

KEMCO SEIKO

THE

# Shadowgate™

## HINT BOOK

\$5.95



LICENSED BY NINTENDO  
FOR PLAY ON THE

**Nintendo**  
ENTERTAINMENT  
SYSTEM

Official

**Nintendo**

Seal of Quality

## **G**ENERAL GAME MECHANICS

All commands are executed by moving the pointer to a command and/or item and pressing the A button.

To open a door, choose OPEN, then the door to be opened.

To unlock a door, choose USE the key, then the door or lock.

To look inside anything choose LOOK, then the thing you wish to look into.

To talk to something or someone choose SPEAK, then the person or thing.

To light a torch, choose USE, then a torch in the GOODS section, and then the unlit torch.

**WARNING:** This book provides information that may help solve the game. Play Shadowgate first without using these hints. Use this Hint Book only when you're stuck—or dead.

Try to figure out how magic operates as you play the game. If you don't get it, see answers A19, B20, and if you are really stuck, C61.

The most important hint is: examine everything. The information you need is all around you, but if you don't look at it, you'll never see it.

A word for the wise: Save early and often otherwise you could lose all your progress if a power failure occurs or you turn off the N.E.S. unit.

## **H**OW TO USE THESE HINTS

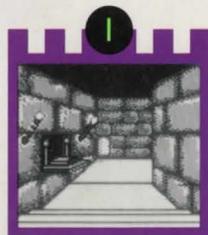
This hint book has been designed to give you the help you need without giving away more of the game than you want. Each hint has three answers, each giving more explicit information than the last. The answers are in three sets: A, B, and C. The A answers are the least helpful and preserve most of the game mystery, and the C answers are the most straightforward. The answers are organized by rooms or sections of the game. If you run into trouble or get stuck, go to the section where you are having problems and look at the questions. Choose the one that seems to apply and read the A answer. If that doesn't get you going again,

you're looking at, the odds are that it won't make any sense and your game enjoyment won't be spoiled. Just take the letter/number combination underneath the question you are reading and find the appropriate answer. For example, if the combination is A24, go to the Level A answers and read number 24. Good luck! Here's to hoping you won't need this book.

Oh, one more thing. Due to the nature of the game, there is no way to predict the order in which you will do things. The questions have been organized as best we could, but the hint that you need might not always be where you expect to find it. Sometimes the question is listed with the room. Other times it makes more sense to put it where you find the object needed to solve the puzzle. If you are having problems in a specific place and can't find a hint that helps, think about the objects you have found that you don't have uses for and look for a hint in the area where you found the item. Very often you already have the solution in your inventory, but don't know how to apply it to your problem.

# Shadowgate

read the B answer, and if you're still puzzled, read the C answer. The order of the answers in the three sections have been scrambled, so even if you read the answer above or below the one



**IN THE OPENING HALLWAYS**

1. *I've looked everywhere, but I can't find the key to the doors.*  
**A18, B12, C46**
2. *Okay, I've got the double doors open, but I can't open the other one.*  
**A32, B9, C7**
3. *When I try to take the candles or the book, I keep on getting killed.*  
**A49, B34, C6**
4. *What's so special about the torch that's "out of the ordinary?"*  
**A19, B15, C36**
5. *What should I do about the torches burning out?*  
**A45, B55, C47**
6. *I still can't get the other door open in the entryway. What do I do about that?*  
**A14, B39, C59**
7. *How do I move the loose stone?*  
**A57, B53, C45**



**IN THE CHAMBER:  
BEHIND THE LOOSE STONE**

1. *How do I enter the archway?  
The ledge keeps breaking.*  
**A69, B52, C37**
2. *Is the arrow useful?*  
**A29, B71, C42**



**IN THE LAKE AREA**

1. *How do I get the key from the skeleton?*  
**A17, B30, C20**
2. *After I dropped it, I can still see it under the surface. How am I going to get it back?*  
**A27, B57, C29**

3. *I'm at the waterfall. How do I move the landslide?*  
**A21, B14, C37**
4. *Is there anything else to do in here?*  
**A43, B32, C2**
5. *This dead end seems pretty useless.*  
**A12, B2, C10**



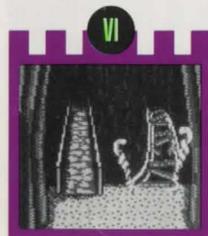
**IN THE PEDESTAL ROOM  
AND BEYOND**

1. *When I go down the trap door, I keep dying.*  
**A24, B70, C31**
2. *I'm done with the trap door and the pedestal. What else is there.*  
**A6, B60, C65**
3. *Now that I have it, what do I do with it?*  
**A20, B54, C39**
4. *When I enter the lair, the dragon keeps killing me.*  
**A41, B47, C3**



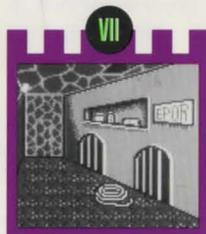
**THE TOMB ROOM AREA**

1. *I opened all the tombs. How do I get past the slime?*  
**A50, B11, C51**
2. *What do I do about the mummy?*  
**A59, B31, C56**
3. *I went through the tomb-exit and into the Mirror room. When I go down the trap door, I die. What do I do?*  
**A62, B61, C34**
4. *Is there more to this room than meets the eye?*  
**A3, B67, C58**
5. *I've got a door now, but it's locked!*  
**A15, B7, C60**
6. *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?*  
**A47, B36, C35**



### THE CHASM AREA

1. When I try to cross the shabby bridge, I get killed! How do I get across?  
**A48, B49, C66**
2. Okay, I crossed the bridge, but all I see is a statue of a snake. I can't do anything with it. Now what?  
**A63, B64, C20**
3. I crossed the stone bridge and found a Wraith. How do I get rid of him?  
**A38, B35, C62**
4. Is the cloak important?  
**A40, B33, C70**
5. I can't get into the hole in the ceiling.  
**A62, B52, C72**



### THE "EPOR" CHAMBER AREA

1. How do I move the rope?  
**A28, B18, C48**
2. What good are the bottles?  
**A11, B71, C61**
3. Is there anything else worth looking at here?  
**A35, B25, C22**
4. Okay, I entered the secret cave, but I can't open the stone wall.  
**A6, B16, C65**



### OF FIREDRAKES, TROLLS, AND STAIRS

1. Well, I'm back near the fire room, but it's still too hot in there.  
**A34, B1, C41**
2. Okay, I'm all set as far as the heat goes, but how do I get around the Firedrake?  
**A64, B41, C28**
3. I'm in the troll room. When I paid the Troll, he took the bridge and killed me. Now what?  
**A68, B45, C14**



### THE COURTYARD

1. How do I get past the Cyclops?  
**A36, B17, C64**
2. That well looks interesting, but I die if I try to go there. Should I do something else?  
**A66, B29, C63**



### READ ANY GOOD BOOKS LATELY? THE LIBRARY AND STUDY

1. Wow! There are a lot of books here! Should I read them all?  
**A16, B51, C68**
2. The books were interesting, but nothing else here seems useful.  
**A60, B58, C71**
3. The right bookcase seems suspicious, but I can't do anything with it.  
**A6, B4, C65**
4. Well I'm in the study. Now what? Nothing seems useful and I can't get the globe open.  
**A30, B43, C57**
5. Okay, I got the globe open. What about the contents?  
**A13, B59, C25**



XI

**SCIENCE, NATURE, AND FOOD:  
THE LABORATORY AREA**

1. *Here I go again. Every time I open the cage, I get killed!*  
**A10, B61, C42**
2. *I'm looking for strange things, like you said. What about the weird stone in the floor? It's different, but it won't open.*  
**A8, B48, C1**
3. *That flute can't be in the fountain by accident. It must be important, but I can't get it!*  
**A52, B23, C16**
4. *Now that I have the flute, what do I do with it?*  
**A23, B38, C49**
5. *Wow! The flute worked! What do I do with what I found?*  
**A19, B56, C44**
6. *Well, here I am in the Banquet room. That must be the food you referred to above, huh? It's nice here, but all the doors are locked.*  
**A15, B7, C23**
7. *Okay, I've got the two upper doors open, but none of my keys fit the lower one.*  
**A26, B69, C73**



XII

**QUESTIONS AND ANSWERS:  
THE RIGHTHAND TOWER**

1. *All right, I give up. How do I answer the riddles?*  
**A31, B13, C21**
2. *What are those strange marks on the side of the stairs all about?*  
**A58, B21, C13**
3. *I'm upstairs in the observatory. There doesn't appear to be anything useful here, right?*  
**A46, B42, C4**
4. *Okay, there was one thing, but that's it. I'm sure now. Aren't I?*  
**A4, B48, C26**
5. *I'm in the top room. When I try anything, the Maiden turns into a Werewolf and kills me.*  
**A55, B65, C32**



XIII

**A HUNTING WE SHALL GO:  
THE LEFTHAND TOWER**

1. *I'm in the chamber with the horn. When I try to get the horn, the Hellhound gets me.*  
**A42, B3, C12**
2. *I'm at the top of the left turret, but I can't get the ornament. The Wyvern gets me first.*  
**A65, B8, C38**



XIV

**OF STARS AND KINGS:  
THE BALCONY AREA**

1. *I'm on the balcony. What's the polestand for?*  
**A7, B22, C69**
2. *What good is the wand?*  
**A25, B62, C74**
3. *You mean I've got to go all the way back there! Well, I'm going to*

*finish looking around this area first. I keep dying when I try to take the pot of gold at the Lookout.*

**A24, B70, C30**

4. *Hmm. I can just pick up the other bag of coins. Are they going to be useful?*  
**A1, B71, C33**
5. *I'm in the Throne room and it's a dead end! Then this must be the last room, right?*  
**A47, B24, C5**
6. *Well, I can't seem to do anything with the panels, so it must be something to do with Doogan, but what?*  
**A67, B28, C19**
7. *Okay, that opened a panel, 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.*  
**A2, B63, C15**
8. *That did it. Now I have a way to proceed. Before I do, however, I think I'm going to go back and take care of that unfinished business with the wand.*  
**A63, B5, C24**
9. *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 don't have the spear and if I try to use the sword on him, I get killed!*  
**A39, B20, C27**



**CAVERNS OF DARK AND LIGHT:  
THE GARGOYLE AREA**

1. *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.*

**A23, B52, C37**

2. *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?*

**A53, B68, C43**

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

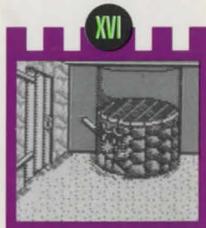
**A56, B27, C52**

4. *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, nothing happens. Am I forgetting something?*

**A61, B40, C54**

5. *I've got it. Now back to the Gargoyle room. Sure enough, they're still there. Now what?*

**A9, B37, C55**



**OF WIND AND WATER:  
THE WELL ROOM AREA**

1. *I'm in the well room. How do I get past the locked door?*

**A57, B44, C9**

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

**A5, B26, C8**

3. *When I go down the well, I die.*

**A14, B19, C17**

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

**A22, B10, C50**

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

**A44, B50, C18**



**GETTING CLOSE  
IN THE VAULT**

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

**A51, B66, C40**

2. *Yes, it fit all right, but nothing happened. Do I have to do something else?*

**A37, B6, C11**



**THE FINAL SHOWDOWN!  
THE CAVE OF TITANS**

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

**A54, B46, C53**

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

**A33, B72, C67**

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

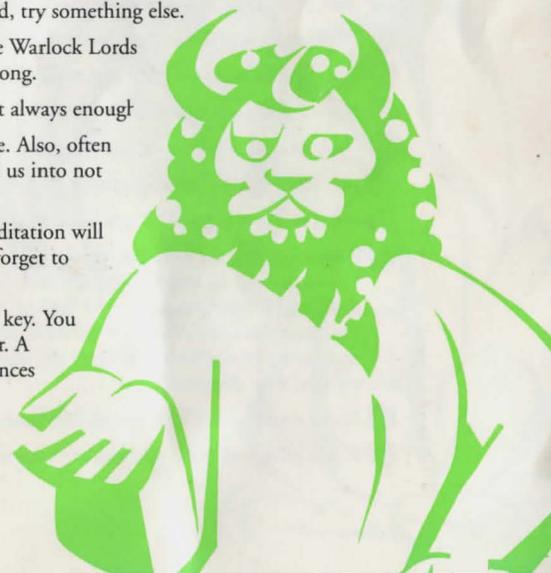
**A70, B73, C75**

- 1 Well, I think by now we've learned that it won't hurt to carry it around for a bit.
- 2 If you don't have any jewels, do you have anything similar?
- 3 Isn't there a book called *Alice Through the Looking Glass*?
- 4 Are you sure you've looked close enough. Did you LOOK, OPEN, and USE everything?
- 5 It looks pretty heavy. Maybe you need some leverage.
- 6 If the lock on a door doesn't look like a lock, then the key might not look like a key. Try something else.
- 7 What does all this lightning suggest?
- 8 If OPEN doesn't work, try a different command.
- 9 Look around the room. LOOK at things. Maybe you'll get an idea.
- 10 That is correct.
- 11 The one that smells terrible doesn't seem to have any use at all? As far as the other one is concerned, I can't think of a use, yet.
- 12 Isn't there any one spot in the picture that looks different from the rest.
- 13 Keys and locks are made for each other. The bottle doesn't seem to do anything.



- 14 When in doubt, check the stuff in your inventory again.
- 15 And how do you open a locked door?
- 16 Looks like interesting reading to me, but It will take quite a bit of time. Maybe you should be more selective.
- 17 You could try swimming, but I wouldn't bet on it.
- 18 If you've looked everywhere in this room, then there's only one other place to look. Try outside.
- 19 It's a good question. If something seems special, it's probably going to be important sooner or later.

- 20 Perhaps examining it might give you an idea.
- 21 If all the obvious methods fail, either you need something to help you or it can't be done.
- 22 Do the obvious.
- 23 Sometimes the obvious is all there is.
- 24 Either you're doing it wrong or you shouldn't be doing it.
- 25 LOOK at it. Does it make you think of anything?
- 26 Look around. See any good hiding places?
- 27 Well, I guess you're going to have to do something about the ice to get the sphere.
- 28 It's a magic rope. Maybe it requires a magic word.
- 29 You don't know.
- 30 Have you found anything that seems connected with the world?
- 31 There are six different riddles which are asked in random order:
  - a) It has towns,... Very helpful when you need to find yourself.
  - b) First burnt and... Good luck with this one.
  - c) You look at me,... Vanities delight.
  - d) I'm a fire's... A blowhard wouldn't need one.
  - e) Long neck,... Start with a clean slate to figure this out.
  - f) I've no eyes,... You have to keep your head to solve this one.
- 32 If at first you don't succeed, try something else.
- 33 You can't be so direct. The Warlock Lords protective magic is too strong.
- 34 Carrying stuff around isn't always enough
- 35 There's the scroll of course. Also, often false exits are there to fool us into not searching for true ones.
- 36 Maybe a little biblical meditation will help here. Oh, and don't forget to finish what you start.
- 37 You've put the lock in the key. You still need to open the door. A polite guest always announces himself (or herself).
- 38 Maybe he's afraid of something.



- 39 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.
- 40 It seems good and heavy. Maybe it can protect you.
- 41 You need to find some protection...
- 42 Hellhounds come from hell. Think pure.



- 43 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.
- 44 It's just Death, trying to make an honest living. What would you want?
- 45 Another torch might be helpful.
- 46 Take a good, careful look. LOOK at everything.
- 47 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.

- 48 That bridge is still standing, but it doesn't look very strong.
- 49 If you get killed every time you move them, don't move them!
- 50 Not all doors are meant to be opened.
- 51 Look around. Do you see anything that looks familiar?
- 52 The acidic waters would certainly do terrible things to your bare arm.
- 53 Have you read a good history book recently?
- 54 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 path way. Have thy wits about thee, warrior! Fare thee well."

- 55 You're dealing with a Werewolf. Meditate on old legends.
- 56 If you can't read the book, you can't use the magic.



- 57 When all else fails, try logic.
- 58 Good question. They are certainly out of the ordinary.
- 59 It looks very old and very dry.
- 60 Not so fast. Always LOOK and OPEN everything and make careful note of differences.
- 61 Yes, you are. You've seen a hint about this before. Can you remember where?
- 62 Sometimes the obvious is all there is.
- 63 You've analyzed the situation correctly.
- 64 A Firedrake is a form of elemental. It lives off of the fire. You need to get rid of the fire.

- 65 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.
- 66 How do you usually get things up out of a well?
- 67 Do you have anything else that might please Doogan, the Royal Skeleton?
- 68 Trolls aren't entirely trustworthy. Maybe you should do some thing else instead of giving him your money. Try a direct approach. Don't get too close though.
- 69 You're right, every time you try to go up there, the ledge breaks.
- 70 Congratulations!



- 1 The cloak's the right item, but maybe you need to do something.
- 2 If you can click on it, you can do something to it. If it won't open, get mean!
- 3 If I have to fight something hellish, I'd want to be as holy in my methods as possible.
- 4 Doesn't that odd shape on the wall near the bookcase look familiar?
- 5 Seems like good thinking to me.
- 6 How did Joshua bring down the walls of Jericho?
- 7 A key might be helpful here. Have you tried all of yours?
- 8 I don't think the sling is going to do it this time. You're outside. Maybe you can get some celestial help.
- 9 If you can't find the key you need around here, go look elsewhere.
- 10 Maybe you need to ring the doorbell.
- 11 Your way seems blocked. Maybe there is another way around it.
- 12 If you clicked 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.
- 13 Look around. If you can't think of the answer, maybe seeing it will help:
 

a) It has towns,...	Area X
b) First burnt and...	Area XI
c) You look at me,...	Area XI
d) I'm a fire's...	Area X
e) Long neck,...	Area V
f) I've no eyes,...	Area X or IV
- 14 I think you'd need a bulldozer to help you this time.
- 15 I'd take it with me. Something might turn up. Don't light it till you need it.
- 16 That odd shape on the floor looks about the shape of a good sized jewel?



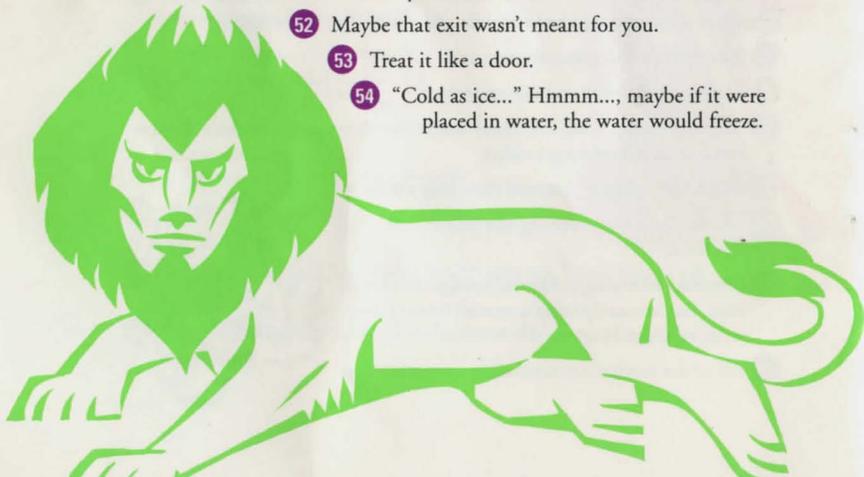
- 17 Did you ever hear the story of David and Goliath? Don't forget to load before you shoot. And remember that sometimes when you're down, you're not out.
- 18 Look about. The right word could be hanging around, just waiting for you to discover it.
- 19 Did you examine everything you have? Did anything seem suggestive?
- 20 The troll seems ready this time. Maybe you can distract him so he won't see you slip by.
- 21 They don't seem to apply around here. Maybe they are a clue about something.
- 22 Do you have anything in your inventory that might fit with the pole stand?
- 23 Maybe you need to cover your hand with something before you can get it.
- 24 LOOK at everything. If it's an object, you will get a description.
- 25 Seems to me that some of the bricks in this room are arranged rather strangely. Look carefully at the walls.
- 26 Try working with what's in front of you.
- 27 If you're having difficulty reading, maybe you need something to improve your eyesight.
- 28 Looking at the way the skeleton is dressed, he still seems to like the trappings of his former position.
- 29 When a mechanism has a handle, it's a wise idea to try it first.
- 30 You need to get across the water.
- 31 Maybe you should make it even drier.
- 32 TAKE a rock or two. I've heard waterfalls often carve out the rock face behind them as they get older.
- 33 Maybe it's magical. I would definitely take it.
- 34 Maybe there is something else you can do with the book.
- 35 Hmm. Many supernatural beings can't stand heat, but it usually takes a special form of fire to drive them away.
- 36 All of the torches are removable except for two.



- 37 This is a dark and gloomy cavern. I'll bet the Gargoyles like it that way. Maybe you can change it.
- 38 Not everything is a trick or trap.
- 39 You just found something in the book. Doesn't that suggest an idea?
- 40 Only one combination will work, but you've seen it already. You may have even drawn a copy of it.
- 41 Fire is very hot. What do we know of that's the opposite of hot?
- 42 Look carefully at the star map. Notice anything strange?
- 43 Ever heard the ground referred to as Terra Firma?
- 44 If all the obvious methods fail, either you need something to help you or it can't be done.
- 45 What you need is something that can get the troll before he gets you.
- 46 You have the objects you need. Remember, "Three are one." Find the right combination.
- 47 Maybe if you had something big to hide behind, the flames wouldn't get you.
- 48 Always try as many commands on things as could possibly apply.
- 49 Maybe you should lose some weight.
- 50 I don't think he's operating a non-profit bus service.
- 51 Seems like you could spend quite a bit of time going through all the books on the shelves. Aren't you on a mission?



- 52 Maybe that exit wasn't meant for you.
- 53 Treat it like a door.
- 54 "Cold as ice..." Hmm..., maybe if it were placed in water, the water would freeze.



- 55 Pay attention to the torch and keep your ears open.
- 56 If you don't know what to do with it yet, maybe you will later.
- 57 Chopping at the ice doesn't seem effective. Maybe you can soften it up some.
- 58 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.
- 59 The contents of the bottle taste sweet, but that's about it.
- 60 That odd shape on the wall looks about the shape of a good sized jewel?
- 61 Death is generally a hint.
- 62 Isn't there a snake somewhere that we haven't done anything with yet?
- 63 How about some jewelry?
- 64 If all the obvious methods fail, either you need something to help you or it can't be done.
- 65 Seems to me that silver objects, especially weapons, are useful when Werewolves are involved.
- 66 Don't those shapes remind you of something? And remember the words of the magic history book.
- 67 Maybe if you had something heavy you could break through to the other side.
- 68 Scrolls aren't the only means of learning magic.
- 69 One way of getting things out of sight is to just sweep them under the rug.
- 70 Death is generally a hint.
- 71 You might want to carry it around for awhile to see if you can find a use for it.
- 72 Attack him indirectly.
- 73 Congratulations! Congratulations!!



- 1 USE the stone. Then TAKE the bottle.
- 2 Select MOVE and then click on the dark area behind the waterfall.
- 3 TAKE the shield before you do anything else.
- 4 The shooting star on the star map is a separate object. Better TAKE it along.
- 5 The panels next to the throne and Doogan are all objects. Try some things with them.
- 6 The only way to read a book is to OPEN it. Try it, maybe it will be helpful.
- 7 Don't just stand around. You've got the other doors open, go explore!
- 8 USE the lever attached to the gear mechanism. That will lift the cover.
- 9 You seem to be out of keys. I think you're wasting your time. Do something else.
- 10 HIT the rock on the right.
- 11 USE the horn you took from the Hellhound. Then MOVE into the open passageway.
- 12 USE the holy water (from the laboratory) on the hellhound.
- 13 I'd draw a picture of them. It might come in handy later on.
- 14 USE the spear from the dragon's lair on the troll. Then MOVE.
- 15 USE the ring that you got in the garden on the slot.
- 16 USE the gauntlet from the bucket in the well in the courtyard on yourself. Then you can TAKE the flute.
- 17 USE or LEAVE the coin that has the well picture on it (from the Lookout) on the well opening. The wind will cushion your fall.
- 18 USE a coin (from the bag at the Lookout) on the ferryman. Then MOVE to the ferry.
- 19 Give him his scepter back (the one from the mummy) by USEing it on him.
- 20 You can't do anything about it now. Try coming back later when you've found something to help you.
- 21 You have to USE the correct object on the sphinx to solve the riddle:
  - a) It has towns,... The map on the Library wall.
  - b) First burnt and... The horseshoe in the Laboratory.
  - c) You look at me,... The mirror on the Banquet Hall wall.



- d) I'm a fire's... The bellows in the Study.
- e) Long neck,... The broom in the Mirror room.
- f) I've no eyes,... The skull from the Library or the Dragon's Lair.

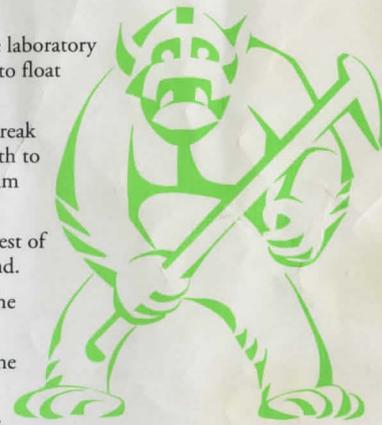
- 22 Click on OPEN and then click on the bottom center section of the narrow wall.
- 23 The key from the library desk opens one door, as does the one from the globe in the study.
- 24 Might be a good time to save your progress too.
- 25 Keep the key. You never know when you'll find something that's locked.
- 26 After you have removed the shooting star, you can OPEN the star map. TAKE what's behind it.
- 27 If you OPENed the scroll from the Wizard, you learned the "Humana" spell. Speak the "Humana" spell and you will move past the troll while you're invisible.
- 28 USE the sphere that froze the lake on the fire or LEAVE it on the fire. It will dissipate the fire and the fire Drake will leave.
- 29 USE torch (burning) on ice. The sphere will float to the surface and you can get it.
- 30 Didn't your mama tell you that it doesn't pay to be too greedy? Leave it alone.
- 31 Don't go down the trap door.
- 32 USE the silver arrow (from the ledge room) on the woman.
- 33 As usual, LOOK at everything carefully and keep them in mind. If you leave yourself open to suggestion, something might click.
- 34 If jumping into the hole kills you, don't.
- 35 USE the left hand torch in the ledge room.
- 36 I bet you'll find something in the castle that doesn't like fire.
- 37 Forget about it. It can't be done. Go on to something useful.
- 38 USE the star from the star map in the observatory on the wyvern. Then stand back and look out!
- 39 Take the sphere to the Lake room and LEAVE it in the lake or USE it on the lake. You can then TAKE the key.
- 40 USE the Talisman (the item you took from the Wyvern) on the slot with the sword over it.



- 41 Having a cloak isn't enough, you have to wear it. USE the cloak on SELF.
- 42 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.
- 43 You need to use the book to get past the Lava room.
- 44 You worked pretty hard to get that ring. It must be used for something!
- 45 OPEN it.
- 46 Try OPENing the skull.
- 47 When the torch flame starts getting smaller, and the background music changes suddenly, you'd better light another torch. USE a torch from your goods list before your old torch goes out.
- 48 LOOK at the "EPOR" (That's rope spelled backwards.) sign on the wall twice. Then SPEAK the EPOR spell you have learned.
- 49 USE the Flute while you're in the garden. Enjoy the music and TAKE the ring.
- 50 USE the mallet on the gong.
- 51 Once the green slime is out, there's no way to get rid of it. If you figure out the rope puzzle in the EPOR room, you will be able to bypass the slime.
- 52 USE the glasses (from the Library desk drawer) on yourself. Then LOOK at the book (also from the Library) to learn the Motari Riseth spell. Then speak the spell in the lava room.
- 53 USE the Blade (the Golden Spike) on the Staff. Then USE the Orb on the Staff. You've just remade the Staff of Ages!
- 54 Remember the drawings on the stairs in the Sphinx room? USE the rightmost lever, then the middle one, then the rightmost one again.
- 55 OPEN the "Instantum Illuminaris" scroll (from the Library desk drawer) to learn the spell. Then speak the spell to blind the Gargoyles. Then MOVE past the Gargoyles.
- 56 Try USEing a torch on it.
- 57 What about that scroll that says, "...Key to the world" and "Terra Terrak?" This is a magic scroll. OPEN the scroll to learn the magic spell and then SPEAK the spell to unlock the globe.
- 58 Get the hammer from the Dragon's lair and smash the middle mirror by USEing the hammer on the mirror.
- 59 USE the key that you found in the book (key 2) on the door.



- 60 USE the key from the skeleton in the lake (key 3) on the door. If you don't have that key, go back and get it.
- 61 The only thing the terrible smelling one can do is kill you if you USE it on yourself. For the other, well, hold on to it, you'll need it. By the way, consuming things can often yield information but it can tend to be dangerous. Always save your game before trying it!
- 62 Remember the special torch in the hallway with the book. TAKE it and USE a lit torch on it when you see the Wraith.
- 63 USE the well handle. Then OPEN the bucket.
- 64 USE the small rock on the sling to load the sling. Then USE the sling on the cyclops to knock the Cyclops out. Then USE the sword on the Cyclops to finish him off.
- 65 One of the gems you found (If you haven't found the gems yet, go exploring in the lake area) will fit into the odd shaped hole if you USE it there.
- 66 USE the bottle from the EPOR room or the laboratory (bottle 2) on yourself. You will then be able to float across.
- 67 USE the Staff on the Behemoth. That will break the summoning spell and allow the Behemoth to attack the Warlock Lord, who summoned him here against his will.
- 68 The book on the table will be needed. The rest of the books are for amusement and background.
- 69 USE the iron rod from the observatory on the pole stand and take the wand that appears.
- 70 This is what you need to protect you from the heat in the firedrake's room.
- 71 OPEN the desk and TAKE the things inside. You can TAKE the book on top of the desk, unlike the rest of the books. Also OPEN all the items. If they don't make sense now, maybe they will later.
- 72 Forget it. It's just there to waste your time.
- 73 USE a lit torch on the rug. The rug will burn, leaving behind a present.
- 74 You need to USE the wand on the snake back in the room on the other side of the rotting bridge in the Chasm room. See section VI above.
- 75 Congratulations! Congratulations!! I knew you could do it!!!



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