#### ShadowGate

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....Always carry one spare torch.

## **ENTRANCE**

Operate skull. Get key. Go North.[Hall One] Unlock door. North.

#### **HALL TWO**

Open book. Get key. Get magic torch. S(to Hall One). Open Closet. [In closet] Get sword and sling. (go to lake). Get rock. N.(click on dark area just left of waterfall). [Alcove] Operate rock(on wall). Get pouch. (Go to Hall Three). W.

#### PEDESTAL ROOM.

Put lightest stone(from pouch) in hole. Get sphere. NW.

## [Lair]

Get shield, hammer, helmet, and spear. (Go to Hall Two, open loose stone at bottom left wall and enter secret passage.)

#### **CHAMBER**

Take arrow. Operate left torch. W. [Bridge Room] N. (left bridge). [Alcove] light magic torch. Operate magic torch on Wraith. Operate cloak on self. N. [Chamber] (examine far wall and open it to follow secret passage to cave).

#### **CAVE**

Put dark gem in hole. Get scroll. (go to Chamber.) Say epor to rope. U. [Mirror Room] (go to lake) Put sphere in lake. Get the key. Operate torch on lake. Get sphere. (go to Hall Three and North to tomb.)

#### **TOMB**

Open dragonscale sarcohophagus. Burn mummy. Get Scepter. (go to Mirror Room.) Operate Hammer on middle mirror. Get Broom. Unlock door withskeleton key. North.

#### **BRIDGE**

Drop sphere in fire. N. (Crevice) Operate spear on troll (when he asks for toll) N. [Courtyard] open sling. Put rock in sling. Operate sling on cyclops. Operate well. open bucket. Wear gauntlet. NW.

#### HALL FOUR

W. [Library] Open desk. Get contents. Get book. Put red ruby in hole. NE.

#### **STUDY**

Open both Scrolls and examine each. Operate Terraterrass on globe. Get skeleton key and holy water. (go to Hall Four) NW. [Lab] Operate handle (on the floor) Get Holy Water. D.

#### **GARDEN**

Get flute. Operate flute. Drop flute. Take ring. (go to Hall Four) N. [Banquet Hall] Burn Rug. Operate keys on all three doors and open each. E. [Chamber] U. [this is a good place to Save the Game].

Answer the Sphinx's riddle by finding and giving the proper object(broom, horseshoe, map, fire, blower,etc. If you can't guess it, restore saved game until you get a riddle you can answer.) U.

#### **OBERVATORY AND TURRET**

Open Star Map. Get rod. Get Star. Up. [Turret] Operate Silver Arrow on girl. Get spike. (Go to Banquet room.) NW.

## CHAMBER AND THE HELLHOUND

Move horn. Open White Bottle. Operate Holy Water on dog. Drop White Bottle. Get horn. U.

## TURRET, WYVERN, and the BALCONY

Operate Star on Wyvern. Get Talisman. (Go to the Banquet Room.) N. [HALL FIVE]. W. [Balcony]. Put rod in mount. Get wand. W. [LOOKOUT]. Get pouch on left. (Go to Bridge Room). Drop all but torch and Wand. NE(take right bridge) to Cave.

## CAVE OF THE SNAKE

Operate Wand on statue. Get Staff. (Go to Bridge Room and get all, then to Crevice.

## **CREVICE and CYCLOPS**

Operate scroll UlteriorHumana on self. (Go to Hall Five.) E. [Throne Room] Give Scepter to king. Open royal seal. Put ring in slot. (Down to Hall Six) N. [Gargoyle Cave] E.

#### **CAVERN**

Open book. Wear Glasses. Operate book on statue. Drop book. North.

#### **GARGOYLE CAVE**

Use combination from sphinx room (323) on levers: operate third one, operate second one, operate thrid one. Get Silver Orb. (Go to Gargoyle Cave) Operate Instantum Illuminaris scroll on gargoyle. (At this point maybe you should have saved the game. You will not have any time to drop or pick up anything to take with you. So make sure you have all the items you will need before reading the scroll). N.

## WELLROOM to the River

Operate lever. Open bag. Drop Well Coin in well. Down. [River] OPerate mallet on gong. Give Skull Coin to ferryman. Go raft.

# VAULT

Put Talisman in hole under sword. Blow Horn. Operate Spike on Staff. Operate Orb on Staff. W.

CAVERN and the BEHEMOTH Operate Staff on Behemoth.

If you had set up your printer options at the beginning of the game, then you will get a nice certificate of your accomplishment.