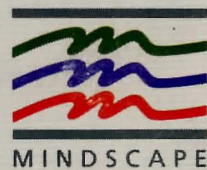


A heroic fantasy from the award-winning creators of Déjà Vu and Uninvited

Shadowgate



Developed by ICOM Simulations, Inc.



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Mindscape, Inc.
3444 Dundee Road
Northbrook, Illinois 60062

Shadowgate

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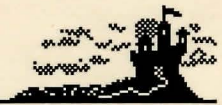
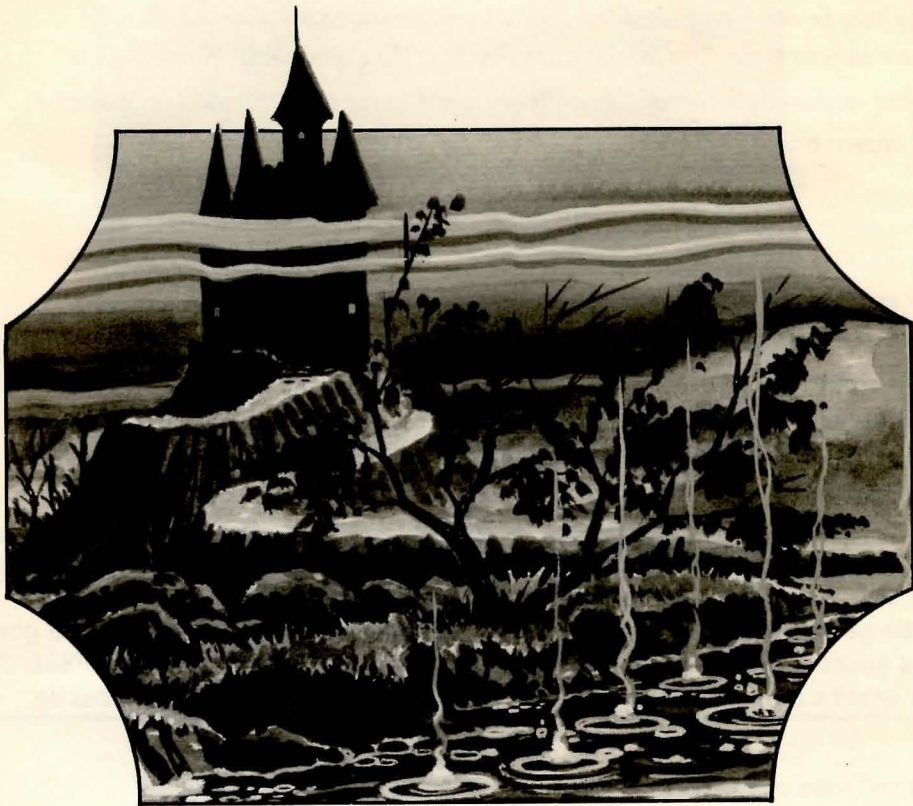


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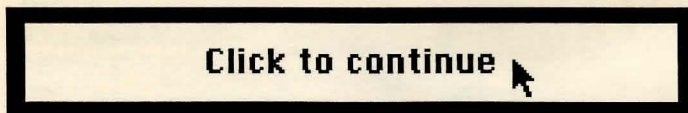


The door to your destiny lies open before you. Enter if you dare, but first you should examine the enclosed Adventurer's Reference Guide carefully and follow its guidance to prepare yourself for what is to come. Go now, and return when you are prepared to face what lies within the walls of Shadowgate.

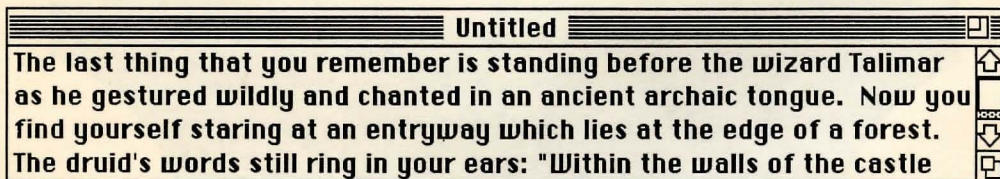
Welcome back. Now that you are truly ready, take up your torch and brace yourself for a descent into the unknown. If you are worthy, your name will be honored forever. If not, then you will never be heard from again.



Throughout your adventure, you will be accompanied by various articles of power. These may be considered windows into other realities and are your only hope of success in your quest. The first of these objects is the *Command Window*. It is covered with runic words of power. When you first see the *Command Window*, it will appear thus:



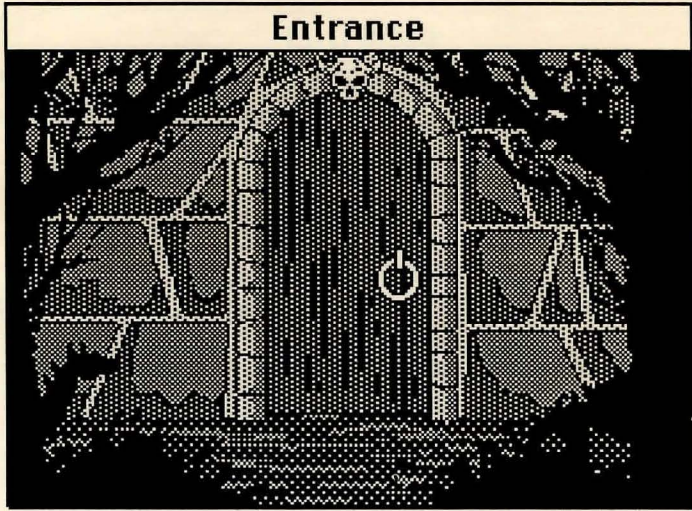
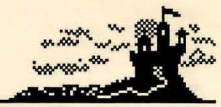
The message means that there is knowledge to be gained from the "text window" below, but there is not enough room for the full message to be displayed. You need to use the talisman known as "the mouse" to point to the *Command Window* and then click the selection button so more of the message will be revealed. You will know the text window by its position on the screen and the messages it contains. It usually looks like this:



You will learn more about this later. For now, just click the button in the *Command Window* until the window changes to look like this:

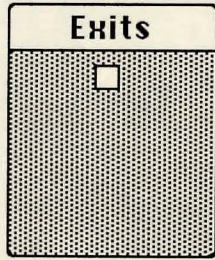


Proper use of the *Command Window* will allow you to exercise some control over your destiny as you explore the depths of *Shadowgate*. To give a command, point to the rune you wish to invoke and click the button. You will usually use these commands to affect something or someone in the room you are in. For instance, to examine the skull over the doorway you see before you when the program loads point to the rune for "Examine" and click the button. Then point to the skull and click a second time. A description of what you learn appears in the text window.




As you already know, any time there is more text than can fit in the text window, the Command Window will transform itself to let you know that there is more to be read.

The second important window to be aware of is the Exits window.



This will be your guide as you explore. At all times, (even in darkness) it shows, and allows access to, all known exits in your current location. This can be very important if you should, for some reason, need to leave a room quickly. The white box represents an available exit. In this case, it represents the doorway looming before you. Usually, you can open a door by double-clicking (click the selection button twice quickly) on the door in the picture, but occasionally you will wish to use a door not visible – for instance, a door behind you. In this case, those doors not visible will probably appear in the Exits window. The Exits window only shows you doors which are easily discernible. Hidden exits and secret doors will usually not be shown.

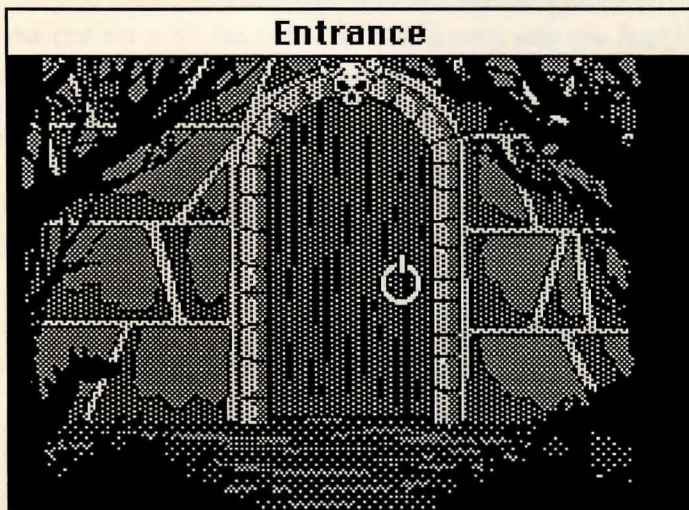


Your person is represented throughout the adventure by  If you should wish to *examine* yourself or *open* yourself (not a form of suicide, though you might wish it were, but rather the method for taking inventory), you use the image as the object of the command.

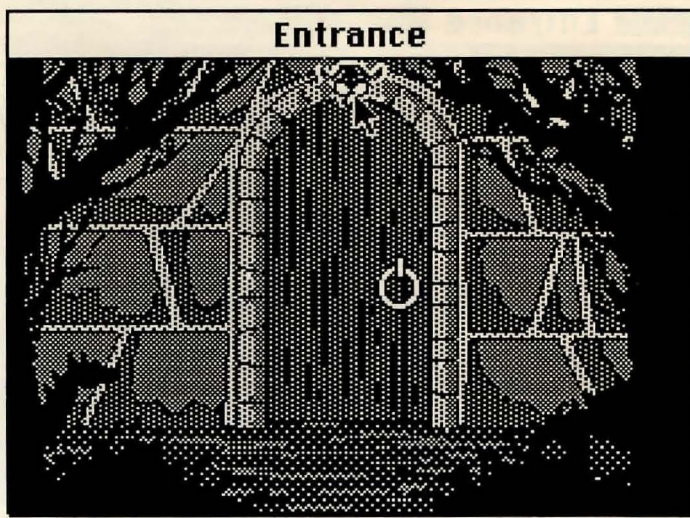
Now, if you are ready, the following will take you through the first doorway into the unknown. After that you must rely on your own courage and wisdom to see you through... and of course, a good sword would help.

Setting Forth

Look at the image before you carefully.



As an experienced adventurer you know to *examine* carefully every aspect of your location. In the case of *Shadowgate*, you will need to *examine* all objects in a scene if you wish to survive. You can tell an "object" from other items in the scene by clicking on it. If it changes color, then it is a separate object and can be manipulated as such. For instance, point to the skull over the doorway and click the button.

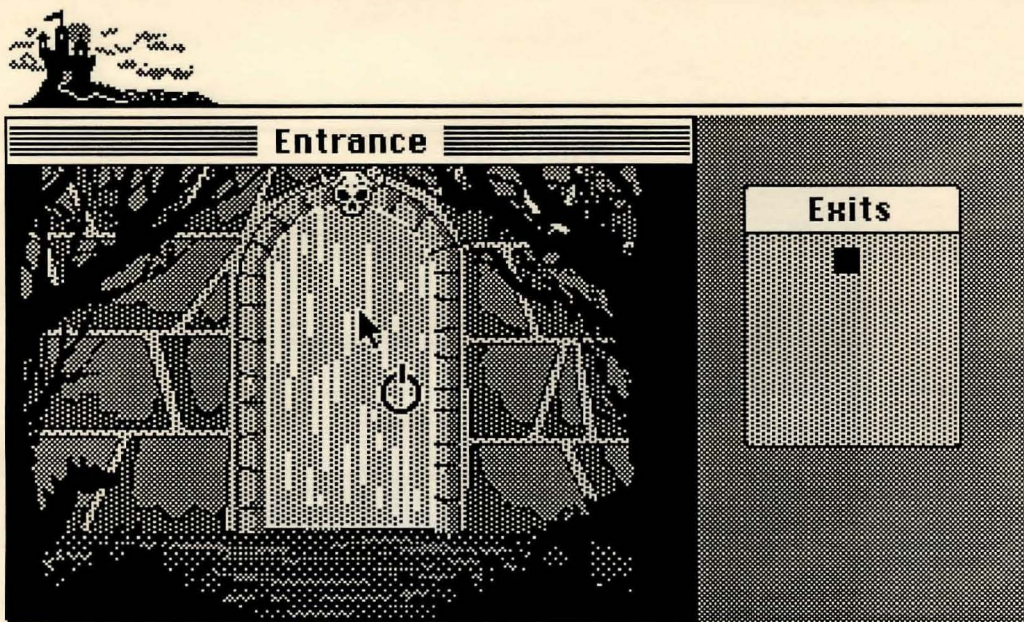


*Since it changed color, you know it is a separate object. If you wish to learn more about it once it is selected, just click on the **Examine** command. The description will appear in the text window.*

*Time is running short, and you have much to do. Since it won't get done by standing around out here, you had best go inside. To do so, select the **Open** command.*

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

*Then click on the door in front of you. Another way to open the door would be to click on **Open** and then on the white box representing the door in the **Exits** window. Yet a third way is to double-click on either the door or its representation in the **Exits** window.*

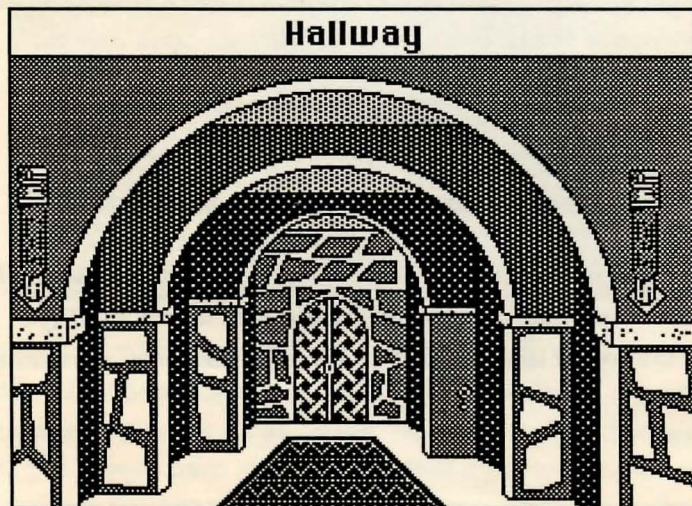


Now click on Go

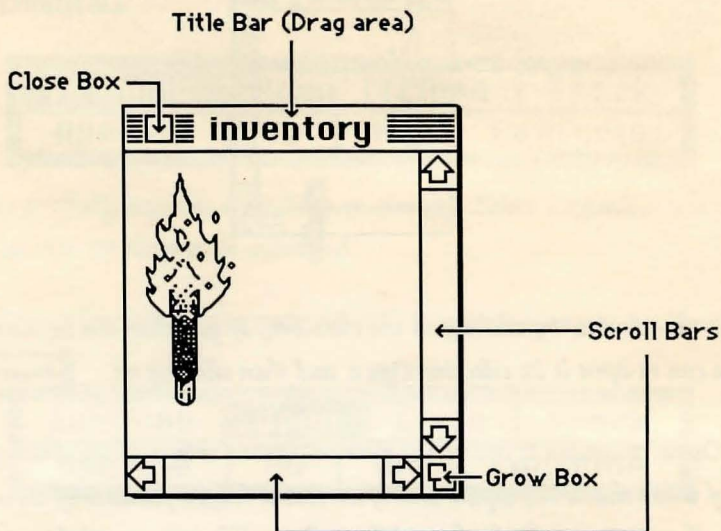
Examine	Open	Close	Speak
Operate	Go	Hit	Consume

and then click in the now-open doorway or on the square in the Exits window.

Welcome to the citadel of the Warlock Lord.

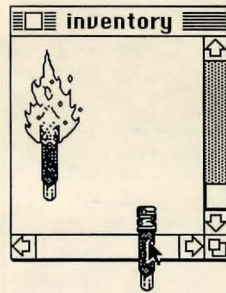



Now is probably a good time to mention your inventory. When you first enter Shadowgate, an inventory window appears which displays all of the items you are carrying.



Note: Windows may differ in appearance on various machines.

*This window can hold a great many items, not all of which may be visible at any one time. If there is more than meets the eye, the scroll bars will be active to indicate that there are items out of view. You can use the scroll bars to scroll the rest into view. You can move the window around on screen if you want it out of the way. If you wish to pick up an item and put into your inventory, you simply point to it, hold down the selection button, and drag it into the **inventory** window.*




You can close the window by clicking in the close box. If you close the *inventory* window, you can re-open it by selecting *Open* and then clicking on .

In fact, the *Open* command is one of the more important things to try when you can't think of what else to do. *Open* will often reveal hidden features of an object. For instance, if you were to find a box with no discernible use, you might try to *Open* it to see what is inside. Not all things are as they seem in *Shadowgate*, so don't let appearances be your guide. Try to see through the surface to what lies beneath.

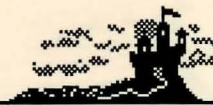
Finally, the last command you will need to survive your trip through *Shadowgate* is *Operate*.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Operate is what you use to make things happen. For instance, to hit an opponent with your sword (assuming you find a sword), you would click on the sword, then on *Operate*, then on the opponent. You can operate yourself on an object to make the object work. For example, to pull a lever, you would click on , then on *Operate*, then on the lever you wish to pull. *Operate* is a very general command. Use it when nothing else seems to work.

Your Destiny Waits...

You are now as ready as you will ever be. Steel yourself and enter the *Warlock Lord's* domain. If you are brave and resourceful enough, the world may yet live to honor your name. If not, then darkness will triumph for all time. It's all up to you.




The Commands

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

*Allows you to carefully examine something or someone. Select **Examine** and click on the object, person, or thing to be examined.*

SHORT CUT: Nearly everything except exits will be examined if you double-click on them.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

*Opens doors, boxes, chests, other people's pockets, etc. Select **Open** then click on whatever you wish to open. **Open**  to see your inventory. **Open** can be thought of as a synonym for "look inside."*

SHORT CUT: Doors (when unlocked) will open if you double-click on them. Other objects may behave differently.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Close is the opposite of Open.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

*If you find someone or something to talk to, use the **Speak** command. Select **Speak**, then click on the person or thing you wish to converse with. Use this command to question characters, to answer riddles, or to mutter to yourself about the cruelty of adventure game designers.*



Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Operate is the most powerful command available to you. Use *Operate* to make things work. For instance, to use a weapon on someone (if you had one), you could then click on the weapon, select *Operate*, then click on the target. If you want to unlock a door, click on the key, then on *Operate*, then on the lock. To give money to another "person," click on the money, then on *Operate*, then on the one you wish to pay. *Operate* is often the only way to make something happen, so if nothing seems to work, try *Operate*.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Use *Go* to go through an exit. Select *Go*, then click on the exit (or where you think it might be). Not all exits may be visible, so remember to use the *Exits* window for help.

SHORT CUT: Double-click on the open doorway in the picture or the *Exits* window.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Assuming you are well-versed in the martial arts, this can be effective self-defense. Many of the residents of *Shadowgate* will be very amused by your efforts. *Hit* can also be used to break things when necessary. Select *Hit*, then the target of your attack. Remember not to hit anything that might hit back.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

If you find food or potions lying around, you can *Consume* them... if you think it's wise. Select *Consume*, then select the item to be eaten or drunk.



The File Menu

File	
New	Starts a new game.
Open...	Opens a previously saved game.
Save	Saves the current game.
Save As...	Saves your game under a new name.
Quit	Give up and go home.

Use **Save As** whenever you wish to save a game with a new name. **Save** will save your current position as whatever name you gave the last time you used **Save As**. You can start a saved game by selecting **Open** from the file menu and choosing your saved game from the list displayed. There are more detailed instructions on the enclosed *Adventurer's Reference Guide*.

You should always use the **Quit** command to end a play session. That way you will have a chance to save your game before you leave.

Other menu commands and special features specific to different machines are detailed on the enclosed *Adventurer's Reference Guide*.

What's In It For You?

Your survival and the survival of the world as you know it... the rescue of untold thousands from eternal darkness... the restoration of truth and honor and justice to the land... and of course, a hefty reward from a grateful king.





MINDSCAPE