



Shadow The Hedgehog

Platform: PlayStation 2; Xbox; GameCube

Category: Action/Platform

Developer: SEGA Studios USA

Release: Winter 2005

From his first appearance in *Sonic Adventure 2* to his most recent role in *Sonic Heroes*, Shadow has emerged as one of the most popular characters in the Sonic The Hedgehog universe. And now, he is headlining his own game. *Shadow The Hedgehog* boldly combines the excitement of high-speed action-platformers with the intensity of third-person shooters.

Created as the Ultimate Life Form, Shadow is a rebel tormented by a dark past, and he is struggling to unveil his true identity. Was he created to save humankind or to do the evil bidding of the dark side? His only clues are his own forgotten memories, and those secrets can only be unlocked through the powers of seven Chaos Emeralds.

Now, the once peaceful planet is under siege by a new malevolent force. The government must take whatever means necessary to stop this deadly attack. Events of the past come to haunt all involved. Timing is critical and the Chaos Emeralds are at the heart of it all. Everyone is after them. In order to secure the Emeralds, Shadow must play both sides...but the path he takes will ultimately be up to you!

Features:

- Shadow The Hedgehog redefines the intense, high-speed action that fans have come to love in the Sonic The Hedgehog series.
- Shadow can use special skills, like Chaos Control to manipulate time and space, or Chaos Blast, for unbelievable destruction.
- Heavy-duty weapons are on hand, such as bazookas, blasters and worm shooters.
- There is a wide assortment of vehicles for Shadow to use, including motorcycles, alien crafts, and SUV's.
- Shadow is able to pick up and use environmental objects like poles, sticks and debris to plow his way through a mission.
- The decisions and choices that the player makes will determine the progression of the story. The path a player chooses will produce either positive or dire consequences.

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