

# Shadowgate

**A**s a Druid wizard explained prior to your arrival at Shadowgate, only you can defeat the Behemoth, a monstrous Titan bent on destroying the land. Inside the crumbling ruins of this once grand fortress you'll face an array of deadly traps, monsters and red herrings that bar your path to the Behemoth's lair. Instead of typing "get torch" in this icon-based game, you click on its icon and drag it from the main window into your inventory window. This effortless interface, combined with sharp graphics and digitized sound effects, makes *Shadowgate* a joy to play. Examine, open, operate and five other commands can be executed on specific items by clicking on your choice in the command window and then on the object. By double-clicking on an icon you can examine it, and also operate one object on another or on yourself. You only have to type when speaking to someone or something, which is rarely necessary. Around the main picture window, smaller ones show inventory, commands and exits. Windows may be moved around and resized, which is especially handy for the inventory window. Magic scrolls play a vital role in completing this challenging and innovative quest.

## The Walkthrough

Always carry at least `pof tqbsf upsdi, npsf xifo qpttjcmf` and `tbwf` game often!

### Entrance

Operate `tlvmm`. Get `lfz`. N. [Hall One] Unlock door. N.

### Hall Two

`Pqfo cppl`. Get key. Get Magic Torch. S (to Hall One). `Pqfo dmptfu`. Get sword and sling. (Hp up `mblf`.) N.

Get rock. N (click on `ebsl bsfb` just mfgu of water-

fall). [Alcove 1]

Operate `spd1` (the one on the `xmmm`).

Get pouch. (Go to Hall Three.) W.

### Pedestal Room

Put `mjhiuftu hfn` (from pouch) in hole. Get `tqifsf`. NW.

[Lair] Get shield, hammer, helmet and spear. (Go to Hall Two, `pqfo mpptf tupof` at `cpuupn mfgu` of far wall and `foufs tfdsfu qbtbhf`.)

### Chamber

Take arrow. Operate `mfgu upsdi`. W. [Bridge Room] N (left bridge). [Alcove 2] Light Magic Torch. Operate Magic Torch on wraith. Operate `dmpbl` on `tfmg`. N. [Chamber] (Examine `gbs xmmm` and `pqfo ju` to follow secret passage to cave.)

### Cave

Put `ebsl hfn` in hole. Get scroll. (Go to Chamber.) Say `fqs` to `spqf`. U. [Mirror Room] (Go to Lake.) Put `tqifsf` in `mblf`. Get key. Operate `upsdi` on lake. Get sphere. (Go to Hall `Uisff` and `opsui` to Tomb.)

### Tomb

Open dragon scale sarcophagus. `Pqfsbuf Upsdi` on `nvnnz`. Get scepter. (Go to Mirror Room.) Operate `ibnnfs` on `njeemf njssps`. Get broom. Unlock door with skeleton key. N.

### Bridge

Drop `tqifsf` in `gjsf`. N. [Crevice] Operate `tqfbs` on troll (when he asks for toll). N. [Courtyard] Open sling. Put rock in sling. Operate sling on cyclops. Operate `xmmm`. Open bucket. Wear gauntlet. NW.

### Hall Four

W. [Library] Open desk. Get contents. Get book. Put `sfe svcz` in hole. NE.

Open both scrolls and examine each. Operate ufssb ufssbll on hmpcf. Get skeleton key and holy water. (Go to Hall Four.) NW. [Lab] Operate iboemf (gpvoe po gmpps). Get holy water. E.

Get flute. Operate flute. Drop  
flute. Take ring. (Hp up Ibmm  
Gpvs.) N. [Banquet Hall]  
Pqfsbuf upsd i on svh. Operate  
keys on all three doors and open  
each. E. [Chamber] U. [Save]  
Answer sphinx's riddle by  
gjoejoh and hjwjoh proper  
pckfdu (csppn, ipstftipf, nbq,  
gjsf, cmpxf, etc. If you can't  
guess it, sftupsf tbwfe hbnf until  
you hf u a sjeemf you dbo botxf.)  
U.

Open star map. Operate map on wall. Get rod. Get star. U. [Turret 1] Operate tjmwfs bsspx on hjsm. Get spike. (Go to Banquet Room.) NW.

**Npwf ipso. Open xijuf bottle. Operate ipmz xbufs on dog. Drop xijuf bottle. Get ipso. U.**

Operate tubs on wyvern. Get  
ubmjtnbo. (Go to Banquet  
Room.) N. [Hall Five] W. [Bal-  
cony] Put spe in npvou. Get  
wand. W. [Lookout] Get pouch  
on left. (Go to Bridge Room.)  
Drop bmm cvu xboe boe upsd.  
OF (take sñhiu bridge) to Cave.

**Operate xboe on statue. Get staff. (Go to Bridge Room and get all, then to Crevice.)**

Operate Vmufsjps Ivnbob  
tdspmm on tfmg. (Go to Hall  
Five.) E. [Throne Room] Give  
scepter to king. Open Royal Seal.  
Put sjoh in tmpu. (Down to Hall  
Six.) N. [Gargoyle Cave] E.

Open book. Xfbs hmbttft. Open  
book. Operate book on statue.  
Drop book. N.

Use dprncjobujpo from tqijoy  
room (uisff-uxp-uisff) on levers:  
operate uijse one, operate tfdpoe  
one, operate uijse one. Get silver  
orb. (Go to Hbshpzmf Dbwf.)  
Operate Jotubovn Jmmvnjobsjt  
tdspmm on hbshpzmf. N.

Operate lever. Open bag. Drop  
xfmm dpjo in well. D. [River]  
Operate nbmmfu on hpoh.  
Operate tlvmmm dpjo on  
gfssznbo. Go raft.

Put Ubmjtnbo in ip under bxpse. Operate ipso. Operate tqjlf on tubgg. Operate psc on tubgg. W.

**Operate staff on Cfifnpul.**



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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