

SHADOWGATE

Hint Book

Copyright ©1987, 1988, 1992 ICOM Simulations, Inc. All Rights Reserved.
Shadowgate, Déjà Vu, Déjà Vu II, The Casebooks of Ace Harding, and Uninvited are trademarks of ICOM Simulations, Inc.
Consulting Detective is a licensed trademark from Sleuth Publications, Ltd. 1987
Macintosh is a registered trademark of Apple Computer, Inc.
Microsoft is a registered trademark and Windows is a trademark of Microsoft Corporation.
All other trademarks and registered trademarks are the property of their respective owners.

CONTENTS

INTRODUCTION4

Wondering what to do? Turn to this page to learn how to use this hint book and continue your quest through *Shadowgate*.

HINT LOCATIONS5

OPENING HALLWAYS	5
CHAMBER (behind loose stone)	5
LAKE	5
PEDESTAL ROOM & BEYOND	5
TOMB	6
CHASM	6
EPOR AREA	6
FIREDRAKES, TROLLS, & STAIRS	7
COURTYARD & ARMORY	7
LIBRARY & STUDY	7
LABORATORY & BEYOND	7
RIGHT-HAND TOWER	8
LEFT-HAND TOWER	8
BALCONY	8
GARGOYLES	9
WELL ROOM	10
VAULT	10
CAVE OF TITANS	10

HINT SOLUTIONS11

LEVEL A ANSWERS	11
LEVEL B ANSWERS	15
LEVEL C ANSWERS	19
HOW DID I DO?	25

TECHNICAL SUPPORT26

Have some questions about running *Shadowgate*? Turn to this page for information on how to get further assistance.

MORE FROM ICOM.....27

Can't get enough? Turn to this page for descriptions of more fascinating gaming experiences.

INTRODUCTION

This hint book has been designed to conceal as much of the game as possible, while at the same time, giving you the help you need. It is divided into two major sections: **Hint Locations** and **Hint Solutions**.

Hint Locations

The first section of the hint book lists the possible places and positions within the game where you may need a hint. When you come to a point in the game where you have run out of options and need a hint, refer to that location's listing in the Contents of this hint book and look up a question that best describes your predicament.

For each hint there is a three-level answer:

Level A	Just a bit of help, please.
Level B	Can you be more specific?
Level C	I don't get it. Tell me straight!

NOTE: Because the order in which you go through the game may vary, the hint you need may be in a different location than where you expect it to be. If this happens, think back on the places you picked up the items in your Inventory. This may give you a better idea of where to look in the hint book.

Hint Solutions

The second section of the hint book lists the different levels of answers for each hint. After finding the appropriate question in the first section of the hint book, turn to the subsection of the hint level you chose—Level A, Level B, or Level C— then look up its matching hint number.

For example, if the combination is **A24**, go to the Level A Answer subsection and read Hint Number **24**.

Remember that each level of answer reveals more than the previous level. To conceal as much of the mystery of the game as possible, always start with the A answers.

And, we've devised a special scoring system. Just check off each clue you read and then tally up the checkmarks when you've completed the game. The less points you tally, the more skillful an adventurer you are. Score one point for each Level A answer, two points for each Level B answer, and three points for each Level C answer. The **How Did I Do?** page will tell you how you scored.

NOTE: The order of the solutions are scrambled in case you catch a glimpse of the hint preceding or succeeding the hint you are looking up.

Beginning Hints

- Remember to examine and open everything and explore every location! The clues and objects you need are all around you, but you must find them first.
- Save your game early and often. It is always easier and less frustrating to revert to a previously saved game than to start from the beginning.

HINT LOCATIONS

OPENING HALLWAYS

I've looked everywhere, but I can't find the key to the doors.

A B C
18 36 4

Okay, I've got the double doors open, but I can't open the other one.

10 28 43

Whenever I try to take the candles or the book, I keep getting killed.

7 50 2

What's so special about the out-of-the-ordinary looking torch?

11 56 5

What should I do about the torches burning out?

73 16 49

How do I move the loose stone?

33 15 17

CHAMBER (behind the loose stone)

How do I enter the archway? The ledge keeps breaking.

43 47 15

Is the arrow useful?

36 38 71

LAKE

How do I get the key from the skeleton?

42 72 33

After I dropped the sphere, I could still see it under the surface. How am I going to get it back?

38 54 44

I'm at the waterfall. How do I move the landslide?

21 1 64

Is there anything else to do in here?

67 48 55

This dead end seems pretty useless.

28 19 67

PEDESTAL ROOM & BEYOND

When I go down the trap door, I keep dying.

9 42 30

I'm done with the trap door and the pedestal. What else is there?

69 45 7

Now that I have it, what do I do with it?

6 26 14

When I enter the lair, the dragon keeps killing me.

22 17 62

TOMB

I opened all the tombs. How do I get past the slime?

A B C
37 68 26

What do I do about the mummy?

4 8 39

I went through the tomb-exit and into the Mirror Room. When I try to fly the broom, I die. When I go down the trap door, I die again. What do I do?

5 32 41

Is there more to this room than meets the eye?

23 35 42

I've got a door now, but it's locked!

20 66 77

Well, I can see the fire room, but I can't get in. I need something to protect me from the flames, but nothing I have does it and there's nowhere left to look. Now what?

61 73 57

CHASM

When I try to cross the shabby bridge, I get killed! How do I get across?

56 23 79

Okay, I crossed the bridge, but all I see is a statue of a snake. I can't do anything with it. Now what?

16 39 33

I crossed the stone bridge and found a wraith. How do I get rid of it?

24 46 70

Great. Now I know how to get rid of him, but he's already cursed me!

60 2 78

Is the cloak important?

71 59 68

I can't get into the hole in the ceiling.

5 47 15

EPOR AREA

How do I move the rope?

72 49 40

What good are the bottles?

47 38 38

Is there anything else worth looking at here?

3 33 59

Okay, I entered the secret cave, but I can't open the stone wall.

69 71 7

FIREDRAKES, TROLLS, & STAIRS

Well, I'm back near the fire room, but it's still too hot in there.

A **B** **C**
57 14 12

Okay, I'm all set as far as the heat goes, but how do I get around the firedrake?

65 37 51

I'm in the Troll Room. When I paid the troll, he took the bridge. Now what?

8 67 23

Okay, the bridge is back. How do I get past the troll?

15 44 20

COURTYARD & ARMORY

How do I get past the cyclops?

66 43 6

That well looks interesting, but I die if I try to go there. Should I do something else?

58 3 36

Every time I try to do anything in the Armory, I wake up the goblins and then get killed. Am I doing something wrong?

39 74 31

LIBRARY & STUDY

Wow! There are a lot of books here! Should I read them all?

17 5 69

The books were interesting, but nothing else here seems useful.

70 10 22

The right bookcase seems suspicious, but I can't do anything with it.

69 53 7

I'm in the study. Now what? Nothing seems useful, and I can't get the globe open.

29 11 66

Okay, I got the globe open. What about the contents?

12 22 11

LABORATORY & BEYOND

Here I go again. Every time I open the cage, I get killed, just like in the Armory!

53 42 15

I'm looking for strange things, as you said. What about the weird stone in the floor? It's different, but it won't open.

45 69 54

LABORATORY & BEYOND

That flute can't be in the fountain by accident. It must be important, but I can't get it!

A B C
74 41 21

Now that I have the flute, what do I do with it?

5 13 63

Wow! The flute worked! What do I do with what I found?

11 24 47

Here I am in the Banquet Room. It's nice here, but all the doors are locked.

20 66 35

Okay, I've got the two upper doors open, but none of my keys fit the lower one.

25 21 60

RIGHT-HAND TOWER

All right, I give up. How do I answer the riddles?

51 51 8

What are those strange marks on the side of the stairs all about?

13 57 52

I'm upstairs in the observatory. There doesn't appear to be anything useful here, right?

50 69 45

Okay, there was one thing, but that's it. I'm sure now. Aren't I?

49 18 28

I'm in the top room. When I try anything, the maiden turns into a werewolf and kills me.

68 9 34

LEFT-HAND TOWER

I'm in the chamber with the horn. When I try to get the horn, the hellhound gets me.

59 63 76

I'm at the top of the left turret, but I can't get the ornament. The wyvern gets me first.

48 58 13

BALCONY

I'm on the balcony. What's the polestand for?

14 29 10

What good is the wand?

55 40 27

I keep dying when I try to take the pot of gold at the Lookout.

9 42 58

Hmmm... I can just pick up the other bag of coins. Are they going to be useful?

27 38 75

BALCONY

I'm in the Throne Room and it's a dead end!
Then this must be the last room, right?

I've found a panel of sorts, but operating it doesn't work.

Okay, it's open, and there's a slot in it. But it doesn't look the same as the others and besides, I don't have any more jewels.

Great, it fits in the slot! But nothing else happens, and I can't get it out.

That did it. Now I have a way to proceed. But before I do, I'm going to go back and take care of that unfinished business with the wand.

I went all the way back, and now I have a staff. When I got back to the Troll Room, I found the troll had returned. What's worse, if I try to use the spear on him, I get killed!

GARGOYLES

I've returned all the way past the Throne Room and into another hallway, but I can't move the stone slab or go through the hole without getting killed.

Getting past the gargoyles seems a bit tricky, so I went to the right into the Lava cavern. That doesn't seem to be any easier to figure out. How do I get to the far exit?

Okay, I know what I need to use, but I can't make it work. I can't even read the silly thing!

This may be progress, but it's not exactly breaking speed records. I'm past the Lava Room, but when I fool with the levers, the guardian kills me. Am I forgetting something?

I've got it. Now, I'll go back to the Gargoyle Room. Sure enough, they're still there. Now what?

WELL ROOM

I'm in the Well Room. How do I get past the brick wall?

The cover of the well should move, but I can't get it open.

When I go down the well, I die.

A B C
61 70 48

30 69 72

63 25 3

1 12 18

16 65 29

40 4 32

5 47 64

41 31 9

52 64 25

64 75 74

44 30 37

33 39 1

34 60 53

46 7 19

WELL ROOM

I'm now at the river, but there's no way to cross it.
What do I do?

A **B** **C**
32 62 46

I've got the boatman's attention now, but he seems to want something. What do I give him?

54 52 16

VAULT

I'm in the vault, but there doesn't seem to be anything to do here.

2 34 50

Yes, it fit, but nothing happened. Is there something else I have to do?

35 27 56

CAVE OF THE TITANS

I'm in the cavern, but I can't kill the Warlock Lord.
He keeps killing me!

26 6 73

Wow, that's great, but when I try to shoot the Warlock Lord, he kills me instead.

62 61 24

I did it! I stopped the Warlock Lord. I saved the world!

75 76 80

Remember to check off each clue you read and then tally up the checkmarks when you've completed the game. Assign one point for each Level A answer, two points for each Level B answer, and three points for each Level C answer. See the **How Did I Do?** section on page 25 to see how you scored.

- ❑ A1. Do you have anything else that might please Doogan, the Royal Skeleton?
- ❑ A2. Look around. Do you see anything that looks familiar?
- ❑ A3. There's the scroll, of course. Also, false exits are often there to fool us into not searching for true ones.
- ❑ A4. It looks very old and very dry.
- ❑ A5. Sometimes the obvious is all there is.
- ❑ A6. Perhaps examining it might give you an idea.
- ❑ A7. If you get killed every time you move them, don't move them!
- ❑ A8. Trolls aren't entirely trustworthy. Maybe you should do something else while he spends your money.
- ❑ A9. Either you're doing it wrong or you shouldn't be doing it at all.
- ❑ A10. If at first you don't succeed, try something else.
- ❑ A11. It's a good question. If something seems special, it's probably going to be important sooner or later.
- ❑ A12. Keys and locks are made for each other. If the wraith is still around, the bottle might be important.
- ❑ A13. Good question. They are certainly out of the ordinary.
- ❑ A14. What does all this lightning suggest?
- ❑ A15. This time, try a more direct approach. Don't get too close though.
- ❑ A16. You've analyzed the situation correctly.
- ❑ A17. Looks like interesting reading to me, but it will take quite a bit of time. Maybe you should be more selective.

-
- ❑ A18. If you've looked everywhere in this room, then there's only one other place to look. Try outside.
 - ❑ A19. Maybe you should read up on the subject.
 - ❑ A20. And how do you open a locked door?
 - ❑ A21. If all the obvious methods fail, either you need something to help you or it can't be done.
 - ❑ A22. You need to find some protection.
 - ❑ A23. Isn't there a book called *Alice Through the Looking Glass*?
 - ❑ A24. Maybe he's afraid of something. Try operating a torch on him.
 - ❑ A25. Look around. Does anything seem out of place, or in need of straightening up?
 - ❑ A26. Remember the words of the Wizard:

“Heed my words, warrior! The Warlock Lord can only be defeated by thy courage and the Staff of Ages. Remember, five must thou find. Three for the staff, one to be the key, and one to be thy pathway. Have thy wits about thee, warrior! Fare thee well.”
 - ❑ A27. Well, I think by now we've learned that it won't hurt to carry it around for a bit.
 - ❑ A28. Isn't there any one spot in the picture that looks different from the rest?
 - ❑ A29. Have you found anything that seems connected with the world?
 - ❑ A30. Maybe you're not thinking about it the right way.
 - ❑ A31. Maybe you need to make the ramp into something else.
 - ❑ A32. Do the obvious.
 - ❑ A33. When all else fails, try logic.
 - ❑ A34. It looks pretty heavy. Maybe you need some leverage.
 - ❑ A35. You've put the lock in the key. You still need to open the door. A polite guest always announces himself (or herself).
 - ❑ A36. You don't know.

- ❑ A37. Not all doors are meant to be opened. Better look around for something more helpful.
- ❑ A38. Well, I guess you're going to have to do something about the ice.
- ❑ A39. Getting killed is definitely a sign of doing something wrong.
- ❑ A40. You didn't think the same thing would work twice in a row, did you? What haven't you used yet? I'll bet that if you think hard, it will come to you like magic.
- ❑ A41. Have you read a good history book recently?
- ❑ A42. You could try swimming, but I wouldn't bet on it.
- ❑ A43. You're right, every time you try to go up there, the ledge breaks.
- ❑ A44. Look around the room. EXAMINE things. Maybe you'll get an idea.
- ❑ A45. If OPEN doesn't work, try a different command.
- ❑ A46. When in doubt, check the stuff in your inventory again.
- ❑ A47. Have we run into anything Goopy yet? As far as the other one is concerned, I can't think of a use yet.
- ❑ A48. Considering that it's flying I don't think you're going to get very close to it with a sword. Maybe you should try shooting it.
- ❑ A49. Take a second look, very carefully. Examine everything.
- ❑ A50. Are you sure you've looked close enough? Did you EXAMINE, OPEN, and OPERATE everything?
- ❑ A51. There are six different riddles which are asked in random order:

a) It has cities,...	Very helpful when you need to find yourself.
b) First I was...	Good luck with this one.
c) If you look at me...	Vanities delight.
d) I at fires attend,...	A blowhard wouldn't need one.
e) Long neck and...	Start with a clean slate to figure this out.
f) Eyeless tho' that...	You have to keep your head to solve this one.
- ❑ A52. If you can't read the book, you can't use the magic.
- ❑ A53. Yes, it is JUST like the Armory, isn't it.
- ❑ A54. It's just Death, trying to make an honest living. What would you want?

-
- ❑ A55. EXAMINE it. Does it make you think of anything?
 - ❑ A56. That bridge is still standing, but it doesn't look very strong.
 - ❑ A57. Carrying stuff around isn't always enough.
 - ❑ A58. How do you usually get things up out of a well?
 - ❑ A59. Hellhounds come from hell. Think pure.
 - ❑ A60. Well, maybe not all is lost. Work fast. Who knows what might turn up?
 - ❑ A61. When there seems to be no place left to go, you've probably missed something. Things that are different from all the rest are often clues.
 - ❑ A62. You can't be so direct. The Warlock Lord's protective magic is too strong.
 - ❑ A63. If you don't have any jewels, do you have anything similar?
 - ❑ A64. Yes, you are. You've seen a hint about this before. Can you remember where?
 - ❑ A65. A fire Drake is a form of elemental. It lives off the fire. You need to get rid of the fire.
 - ❑ A66. Maybe a little biblical meditation will help here.
 - ❑ A67. Those little rocks look interesting. And isn't it pretty how the waterfall arches out away from the cliff face as it falls gracefully into the pool.
 - ❑ A68. You're dealing with a werewolf. Meditate on old legends.
 - ❑ A69. Part of the operation of magic is the way things that are shaped alike should go together.
 - ❑ A70. Not so fast. Always EXAMINE and OPEN everything and carefully note any differences.
 - ❑ A71. It seems good and heavy. Maybe it can protect you.
 - ❑ A72. It's a magic rope. Maybe it requires a magic word.
 - ❑ A73. Another torch might be helpful.

- ❑ A74. The acidic waters would certainly do terrible things to your bare arm.
 - ❑ A75. Congratulations!
-
- ❑ B1. I think you'd need a bulldozer to help you this time.
 - ❑ B2. You can always go back to a saved game.
 - ❑ B3. When a mechanism has a handle, it's a wise idea to try it first.
 - ❑ B4. The troll seems ready this time. Maybe you can distract him so that he won't see you slip by.
 - ❑ B5. If you're still unsure about magic, maybe some research here will help. Check the titles on the more prominent books.
 - ❑ B6. You have the objects you need. Remember, "Three are one." Find the right combination.
 - ❑ B7. Did you examine everything you have. Did anything seem suggestive?
 - ❑ B8. Maybe you should make it even drier.
 - ❑ B9. Silver objects, especially weapons, are useful when werewolves are involved.
 - ❑ B10. There's something else here to open besides the books, and when something is different from the other things similar to it, you should be suspicious.
 - ❑ B11. Ever heard the ground referred to as *terra firma*?
 - ❑ B12. Looking at the way the skeleton is dressed, he still seems to like the trappings of his former position.
 - ❑ B13. Not everything is a trick or trap.
 - ❑ B14. The cloak's the right item, but maybe you need to do something.
 - ❑ B15. Treat it like a door.
 - ❑ B16. Pay attention to what's being said.

-
- ❑ B17. Maybe if you had something big to hide behind, the flames wouldn't get you.
 - ❑ B18. Look carefully at the star map. Notice anything strange?
 - ❑ B19. If you can click on it, you can do something to it. If it won't open, get mean!
 - ❑ B20. If you need to study a subject, a library is most helpful.
 - ❑ B21. It looks like the last person to clean in here swept everything under the rug.
 - ❑ B22. If you were cursed by the wraith, you're probably in bad shape by now.
 - ❑ B23. Maybe you should lose some weight.
 - ❑ B24. If you don't know what to do with yet, maybe you will later.
 - ❑ B25. How about some jewelry?
 - ❑ B26. "Cold as ice..." Hmm..., maybe if it were placed in water, the water would freeze.
 - ❑ B27. How did Joshua bring down the walls of Jericho?
 - ❑ B28. If you can't find the key you need around here, go look somewhere else.
 - ❑ B29. Do you have anything in your inventory that might fit with the polestand?
 - ❑ B30. This is a dark and gloomy cavern. I'll bet the gargoyles like it that way. Maybe you can change it.
 - ❑ B31. Scrolls aren't the only means of performing magic.
 - ❑ B32. Do you have a broom riders license?
 - ❑ B33. Some of the bricks in this room are arranged rather strangely.
 - ❑ B34. Don't those shapes remind you of something? And remember the words of the magic history book.

- ❑ B35. Maybe if you had something heavy you could break through to the other side.
- ❑ B36. If you click all around you'll see that the only things out here are the door, the skull, and the great outdoors. And you've already opened the door.
- ❑ B37. Fire is very hot. What do we know of that's the opposite of hot?
- ❑ B38. You might want to carry it around for awhile to see if you can find a use for it.
- ❑ B39. If all the obvious methods fail, either you need something to help you or it can't be done.
- ❑ B40. Isn't there a snake somewhere that we haven't done anything with yet?
- ❑ B41. Maybe you need to cover your hand with something before you can get it.
- ❑ B42. Death is generally a hint.
- ❑ B43. Did you ever hear the story of David and Goliath? Don't forget to load before you shoot. And remember that sometimes when you're down, you're not out.
- ❑ B44. What you need is something that can get the troll before he gets you.
- ❑ B45. Doesn't that odd shape on the wall near the door look familiar?
- ❑ B46. Hmm. If a normal torch disturbed him, maybe something special will really get him.
- ❑ B47. Maybe that exit wasn't meant for you.
- ❑ B48. Grab a rock or two. I've heard waterfalls often carve out the rock face behind them as they get older.
- ❑ B49. Look about. The right word could be hanging around, just waiting for you to discover it.
- ❑ B50. Maybe there is something else you can do with the book.

- B51. Look around. If you can't think of the answer, maybe seeing it will help:
- | | |
|--------------------------|---|
| a) It has cities,... | Library & Study |
| b) First I was... | Laboratory & Beyond |
| c) If you look at me... | Laboratory & Beyond |
| d) I at fires attend,... | Library & Study |
| e) Long neck and... | Tomb |
| f) Eyeless tho' that... | Library & Study OR Pedestal Room & Beyond |
- B52. I don't think he's operating a non-profit bus service.
- B53. Doesn't that odd shape on the wall near the bookcase look familiar?
- B54. Chopping at the ice doesn't seem effective. Maybe you can soften it up some.
- B55. Strong acid can even eat into stone.
- B56. Take it with you. Something might turn up. Don't light it you need it.
- B57. They don't seem to apply around here. Maybe they are a clue about something.
- B58. The sling won't work this time. You're outside. Maybe you can get some celestial help.
- B59. Maybe it's magical. Take it.
- B60. Try working with what's in front of you.
- B61. Attack him indirectly.
- B62. Maybe you need to ring the doorbell.
- B63. If I have to fight something hellish, I'd want to be as holy in my methods as possible.
- B64. If you're having difficulty reading, maybe you need something to improve your eyesight.
- B65. Seems like good thinking to me.
- B66. A key might be helpful here. Have you tried all of yours?

- ❑ B67. There's not much you can do without a bridge. Care to try something else?
 - ❑ B68. A good industrial strength cleaner should do the trick.
 - ❑ B69. Always try as many commands on things as could possibly apply.
 - ❑ B70. Double-click on everything. If it's an object, you will get a description.
 - ❑ B71. Doesn't that odd shape on the floor look familiar?
 - ❑ B72. You need to get across the water.
 - ❑ B73. All of the torches are removable except for two.
 - ❑ B74. Maybe they are trying to tell you something.
 - ❑ B75. Only one combination will work, but you've seen it already. You may have even drawn a copy of it.
 - ❑ B76. Congratulations!!!
-
- ❑ C1. A brick wall is pretty definite. I think you're wasting your time. Do something else.
 - ❑ C2. The only way to read a book is to OPEN it. Try it, maybe it will be helpful.
 - ❑ C3. Drag the ring that you got in the garden over to the slot.
 - ❑ C4. Try OPENing the skull or OPERATing yourself on the skull.
 - ❑ C5. I bet you'll find something in the castle that doesn't like fire.
 - ❑ C6. OPERATE the small rock on the sling (or drag it into the sling window) to load the sling. Choose sling-OPERATE-cyclops to knock the cyclops out. Then select sword-OPERATE-cyclops to finish him off.
 - ❑ C7. One of the jewels you found will fit into the odd shaped hole if you drag it over there. (If you haven't found the jewels yet, go exploring in the lake area.)

-
- C8. Give the sphinx the correct object to solve the riddle:
- | | |
|--------------------------|---|
| a) It has cities,... | The map on the Library wall. |
| b) First I was... | The horseshoe in the Laboratory. |
| c) If you look at me... | The mirror on the Banquet Hall wall. |
| d) I at fires attend,... | The bellows in the Study. |
| e) Long neck and... | The broom in the Mirror Room. |
| f) Eyeless tho' that... | The skull in the Library or Dragon's Lair |
- C9. You need to use the book to get past the Lava Room.
- C10. Drag the iron rod from the observatory onto the polestand and take the wand that appears.
- C11. If the wraith cursed you, drinking the contents of the bottle will cure you. Keep the key. You never know when you'll find something that's locked.
- C12. Having a cloak isn't enough, you have to wear it. OPERATE the cloak on Thyself.
- C13. OPERATE the star from the star map in the observatory on the wyvern. Then stand back and look out!
- C14. Take the sphere to the Lake Room and drag it out into the lake. You can then take the key.
- C15. Forget it. It's just there to waste your time.
- C16. OPERATE a coin (from the bag at the Lookout) on the ferryman. Then GO to the ferry.
- C17. OPEN it or OPERATE Thyself on it.
- C18. Give him his scepter back (the one from the mummy) by dragging it to him or OPERATING it on him.
- C19. OPERATE the coin that has the well picture on it (from the Lookout) on the well opening. The wind will cushion your fall.
- C20. OPERATE the spear from the dragon's lair on the troll. Then GO.
- C21. OPERATE the gauntlet from the bucket in the well in the courtyard on yourself. Then OPERATE the gauntlet on the flute.
- C22. OPEN the desk and take the things inside. The book on top of the desk can be placed in your inventory, unlike the rest of the books. Also open all the items and read them. If it doesn't make sense now, maybe it will later.

- ❑ C23. Go somewhere else and do something. The troll will bring back the bridge eventually.
- ❑ C24. OPERATE the Staff on the Behemoth. That will break the spell and allow the Behemoth to attack the Warlock Lord, who summoned him against his will.
- ❑ C25. OPERATE the glasses (from the Library desk drawer) on yourself. Then OPERATE the book (also from the Library) on the metallic statue.
- ❑ C26. When you find a bottle of Goo-Gone, come back and take care of this thing.
- ❑ C27. You need to OPERATE the wand on the snake back in the room on the other side of the rotting bridge in the Chasm Room. Refer to the **Chasm** subsection on page 6 of **Hint Locations**.
- ❑ C28. The shooting star on the star map is a separate object. You had better take it along.
- ❑ C29. This might be a good time to save your progress too.
- ❑ C30. Don't go down the trap door.
- ❑ C31. There is nothing here for you. Forget about it and work on something else.
- ❑ C32. OPERATE the *Uterior Humana* scroll (from the Wizard's Room) on yourself. Then GO past the troll while you're invisible.
- ❑ C33. You can't do anything about it now. Try coming back later when you've found something to help you.
- ❑ C34. OPERATE the silver arrow (from the Ledge Room) on the woman.
- ❑ C35. The key from the library desk opens one door, as does the one from the globe in the study.
- ❑ C36. OPERATE Thysel on well handle. Then open the bucket.
- ❑ C37. OPERATE the *Instantum Illuminaris* scroll (from the Library desk drawer) on the room. (Not on yourself!) Then GO past the gargoyles.

-
- ❑ C38. If you've been in the Tomb Room and have been stymied by the slime, see answer number C26. By the way, consuming things can often yield information but it can tend to be dangerous. Always save your game before trying it!
 - ❑ C39. Try OPERATING a torch on it.
 - ❑ C40. Speak "EPOR" to the rope. (That's "ROPE" spelled backwards.)
 - ❑ C41. If flying the broom kills you, don't fly it. If jumping into the hole kills you, don't.
 - ❑ C42. Get the hammer from the Dragon's Lair and smash the middle mirror.
 - ❑ C43. Don't just stand around. You've got the other doors open: go explore!
 - ❑ C44. OPERATE torch (burning) on ice. The sphere will float to the surface and you can get it.
 - ❑ C45. OPERATE Thyself on the star map and take what's behind it.
 - ❑ C46. OPERATE the mallet on the gong.
 - ❑ C47. You worked pretty hard to get that ring. It must be used for something!
 - ❑ C48. The panel on the right of the throne is a separate object.
 - ❑ C49. When you get the message about your torch flickering, you'd better light another.
 - ❑ C50. OPERATE the bladed sun (the item you took from the wyvern) on the slot with the sword over it.
 - ❑ C51. OPERATE the sphere (that froze the lake) on the fire. It will dissipate, and the fire Drake will leave.
 - ❑ C52. I'd draw a picture of them. It might come in handy later on.
 - ❑ C53. OPERATE Thyself on the gear mechanism. That will lift the cover.
 - ❑ C54. OPERATE Thyself on the stone. Then take the bottle.
 - ❑ C55. Double click on the dark area behind the waterfall.

- ❑ C56. OPERATE Thyself on the horn you took from the hellhound. Then GO into the open passageway.
- ❑ C57. OPERATE the left hand torch in the Ledge Room.
- ❑ C58. Didn't your mama tell you that it doesn't pay to be too greedy? Leave it alone.
- ❑ C59. Click on the bottom center section of the narrow wall. Then, click OPEN.
- ❑ C60. OPERATE a lit torch on the rug. The rug will burn, leaving a present.
- ❑ C61. Go to the library and read the book entitled, *The Magic Arts, Volume One: First Steps*. If you haven't found the library yet, don't worry. You can get to it without using magic.
- ❑ C62. Put the shield in your inventory before you do anything else. Make sure you have enough room; the shield is pretty big.
- ❑ C63. OPERATE Thyself on the flute while you're in the garden. Enjoy the music, and take the ring.
- ❑ C64. Forget about it. It can't be done. Go on to something useful.
- ❑ C65. OPEN the warm bottle from the "EPOR" Room. Then OPERATE it on the ramp.
- ❑ C66. What about that scroll that says, "...Key to the world" and "*Terra Terrak?*" This is a magic scroll. OPEN the scroll and OPERATE the scroll on the globe, and the spell in the scroll will open the globe.
- ❑ C67. Hit the rock on the right.
- ❑ C68. This is what you need to protect you from the heat in the Fire Drake's Room.
- ❑ C69. One of the larger volumes with the title *The Magic Arts, Volume One: First Steps*. It will tell you how to use the magic spells. The rest of the books are for amusement and background.
- ❑ C70. Remember the special torch in the hallway with the book. Get it, light it, and OPERATE it on the wraith.

-
- ❑ C71. In this game, most things (but not all) have a use, but it might take a while to find it. You probably want to hang onto the arrow.
 - ❑ C72. Think of it as a door. OPEN it.
 - ❑ C73. OPERATE the golden spike on the staff. Then OPERATE the orb on the staff. You've just re-assembled the Staff of Ages!
 - ❑ C74. Remember the drawings on the stairs in the Sphinx Room? OPERATE the rightmost lever, then the middle one, and then the rightmost one again.
 - ❑ C75. As usual, EXAMINE everything carefully, and keep them in mind. If you leave yourself open to suggestion, something might click.
 - ❑ C76. OPERATE the holy water (from the Laboratory) on the hellhound. Don't forget to OPEN it first.
 - ❑ C77. OPERATE the key (from the skeleton in the lake) on the door. If you don't have that key, go back and get it.
 - ❑ C78. Either use a saved game or keep going and try to find the cure. It's in the game somewhere.
 - ❑ C79. Remove everything from your Inventory except those items that are absolutely essential.
 - ❑ C80. Congratulations! I knew you could do it!!!

How Did I Do? _____

Now that you've completed the game, let's see how well you did. Assign one point for each Level A answer you read, two points for each Level B answer, and three points for each Level C answer. Tally up your score and compare that number with the values listed below:

- 0** Astounding! You completed *Shadowgate* without using the hint book. Consider yourself a true adventurer.
- 1—10** Congratulations! You hardly used the hint book at all.
- 11—60** Well done! A few too many B-level answers put you up here though.
- 61—120** Average. You must have been really struggling on a few of those problems.
- 121—170** Poor. I think it's time to return to rookie school.
- 171 & up** Well, look at it this way: you got your money's worth out of this hint book.

TECHNICAL SUPPORT ---

We at ICOM Simulations, Inc. would be glad to hear from you. If you have questions, comments or other inquiries about ICOM Simulations, Inc. or our products, please contact us through any of the following:

America OnLine
ICOM1
Keyword:ICOM

AppleLink
ICOM.SUPPORT

CompuServe
76702,1604

Or write to us at

ICOM Simulations, Inc.
Technical Support
648 Wheeling Road
Wheeling IL 60090-5767
TEL:1-708-520-4440
FAX:1-708-459-7456
M-F, 9 AM - 6 PM CST

MORE FROM ICOM... ---

SHERLOCK HOLMES, CONSULTING DETECTIVE™ VOLUMES 1 AND 2

"Most Innovative Game" *Electronic Gaming Monthly* 1992

"Readers Choice Award for Graphics Achievement" *Game Pro* 1991

"Best New Real-Life Strategy Game" *Games* 1991

Head down the streets of London to crack these cases. In these adventures authorized by the estate of Sir Arthur Conan Doyle, you interrogate suspects and sift through clues to see if you can beat the Baker Street detective at his own game. When you think you have enough evidence, test your strategy and try your theory in court. With over 60 minutes of full-motion, color, interactive video, you're not just playing a game, you're *in* the game.

Up for it? Then take this award-winning CD-ROM game home. Play it. Live it. But be quick... the game's afoot!

Available for SEGA CD, Tandy VIS, Commodore CDTV (Vol. 1 only), NEC TurboGRAFX-16, NEC PC Engine (Japan), Fujitsu FM Towns (Japan), IBM PC and compatibles, and Apple Macintosh.

DÉJÀ VU 1 AND 2: THE CASEBOOKS OF ACE HARDING™

"Best New World Product" Software Publishers Association Excellence in Software Awards 1985

"Best Entertainment Product" Software Publishers Association Excellence in Software Products 1985

"Best Entertainment Product" *MacUser* Editor's Choice Award 1986

In this collection, two award-winning classics, *Déjà Vu™* and *Déjà Vu II™*, come together in one great graphic game. Caught between the cops and the mob, you control the options and actions that determine your guilt or innocence in these interactive adventures.

Whether it's cracking your memory or coming up with 100 G's, grab your *Casebooks* and get going.... before they get you!

Available for Apple Macintosh and Microsoft Windows.

UNINVITED™

"Best New Entertainment Product" *MacUser* Editor's Choice Award 1986

Knock! Knock! Who's there? Do you even dare to care? With your car out of commission, a storm coming, and no place but a derelict house for shelter, you're caught on the threshold of something more than just minor distress.

Wonder how your hosts meet uninvited guests? Face the challenge of choices and consequences in this award-winning interactive graphic adventure.

Available for Apple Macintosh and Microsoft Windows.



648 Wheeling Road
Wheeling IL 60090-5767
(708) 520-4440

ISBN # 0-929528-32-8