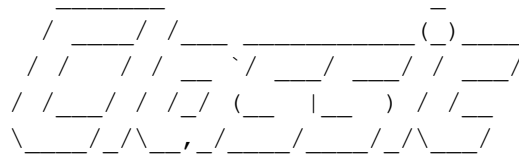
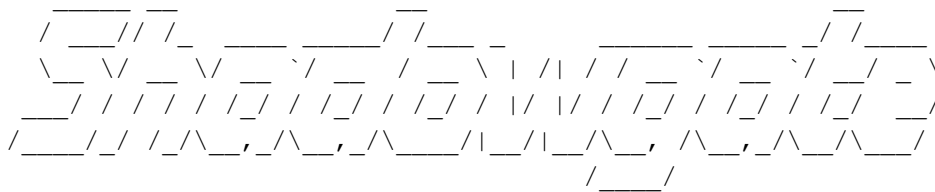


Shadowgate Walkthrough Final

by Dzabroski

Updated on Oct 25, 2004



Welcome to Shadowgate for NES

Complete Walkthrough

Author: David Zabroski

Locke1978@hotmail.com

Check out my Dragon Warrior/Quest Website at:

[Http://www.DragonWarriorReturns.com](http://www.DragonWarriorReturns.com)

Updated 2/26/01

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=====Walkthrough=====

I. Introduction

- a. My thoughts
 - i. This is a fun game. I recommend using this walkthrough as a guide when you get stuck. I played the game over 10 times before I figured everything out. Most of the game may seem like luck, but it takes a strong mind to get all the clues to solve the puzzles.
- b. How to play
 - i. The game can seem a bit basic, but it is very challenging. The only way to understand is to learn how to use your controls.
 - 1. Use
 - a. You will be able to use an item on another item.
 - i. Example: Use a key on the door
 - ii. Example: Use torch to light it
 - b. You can not use an item if you didn't take it.
 - 2. Take
 - a. You can take an item
 - i. Some items can not be taken
 - ii. Some times you can take an item and get a deadly consequence
 - 3. Open
 - a. Open an item or door
 - 4. Leave

- a. Leave an item or drop it
 - i. You may not have to use this
 - 5. Self
 - a. That's you. You can use items on yourself
 - i. Example:
 - a. Potion=Drink
 - ii. Example:
 - a. Sword=Death
 - 6. Hit
 - a. Punch an item or wall
 - 7. Close
 - a. Close a item or door
 - 8. Speak
 - a. Speak to a person or say a spell
 - 9. Save
 - a. Save your game
 - i. Use this as much as possible
 - 10. Move
 - a. Use this right before you want to leave a room
 - i. You can move into places where there is no door
 - 11. Look
 - a. Look closely at an item or area.
 - i. This is one of the most important commands. Look at everything!
- c. Tips
 - i. Make sure you have your torches lit. When the flame gets low light a new one
 - ii. Look at everything. They will teach you spells and help you out of a sticky situation.
 - iii. Save as much as you can.
 - iv. Experiment with potions. Some may kill you, but others will give you a weird effect.
 - v. Try using items on enemies or other characters in the game. It might stop them or get you through.
 - vi. Take your time and think before you rush into a stick situation

II. Walkthrough

- a. Entrance Way
 - i. You awake in the entrance of a castle. The wizard Lakmir sent you here.
 - 1. OPEN the skull at the top of the door and TAKE KEY 1.
 - 2. OPEN the door and MOVE through it.
- b. Main Hallway
 - i. Here the wizard will chat with you.
 - 1. Ignore the door on the right side. OPEN the door in front with KEY 1 and go through it.

- c. Stone Hallway
 - i. OPEN the book on the pedestal and TAKE KEY 2
 - 1. Do not take the book to do so would mean your death.
 - a. The floor will fall from under you
 - ii. Take both torches. The one with the ring is a special torch.
 - iii. HIT the white stone in the wall.
 - 1. This will open a passageway. Ignore it for now
 - iv. Go to the right exit.
- d. Hallway
 - i. OPEN the door in front of you.
- e. Tombs
 - i. OPEN the first coffin.
 - ii. USE the Torch on the mummy
 - 1. TAKE the Staff
 - iii. OPEN the second coffin
 - 1. OPEN the Bag
 - a. TAKE the COINS
 - iv. Go back to the hallway
- f. Hallway II
 - i. OPEN the right door and go through it.
- g. Lake/Waterfall
 - i. Ignore the Skeleton and the Shark for now
 - 1. If you try to retrieve the key the shark will kill you
 - ii. Go through the door in front of you
 - iii. TAKE a stone or two
 - iv. MOVE into the space next to the waterfall
 - 1. Locate the small black space on the left side of the waterfall, just next to the water. Ignore the passage blocked by boulders. The space will not show up on the screen, so you must manually choose the dark hole on the left side.
 - v. HIT Boulder in the wall
 - 1. OPEN the Bag
 - a. TAKE the three Gems
 - vi. Return to the Hallway
- h. Hallway III
 - i. OPEN the door on the left and go through it
- i. Dragon's Lair
 - i. USE the white gem in the hole next to the alter
 - 1. TAKE the Sphere
 - ii. OPEN the Door in front and go through it
 - iii. TAKE
 - 1. The Shield
 - a. The Dragon will breath dire. The Shield will give you temporary protection
 - 2. The Hammer
 - a. Looks Like a Axe
 - 3. The Spear
 - a. You can take the bones, helmet, skulls, and torches,

but you must leave the room
and come back or the shield
will melt.

- j. Lake/Waterfall II
 - i. USE the Sphere in the lake. It will freeze the ice
 - ii. TAKE Key 3 from the Skeleton
 - iii. USE your torch on the Lake
 - 1. If you put it on the Sphere you will put your torch out
 - iv. TAKE the Orb
 - v. Return to the Stone Hallway
- k. Stone Hallway II
 - i. Go through the hole you hit open
 - 1. Main Hallway II
 - i. USE Key 2 to open the door on the right
 - 1. TAKE the Sling
 - 2. TAKE the Sword
- m. Secret Passageway
 - i. TAKE the Arrow
 - ii. USE the upper left torch to open a passage
- n. Bridges
 - i. There are two bridges
 - 1. The left one is sturdy
 - 2. The right is unsafe
 - ii. Go left for now
- o. Wraith's Lair
 - i. You will see a huge specter or wraith. There is a cloak behind it.
 - ii. USE your Torch on the Torch with the ring
 - 1. It is the only Torch that stands alone in your items
 - iii. You will automatically throw it at the Wraith and it will die
 - iv. TAKE the Cloak
 - 1. USE it on yourself.
 - v. Return
- p. EPOR
 - i. LOOK at the sign named EPOR twice.
 - 1. USE EPOR and the rope will fly up to the hole in the ceiling
 - ii. TAKE the Scroll 1 on the Shelf and OPEN it to read it
 - iii. Open the door in the back. It is a lightly outlined hidden door
- q. Secret Doorway
 - i. USE the blue gem on the hole in the floor
 - ii. A man should appear and leave a scroll
 - 1. OPEN the Scroll and learn the Spell Humana
 - iii. Go back to the EPOR room and go up the rope
- r. Mirror Room
 - i. TAKE the Broom & Torch
 - ii. USE the Hammer from the Dragon's Lair on the middle mirror
 - 1. If you use it on the others you will die
 - a. The Glass will cut you to pieces

- b. You will be sucked into space
 - iii. OPEN the door with Key 3
- s. Fire Hall
 - i. Make sure you have your cloak on
 - ii. If you open the door a fire demon will come out
 - 1. He will kill you if you do not have the cloak on
 - iii. Don't bother opening the door and USE the Sphere on the fire
 - iv. The fire is gone, OPEN the door and go to the next room
- t. Toll Bridge
 - i. When you try to go over the bridge a troll
 - 1. He asks for a copper coin to pass.
 - ii. USE the Spear on him and he will fall
 - 1. If you come back he will have the Spear in his hand
 - a. The toll is now a Gold Coin. USE the Humana to get through.
- u. Courtyard/Well
 - i. When you enter you will see a goblin.
 - ii. USE the Rock in the Sling
 - iii. USE the sling on the Goblin
 - 1. If you leave him he will come back and you have to use another rock
 - iv. USE the Sword and kill him for good
 - v. USE the handle on the Well
 - 1. OPEN the bucket
 - a. TAKE the Gauntlet
 - i. USE the Gauntlet on yourself
- v. Carpeted Hallway
 - i. No much here, but three doors.
 - ii. Take the first one on the left
- w. Study
 - i. OPEN the Drawer
 - 1. TAKE
 - a. Glasses
 - b. Key 5
 - c. Scroll 3
 - i. OPEN to learn the spell Terrakk
 - d. Scroll 4
 - i. Open to learn the Spell Illumina
 - ii. Use the Glasses on yourself
 - iii. OPEN the Book to learn the spell Mortari
 - 1. You can only read it with the glasses
 - iv. Use the red gem on the hole next to the bookcase and enter the Parlor
- x. Parlor
 - i. You can take anything you want here. Some of it might be useful later.
 - ii. USE Terrakk spell to crack open the globe
 - 1. OPEN the Globe

- a. TAKE
 - i. Key 6
 - ii. Bottle 5
 - iii. Return to the Carpeted Hallway
- y. Carpeted Hallway II
 - i. Go to the second door on the left
- z. Laboratory
 - i. There isn't too much here
 - ii. USE the Hook on the Floor and Take the Holy Water.
 - iii. TAKE the Horseshoe and anything else you want
 - iv. Go to the exit in front of you
- aa. Fountain
 - i. The fountain is actually acid water.
 - ii. TAKE the Flute
 - 1. You must have the Gauntlet Equipped
 - iii. USE the Flute
 - 1. TAKE the Ring
 - iv. Exit to the Carpeted Hallway
- bb. Carpeted Hallway III
 - i. Go to the Exit in front of you
- cc. The Banquet Hall
 - i. USE the torch to burn the carpet.
 - ii. TAKE Key 4
 - iii. OPEN the top right door with Key 5
- dd. Sphinx Room
 - i. This is my favorite part of the game
 - ii. The Sphinx will only let you pass if you answer his riddle.
 - 1. I will not tell you the riddles, but there are a lot. They aren't too hard. You may have already picked up the items. If you are desperate you can e-mail me.
 - iii. When you get the item USE it on him and he will let you pass
- ee. Observatory
 - i. TAKE the star off the star map
 - ii. OPEN the Map and TAKE the Staff of Thunder
 - iii. Go up the stairs
- ff. Tower of the Werewolf
 - i. The woman is a werewolf and she will kill you.
 - ii. USE the Arrow from the Secret Passageway
 - iii. TAKE the Blade
- gg. Banquet Hall II
 - i. OPEN the upper left door with Key 6
- hh. Wolf's Den
 - i. Try to take the Horn and a wolf will appear
 - 1. USE the Holy Water on him
 - 2. TAKE the Horn
 - ii. Climb the stairs going up
- ii. Wyvern's Tower
 - i. USE the Star on the Wyvern.
 - ii. TAKE the Bladed Sun
 - iii. Go back to the Banquet Hall
- jj. Banquet Hall III
 - i. Open the last door on the bottom floor with

Key 4

- kk. Balcony Hallway
 - i. You are now in another hallway.
 - ii. Go to the left exit
- ll. Upper Balcony
 - i. USE the Staff of Thunder (rod) in the hole on the back of the balcony.
 - ii. When the hand comes up TAKE the wand
- mm. Lower Balcony
 - i. Go to the Lower Balcony on the left.
 - ii. OPEN the bag and TAKE all the coins
 - iii. Return to the balcony hallway.
- nn. Balcony Hallway II
 - i. Go through the corridor in front of you.
- oo. Stone Drop Corridor
 - i. Ignore the door on the left and go to the front.
 - 1. If you go left the ceiling will drop on you,
- pp. Throne Room
 - i. There should be a skeleton in a throne room.
 - ii. USE the Scepter from the Mummy in the Coffin and place it in the Skeleton's hand
 - iii. When the panel opens Use the Ring on the hole.
 - iv. The chair should slide back giving you room to go down the hole
- qq. Gargoyles
 - i. You should see two Gargoyles and two rooms
 - ii. USE Illumina and go to the right room
- rr. Lava Pit
 - i. There is a huge statue and a door across the lave. If you try to swim, your toast!
 - ii. USE Mortari spell. The statue will drop allowing you to enter this new section.
- ss. The Beast's Den
 - i. This is a room with a cable holding a group of ring. There are three levers for controls and a pit.
 - 1. The pit contains a man easting beast
 - ii. You have to USE the levers in the right order. You can pull a lever more than once.
 - 1. The right combination is right, middle, right
 - iii. TAKE the Orb and head back to the two Bridges
- tt. Bridges II
 - i. Now that you have traveled all the way back to the beginning it is time to venture into the old rickety bridge.
 - ii. There is only one way to get across. Float
 - 1. USE Potions 2 and you will float.
 - iii. MOVE across the bridge
- uu. Snakes Lair
 - i. There is a huge snake in the room.
 - ii. USE the Wand and it will shrink and die.
 - 1. TAKE the Staff of Ages
 - a. USE the Orb on the Staff of Ages
 - b. USE the Blade on the Staff

of Ages

- iii. Return to the Gargoyles
- vv. Gargoyles II
 - i. USE Illumina
 - ii. Go to the right path
- ww. Well
 - i. OPEN the well
 - ii. USE the Big Coin in the well
 - 1. If you move into the well before you throw the big coin in you will die
 - iii. MOVE into the Well
- xx. Underground River
 - i. USE the stick for the Gong
 - ii. When the man with the raft arrives USE a gold coin on him
 - iii. MOVE onto the Raft
- yy. Skull Entrance
 - i. USE the Bladed Sun on the Sword icon slot
 - ii. USE the Horn
 - iii. Go through to the Wizard's Chamber
- zz. Wizard's Chamber
 - i. You arrive you find the Wizard summoning a behemoth.
 - ii. He has become very powerful so if you use the Staff of Ages on him he will resist the power and kill you.
 - iii. USE the Staff of Ages on the Behemoth.
 - 1. The Behemoth will pull the Wizard down with him.
- III. Ending
 - a. Good Job, you have beaten the game Shadowgate. From Here on you shall be Lord Jair and rule the kingdom as a true hero!

Congradulation! Job Well Done!

This walkthrough was made by David Zabroski.
Any attempt to Plagerize my work will be delt with.
If you would like to post this walkthrough, or any other walkthrough made by me, must be appoved by me at DragonMaster@dragonwarrior2000.every1.net

Check out my Dragon Warrior/Quest Website at:
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