for some reason would get stuck in the wall, and they could not get out. The only way to hurt them is by shooting their body, and if it hit the wings then they will take no damage.

In Asylum: Lava Ducts in the room with the slanted wall with all the platforms; I was climbing up the wall when I slipped and fell to the bottom. I turned around and looked up. Next to the platform that I was standing on was a chain saw wielding freak. For some reason he could walk up and down slanted walls.

In the Prison level, I saw a dead guard floating in the air like he was on an invisible bed. Weird.

Also in the Prison level (this is not a glitch, but it was pretty cool to see), I came to one of the prisoners who head pops off. After I killed him, I saw on the ceiling a black spot. Turns out that the spot was the prisoner's head somehow got stuck on the lights on the ceiling. Weird, but cool.

I went to a skin bridge, and I walked towards it at an angle. When the video of Mike crossing the bridge started to play, but instead Mike fell off the cliff. Then the load screen came, and the game acted like nothing happened.

In the final temple, I was in the room with the swing hammer and the platform going up and down. I was standing still, and the hammer was swinging behind me. Then suddenly the hammer hit me, and I flew forward. I hit the moving platform, and I fell in between the moving platform and the platform in front of the hammer and straight into the lava.

Another glitch (which also comes from WMJ87) is that you can get into the cage of the true forms in the hall (in Asylum: Engine Blocks) right before the room with the final fight against Legion.

Here's how he did it. This is a glitch on the last part of the game. You can squeeze yourself between two of these Trueform cages and keep side-jumping to get on top of them. From there you can reach both of the Trueforms from the last part of the game.

A video of this can be seen on Youtube. Type Shadowman- get into the last Trueform cage.

4. Playstation Glitches
There is one glitch I encountered a lot in the PS version. For some reason when I would hold down R1 the controls would lock up for a few seconds.

Another glitch is this game crashes everyone once in a while. But when I played through the game it only crashed at the Swamp and New York Tenements.

At the swamp, I was at the area where you get the shotgun. I walked into the water, and Mike got stuck on the wall. When he finally made it into the water. His front torso was bent back and he was staring at the camera. I could not move him, nor could I use any items.

At the temple of life, when I go through the back entrance I would see one of those small two head enemies stuck in the wall.

Like in the N64 version, for some reason the gargoyles would get stuck in the walls.

I have encountered another weird glitch. I locked onto an enemy, and Mike started floating towards the enemy even though I was not pressing up on the D-pad.

For some reason sometimes when I would climb a bloodfall Mike's limbs would lock up, and it looked like he was gliding up the walls.

I charged the shadow gun, and I ran into a room with sniper hogs. I released the Square, but Mike did not fire. It should his gun still charged. I mashed Square several times and he still did not fire. He finally fired after I mashed the Square button several more times.

Another glitch I encountered happened with the shadow gun. I did not have my shadow gun out. I pressed Square and Mike did not pull out the shadow gun and shot. I mashed X and Mike didn't fire. I pressed the circle button and Mike pulled out his gun and it worked just fine.

In the Down St., also in the Asylum: Playrooms, and also (if I remember right) New York Tenements, I encountered the dog enemies, but for some reason light was shooting out of the dogs like I had killed them. But they could walk around, but they could not attack and could not be killed.

Another strange one is I was in Down St. Mordant when I saw light shooting out the wall. It was shaped in a ball. I followed the path and found that it was one of the dog enemies that had lighting shooting out of them.

Note: In the previous few glitches when I saw light I mean the light you see after you kill an enemy, right before they explode, that green light shoots out of them. That is the light that I'm talking about.

There is one glitch where I would kill an enemy, but for some reason the enemy would get stuck in the death animation, and they would just repeat the death animation over and over. But sometimes this can be countered by shooting them again or running through them. But that does not always work.

This is probably the weirdest glitch that I have encountered. I was at the Bayou. I was at the shed by the lake where you get the Shotgun and a dark soul.

First Mike got stuck on the wall. I jumped but could not get off the wall.
After several jumps and trying to run away, I finally got away. But then I
jumped into the lake. I did not surface immediately. But when I did, Mike's
upper torso was twisted backwards, and he was facing the camera. And his legs
were twisted. Mike could not move. All he did was glide across the surface of
the lake.

5. PC Version
Invisible Duppie (this glitch was encountered by WMJ87)
He writes that he was walking through Deadside. He came to the big room right
after the Marrow Gate. Well, he killed a duppie, but then he ran into the room
and was being attacked. He killed all the enemies, but he was still being
attacked. So he turned on the debug enemies cheat. And he saw that there was an
enemy in the wall. It's stuck in the wall somewhere and it hits every other
second, making it impossible to even walk in the level without dying. I've
found it once with the invincible + debug enemies cheat on so that's how I
know.

A video of this glitch can be seen on Youtube. Type in Shadowman Ridiculous
glitch

6. Shadow Man: 2econd Coming
Note: This glitch is for the second Shadow Man game for the PS2.

This glitch comes from Pretty Boy Floyd. He writes Go to the church and look up
in the sky. There should be a small black dot in the sky. Use the Levitate Code
and float up to it. You will find that it's Netti floating up there right above
the area where she is also in the tombs in the church. You also have to use the
rifle scope to see it. This glitch however can only be done during the day.

7. Closing
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E-mails you can send me

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1. Ask a question about the guide
2. You have a glitch that you would like to have added to this guide

Now if you must e-mail me then my e-mail address is
bobvila_16@yahoo.com.

Credits
I would like to thank
Acclaim, for making this game.
Nintendo, for making the N64.
My friends and class mates
CjayC for creating Gamefaqs
WMJ87 and Pretty Boy Floyd for the glitches that they have told me
about and gave me permission to add them to my guide.

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