



SHADOWGATE

Adventurer's Guide

Windows Minimum Requirements

- ◆ Windows 3.1
- ◆ DOS 3.3
- ◆ 80286 CPU
- ◆ 4 M RAM
- ◆ 8 M free disk space
- ◆ Super VGA and mouse
- ◆ Windows Compatible Sound Card *Recommended*

Macintosh Minimum Requirements

- ◆ Macintosh Plus or greater
- ◆ 68020 CPU or greater
- ◆ System software version 6.0.7
 - ❖ Requires 2M RAM
- ◆ System software version 7.0-compatible
 - ❖ Requires 4M RAM
- ◆ 2M free disk space
- ◆ *Ideal for Powerbook, Classic and Performa 200 Owners*

HADOWGATE

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BEFORE YOU GET STARTED

To load and open *Shadowgate*, please follow the instructions appropriate to your system:

Macintosh Users

1. Insert *Shadowgate* Disk #1 into your floppy drive.
2. From the open window, double-click the **Read Me First** file and take a moment to read any last-minute notes about *Shadowgate*. When you are finished reading, quit TeachText.
3. Double-click the **Shadowgate.sea** icon.
4. Use the dialog box to select the hard drive to which you will install *Shadowgate*. Use either the **Drive** (System 6) or **Desktop** (System 7) button to navigate to that drive and then click the **Open** button.
5. Click the **Extract** button to begin the installation. The AutoExtractor™ status box appears on-screen to let you know which files are being copied to your hard drive.
6. To open *Shadowgate*, locate the folder in which you installed the game, and double-click the *Shadowgate* icon.

Windows Users

Please follow these steps. Do not simply copy files from the diskette to your fixed disk.

1. Load and run Windows by typing `WIN` at any DOS prompt.
2. Insert *Shadowgate* Disk #1 into the appropriate drive of your computer—for example, Drive A.

NOTE: Do not write-protect the diskette before inserting it into the drive. During the installation process, the Install program writes data back to your diskette. Write-protecting the diskette will cause the installation procedure to fail. Consult your DOS manual for information on diskette write protection.

3. Open the Program Manager, and select **Run** from the File menu.
4. At the command line of the Run dialog box, type `{drive} SETUP`—where `{drive}` is the name of the drive in which you inserted the *Shadowgate* disk. For example, `A:\SETUP`. Then, click the **OK** button. *Shadowgate* prompts you through the installation process.
5. When installation is complete, double-click the Shadow group, to open its window. Then, double-click the *Shadowgate* icon, to open the game.

BASIC INFORMATION

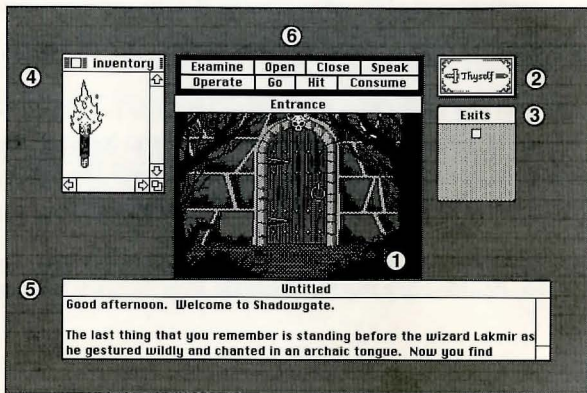
The Mouse

This peripheral is the means by which you traverse the boundaries of your world to interact with the powers and places of Shadowgate.

The mouse allows you to move throughout the castle, invoke commands, and manipulate objects just by pointing, clicking, and dragging.

The Windows

Six windows assist you in your quest. Each of these is a unique window into the world of Shadowgate.



1 Main Window

The central picture window is the Main Window. It is by this window that the world of Shadowgate is seen through your eyes.

2 Thyself Window

Toward the upper right from the Main Window is a special window. This is **Thyself**. Within the realm of Shadowgate, it represents you.

3 Exits Window

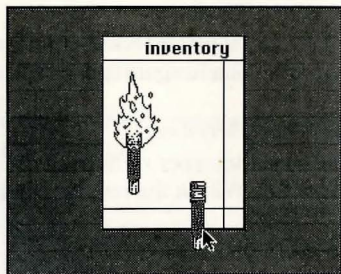
To the right of the Main Window is the Exits Window. Each door in this window represents an entrance or an exit at your current location. If you need to escape quickly to a different location, look to the Exits Window to see the positions of possible pathways.

HINT: In some areas of the castle, an exit may be behind you, and therefore, not visible from the Main Window. Always be sure to compare the view of the Main Window with the location of doorways displayed in the Exit Window.

4 Inventory Window

To the left of the Main Window is the Inventory Window. As you travel throughout Shadowgate, you will come across various items that may be useful or even necessary for your survival. The Inventory Window is a convenient place where you may store, view, and retrieve these items when you have need of them.

Objects that you would expect to be easily moved—such as torches, swords, and coins—can be *dragged* and placed into the Inventory. Large objects such as fortresses, fountains, and trees which cannot be dragged cannot be placed into the Inventory. You will be alerted when you have too much to carry with you in your Inventory.



To drag an object into your Inventory:

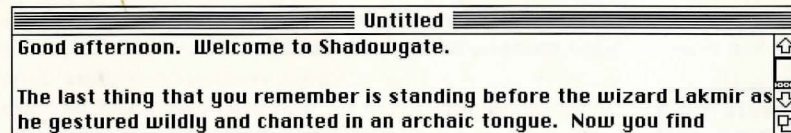
1. With the mouse, point to the object you wish to move.
2. Press the mouse button.
3. While holding the button down, move the object into the window.
4. When the item is inside the window, release the mouse button. If you are allowed to take the object with you, it will remain in the window.

To select more than one item in your Inventory, hold the Shift key down as you click on each object you wish to move.

This window can hold 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 become active, so you can scroll the rest of the items into view.

5 Text Window

Below the Main Window is the Text Window. Within this window, you will find explanations and descriptions of rooms or objects. Instead of going back to a previously visited room, you may find it easier to use this window to review the description of that location.



Whenever there is more text to be read, the scroll bar will become active. In addition, the Command Window will display the message "Click to Continue," letting you know that additional text is present.

6 Command Window

Above the Main Window is the Command Window. It is by this window that you invoke the eight powerful runes that affect the powers and places of Shadowgate.

| | | | |
|---------|------|-------|---------|
| Examine | Open | Close | Speak |
| Operate | Go | Hit | Consume |

The Commands

Within Shadowgate, you have the ability to directly interact with items that appear on-screen. An on-screen item with which you can interact is called an *object*. If you click an on-screen item and it becomes highlighted, then the item you clicked is an object.

The commands within the Command Window will be your eyes, ears, mouth, and hands as you make your way through the castle:

Examine

This runic command allows you to carefully look at something or someone.

- To examine an object, do the following in either order:
 1. Click **Examine**.
 2. Click the item you wish to examine; the object's description will appear in the Text Window for you to read.

EXAMPLE

To examine a book:

1. Click **Examine**.
2. Click the book. The book's description will appear in the Text Window.

SHORTCUT: Double-click on any object—except exits—to examine it.

Open

This runic command opens doors, boxes, chests, other people's pockets, etc. **Open** can be thought of as a synonym for "look inside."

This command is one of the more important things to try when you can't think of anything else to do. Open often reveals hidden features of an object. (For example, when you find a box with no obvious use, you might open it to see what it contains.) Because not all things are what they seem in Shadowgate, don't let appearances fool you. Try to see past the surface to what lies beneath.

- To open an object, do the following in either order:
 1. Click **Open**.
 2. Click the item you wish to open.

EXAMPLE

To open a door, do any of the following:

- a) click **Open**, then click the closed door
- b) click **Open**, then click the door in the Exits Window that it represents
- c) double-click either the door or its representation in the Exits Window

Close

This runic command closes doors, chests, boxes, etc.

- To close an object:
 1. Click **Close**.
 2. Click the item you wish to close.

SHORTCUT: If it has one, just close the window of the opened object.

Speak

This runic command allows you to talk to someone or something. You will use this command to question characters or to answer riddles.

- To speak to an object:
 1. Click **Speak**.
 2. Click the item you wish to speak with; a reply window will appear.
 3. Type what you want to say within the reply window and click **OK**.

Operate

This runic command is the most powerful available to you.

To use this command:

1. Click the object you want to use.
2. Click **Operate**.
3. Click the object you want to use the first object upon.

EXAMPLE

To unlock a door:

1. Click the key.
2. Click **Operate**.
3. Click the locked door.

Go

This runic command allows you to walk through an open exit.

- To go through an exit, do the following in either order:
 1. Click **Go**.
 2. Click the exit from either the Main Window or the Exits Window.

SHORTCUT: Double-click the exit in the Main Window or the Exits Window.

Hit

This runic command allows you to strike an object. Assuming you are skilled

in the martial arts, this can be an effective means of self-defense. Hit can also be used to break things when necessary.

• To hit an object, do the following in either order:

1. Click **Hit**.
2. Click the object of your attack.

HINT: You probably won't want to hit anything that could hit you back.

Consume

This runic command allows you to eat or drink any food or potions that you may discover along the way—if you think that it's wise.

To eat or drink something, do the following in either order:

1. Click **Consume**.
2. Click the object you wish to eat or drink.

HINT: Make sure that what you're eating or drinking out of is open first.

The Menu Commands

In addition to the commands of the Command Window, you may use the commands from the bar menu at the top of the screen. Listed are some of the commands you might use as you make your way through Shadowgate.

Windows Users

File Menu

| | |
|-------------------|--|
| New | Select this command to make a new game. |
| Open... | Select this command to open a saved game. |
| Save | Select this command to save the current game. |
| Save As... | Select this command to save the current game under a different name. |
| Exit | Select this command to quit <i>Shadowgate</i> . |

Special Menu

| | |
|-----------------------|--|
| Font... | Select this command to define the font used in the Text Window. |
| Enlarge | Select this command to increase the view of the <i>Shadowgate</i> game window. |
| Sound | Select this command to alternatively turn on or off <i>Shadowgate</i> sound effects. |
| Setup Sound... | Select this command to define the sound configuration. |

Help Menu

| | |
|----------------------------|--|
| Index | Select this command to open the list of <i>Shadowgate</i> on-line help topics. |
| Using Help | Select this command to learn how to use on-line help. |
| About Shadowgate... | Select this command to learn about the authors of <i>Shadowgate</i> . |

Macintosh Users

File Menu

- New** Select this command to make a new game.
- Open...** Select this command to open a saved game.
- Save** Select this command to save the current game.
- Save As...** Select this command to save the current game under a different name.
- Quit** Select this command to quit *Shadowgate*.

Edit Menu

- Undo** Select this command to undo the last editing command.
- Cut** Select this command to remove the selected text and place it on the Clipboard.
- Copy** Select this command to copy the selected text and place it on the Clipboard.
- Paste** Select this command to paste the text from the Clipboard.

Special Menu

- Clean Up** Select this command to tidy up the Inventory Window.
- Mess Up** Select this command to mess up the Inventory Window.

Font Menu

Select a font for the Text Window display.

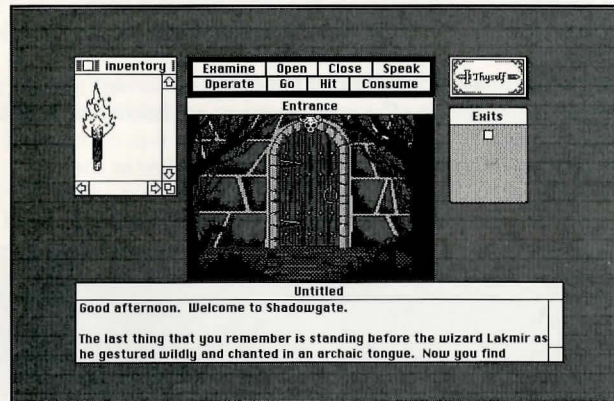
FontSize Menu

Select a font size for the Text Window display.

BEGINNING STEPS

The following steps will take you through the first doorway into *Shadowgate*:

1. When *Shadowgate* first opens, six windows appear on-screen. These are your windows into the world of *Shadowgate*.



2. Read the written description of your location within the Text Window below the Main Window. Either click the command "Click to Continue" displayed within the Command Window or use the scroll bars to bring the rest of the text into view.

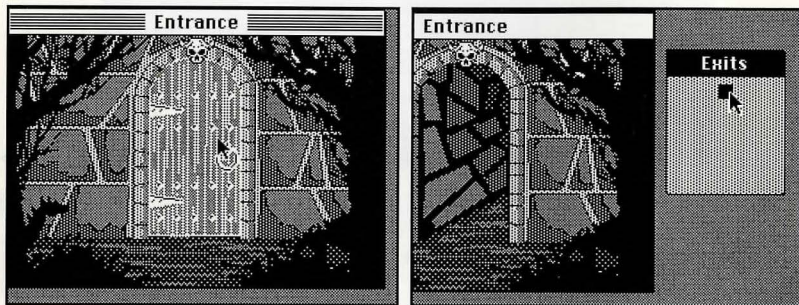
3. Time is quickly passing, and you still stand outside the castle walls.

Open the door by doing any of the following:

- clicking **Open**, then clicking the closed door
- clicking **Open**, then clicking the door in the Exits Window that it represents
- double-clicking either the door in the Main Window or the Exits Window

4. Pass through the doorway by doing either of the following:

- clicking **Go**, then clicking the open doorway or clicking its door in the Exits Window
- double-clicking either the door in the Main Window or the Exits Window



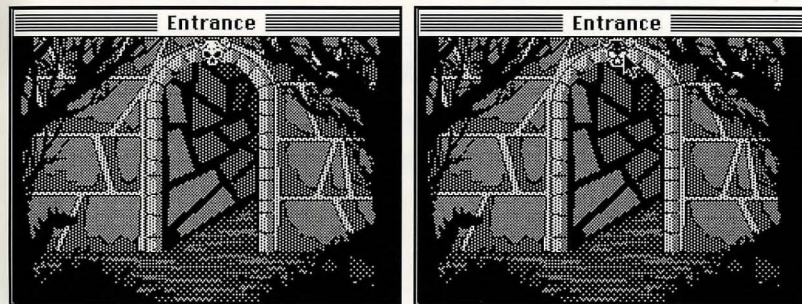
5. To learn more about the hallway, read its description in the Text Window.

6. Double-click the door before you. Is it locked? Where would you hide a key?

7. Return to the castle entrance by going through the exit behind you by double-clicking its door in the Exits Window.

8. Click the skull above the doorway to select it. To learn more about the skull, click the **Examine** command from the Command Window and read its description in the Text Window.

9. To see if there's anything hidden behind the skull, open it by clicking the **Open** command and then clicking the skull itself.



10. This key may fit the inner door. To get the key, point to it and with the mouse button pressed down, *drag* it to place it into your Inventory Window.
11. Now return to the Hallway. Your first torch may be burning low. Drag the left torch from the Hallway to your Inventory Window.
12. Light the second torch by clicking the first torch, then clicking the **Operate** command from the Command Window, and finally clicking the second torch.

HINT: Take heed to any warnings of a dying torch. In order to pass safely through Shadowgate, you must have a torch lit in your Inventory at all times.

13. Unlock the doors in front of you by clicking the key in your Inventory, then clicking the **Operate** command in the Command Window, and finally clicking the double doors.
14. Double-click the doors to go through them and continue your quest. Quickly now, time is fleeing...

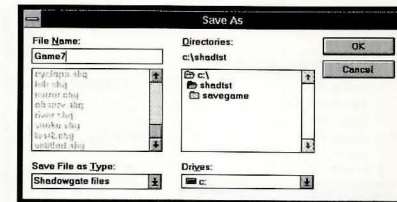
SAVE AND LOAD

Saving a game:

1. From the File menu, select Save to bring up a **Save** dialog box.



Macintosh Save Dialog Box

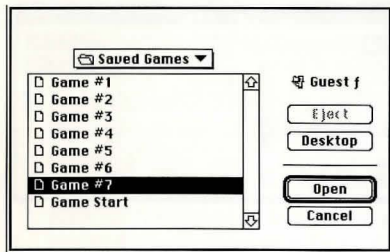


Windows Save Dialog Box

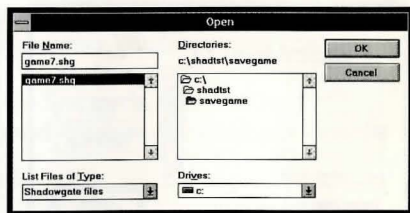
2. Type the name under which you wish to save the game.
3. Select the directory or folder in which you wish to save the game.
4. Click **Save** or **OK** to save the game.

Loading a game:

1. From the File menu, select **Open** to bring up an Open dialog box.



Macintosh **Open** Dialog Box



Windows **Open** Dialog Box

2. Find the location of the game you wish to play.
3. From the list of files, select the game you wish to play.
4. Click **Open** or **OK** to load and open the game.

TECHNICAL SUPPORT

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

America On-Line.....ICOM1
Keyword:ICOM

AppleLinkICOM.SUPPORT

Compuserve.....76702,1604

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648 S. Wheeling Road
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FAX: 1-708-459-7456
M-F, 9 AM - 6 PM CST

IMPORTANT: Technical Support does not supply hints on playing *Shadowgate*. To receive hints, please complete the *Shadowgate* Hint Book Order Form and Registration Card included with this product and return it to ICOM at the address listed.

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Macintosh Version
Windows Version

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