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LO WANG™ IS
SHADOW WARRIOR™



CD-ROM
works with
Windows® 95

Developed by
3D REALMS
www.3dreams.com

GT Interactive
Software

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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

CPU: Pentium 66Mhz or better

Memory: 16MB RAM

Available Hard-Disk Space: 60 MB

Distribution Media Drive: CD ROM

Audio: 100% Sound Blaster™ compatible

Video: VGA 256 color or better

Input Device(s): Keyboard, mouse, joystick

O/S: DOS 6.2 or better

INSTALLATION

DOS Installation

1. Place the CD into your CD-ROM drive (typically drive D:).
2. Switch to your CD-ROM drive by typing D: (or the appropriate drive letter designation) and press [ENTER].
3. Type INSTALL and press [ENTER] to start the installation program.
4. Follow the on-screen prompts.

Once the game is installed, type SETUP from within your Shadow Warrior directory to configure the game to your system. If you are unsure of which settings to choose, consult your computer or sound card manual for assistance. If you know you have a sound card and speakers but are unsure of the brand, select SoundBlaster for both Music and Sound Card.

To run Shadow Warrior after the game is installed, select "Save and Launch Shadow Warrior" from the Setup menu, or from the DOS prompt, type CD\SW (if you installed to a directory called "SW") and then type SW to start. After a short introduction, you will be at the main Shadow Warrior menu. Select "New Game" to start playing.

Windows® 95 Installation

If you are using Windows® 95, just insert the CD into your CD-ROM drive. If the install program does not start automatically, or if you have a previous version of Windows, follow these instructions.

1. Place the CD into your CD-ROM drive.
2. Click on the My Computer icon on your desktop.
3. Click on the icon for your CD-ROM drive.
4. Double-click the WINSTALL icon to start the installation program.
5. Follow the on-screen prompts.

Once the game is installed, double click the SETUP icon in your Shadow Warrior folder to configure the game. If you are unsure which settings to choose, consult your computer or sound card manual, or right click your My Computer icon and select the Device Manager tab, which should list the necessary information. If you know you have a sound card and speakers but are unsure of the brand, select SoundBlaster for both Music and Sound Card.

To Run Shadow Warrior after the game is installed, select "Save and Launch Shadow Warrior" from the Setup menu, or simply double-click on the "Shadow Warrior" icon inside your "Shadow Warrior" folder. After a short introduction, you will be at the main Shadow Warrior menu. Select "New Game" to start playing.

If you experience problems running Shadow Warrior in Windows95, you will have to restart your computer in MS-DOS® mode. Click on the Start button and select Shut Down. Select "Restart the computer in MS-DOS mode?" and click OK. When your computer restarts, follow the DOS installation instructions above.

Important!

Windows 3.1 users must exit to DOS before installing Shadow Warrior. Click File in the top left hand corner of your Program Manager window, select Exit Windows..., and then click OK. Note that each time you play you'll have to exit Windows and then switch to the Shadow Warrior directory (by typing CD\SW and then pressing [ENTER]).

PLAYING SHADOW WARRIOR

THE MAIN MENU

From the Main Menu, you can select:

NEW GAME - Start a game.

PLAY ON TEN - Play over the Internet.

LOAD GAME / SAVE GAME - continue your battle.

OPTIONS - Configure the game.

COOL STUFF - Information.

QUIT - Resume your life.



THE OPTIONS MENU

Here is a more detailed description of the game's options.

SCREEN MENU - Set up size of screen and more.

MOUSE MENU - Configure mouse speed and more.

SOUND MENU - Toggles sound/music and volumes.



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

MESSAGES - Toggles screen messages.

SHADOWS - Toggles on or off.

AUTO RUN - Makes Lo Wang run all the time.

CROSSHAIR - Makes aiming easier.

AUTO AIMING - Makes it easier to hit enemies.

3D-SPRITES - Makes some game items 3D.

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

STARTING A NEW GAME

From the Main Menu, select "New Game" to start a game. To start a multiplayer game, please see "Multiplayer Games (WangBang)" on page 17.

Once you've selected "New Game", you will be prompted for the name of the episode and the difficulty level. You can choose from four different difficulty levels:

Tiny Grasshopper - The easiest mode. Few enemies and lots of stuff.

I Have No Fear - Normal difficulty.

Who Wants Wang - The default setting. For experienced players.

No Pain No Gain - For experts only. Loads of enemies!

NOTE: At any time during gameplay, you can press the F1 key for a list of default keys used in the game.

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 between the wire frame, solid map and standard view modes. While in either map mode, you can zoom in and out of the map with the "+" and "-" keys. Pressing the "F" key will turn on "follow mode" which allows you to scroll through the map.



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 F1 during 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 maximum 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.



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

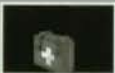
These items are used immediately when touched, and cannot be stored for later use.



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 ENTER 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 multiplayer.



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.



Caltraps (Press C): Small razor sharp talons of metallic death. You throw the Caltraps 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 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 also flash bomb you, and is always partially invisible until he dies.

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

Gray Ninja: Has the ability to launch grenades at you, and is 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 from 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 and 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 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 left 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, emit 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 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.

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 SETUP.EXE and select from the following options.

NETWORK GAMES

1. Select the menu option "Network Game."
2. Select the number of players (1-8), leave the socket number at "default" (unless you have problems), and select a "Player Name" if you like.
3. Select the "Launch Shadow Warrior" menu item under the "Network Game" menu.
4. The game will "look" for all the players and start.

MODEM GAMES

1. Select the menu option "Modem Game."
2. Select whether you will "Wait for Call" or "Dial your opponent."
3. Select "Setup COM Port" and select which COM port your modem uses. Leave the other options as they are for now, unless you experience problems.
4. Under "Setup Modem," choose your modem type. (NOTE: The default ATZ string will work in most cases. Try it first).
5. Under "Player Name," select a name for yourself if you like.
6. If you are the "caller," you will need to setup a phone number under "Phone Number List."
7. Select the "Launch Shadow Warrior" menu item under the "Modem Game" menu.
8. The modem initialization will begin.

SERIAL GAMES

1. Select the menu option "Serial Game."
2. Select "Setup COM Port" and select which COM port you want to use. Leave the other options as they are for now, unless you experience problems.
3. Under "Player Name," select a name for yourself if you like.
4. Select the "Launch Shadow Warrior" menu item under the "Serial Game" menu.
5. The serial initialization will begin.

REMOTERIDICULE™

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

By pressing ALT F1-F10 during play, your opponents will hear your taunts.

These sounds come from a file called SW.RTS. You can select which RTS file to use during play in the SETUP program. We have included software on the CD that will allow you to create your own RTS files (See the goodies directory).



SENDING MESSAGES DURING MULTIPLAY

You will need to "chat" with your opponents while playing WangBangs. You can do so by pressing "T" during play, then typing a message and pressing ENTER. 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 multiplayer 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, 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!

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

Left Button	Fire
Middle Button	Move Forward
Right Button	Strafe



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
Alt + Arrow	Strafe in direction of arrow key
Ctrl	Fire current weapon
A	Jump
Z	Crouch
Backspace	180° Turn
[or]	Select inventory item
Enter	Use current inventory item



KEYBOARD

C	Calltraps
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 vertical view
Home\End	Aim up\Aim down
PgUp\PgDn	Look up\Look down
Pause	Pause game
ESC	Display 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 DOS
F11	Brightness
F12	Take a PCX screen shot
Comm-bat™ Options	for Shadow Warrior play
Alt + 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)

Shadow Warrior's online help files contain extensive troubleshooting tips. To access the help file, run the SETUP.EXE program and select "See the Shadow Warrior Help File" from the Main Menu.

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at <http://www.gtsonline.com>, twenty-four hours a day, seven days a week. In the Support section you'll have access to our FAQ documents (Frequently Asked Questions), which contain our latest troubleshooting information. You can also visit our Forums area where you can swap e-mail with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area where you can pick up some tips, 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 GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 10:00 AM until 10:00 PM (EST). 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 and have your system information ready for our technicians including system make and model, RAM, video and sound card data and drivers, and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.



Product Return Procedures In The United States & Canada

In the event our technicians at 716-871-6646 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp.

Attn: TS/QA

1 Nixon Lane

Edison, NJ 08817

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

TECHNICAL SUPPORT (EUROPE)

Help Via Telephone In Europe

Technical Assistance: English speaking customers call 01923 209145

Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148



Technischer Kundendienst: Beachten Sie bitte dass sich unser technischer

Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: 00 44 1923 209151

3D REALMS ONLINE

3D Realms can be located in many places online. Following are some places to start.

WORLD WIDE WEB:

www.3drealms.com

COMPUSERVE: GO 3DREALMS

IRC: The #duke3d, #swarrior channels on Undernet are a good place to talk about our games and even run into a few of us from time to time.

INTERNET NEWSGROUPS: Visit alt.games.shadow-warrior, alt.games.apogee and alt.games.duke3d to talk with others about our games or share hints and tips.

3D Realms has its own World Wide Web Site! Point your Web Browser to the URL <http://www.3drealms.com>, and you'll reach us on the Web! We have all kinds of cool files and information here, so if you like Apogee or 3D Realms and you're on the Web, you need to be here! You can learn about future games, take a "virtual tour" of our headquarters, and participate in the lively message bases!



CREDITS

- Game Design: 3D Realms, Frank Maddin, Jim Norwood
Project Leader: George Broussard
Game Programming: Frank Maddin, Jim Norwood
"Build" 3D Engine & Tools: . Ken Silverman
Map Designers: Primary: Stephen Cole, Keith Schuler
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Michael Wallin
Music & Sound Effects: Lee Jackson
Voice Talent: John Galt as "Lo Wang",
Lani Minella and Rose Schuler as "Anime girls"
Game Manual: George Broussard, Joe Siegler
Special Thanks to: Chuck Jones & Doug Wood: Supplemental Art
Additional thanks to: Allen Blun, 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

1-900-225-5248

(95¢ per minute. \$1.95 for fax back maps.)

must be 18 years or older, or have parent's permission
to call. touch tone phones only.

TOTAL ENTERTAINMENT NETWORK

Because Only a Ninja can kill a Ninja!

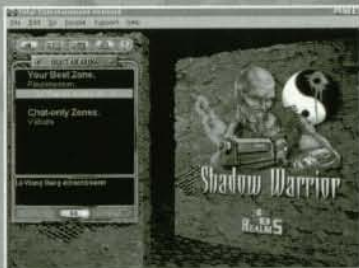
Play Shadow Warrior exclusively on the Total Entertainment Network with gamers across the country. Al Gore says the Internet's a highway; we say it's a Dojo of savage ninja action. TEN, the premium online gaming network, lets you unleash your kung-fu on thousands of real human opponents!

Log onto TEN and you'll get the fastest frenzy of flashing blades anywhere on the net, thanks to TEN's proprietary high-speed network. But that's not all! You also get automated chess-style rankings, paging and e-mail systems, lucrative tournaments, online support and strategy sessions, and coast-to-coast nationwide gameplay. Not to mention access to dozens of other online games! It's better than a katana through the head. Play with the best or die like the rest!

To get started: Select the "Play On TEN" button from the main Shadow Warrior menu. This will install TEN on your machine and allow you to set up an account. Next time you click this button, it will automatically launch TEN. You can also log onto TEN from the Windows 95 Start Menu. For the latest updates regarding Shadow Warrior on TEN, check out TEN's web page at www.ten.net/shadow.

Recommended System Requirements for Shadow Warrior on TEN: Windows 95 (only), Pentium 90, 16 MB RAM, 28.8k bps Modem, 2X CD-ROM.

Have a question or need some assistance? 3D Realms or GT should not be contacted with Shadow Warrior problems on TEN. Instead, please call TEN Technical Support, 7 days a week, at 1-800-8040-TEN. Available in the US and Canada only.



UNLOCK THE SECRETS INTERACTIVE STRATEGY GUIDE

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2. Start Windows 95, and double click on "My Computer".
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