

# Shadowgate Game Script

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Shadowgate Script  
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1. What's New?

\*=====\*

Last updated March 24, 2007:

A new Suicide (109) has been added care of Larcen Tyler, and some minor, minor, minor formatting changes have been made.

I sincerely hope I didn't get anybody's hopes up with this update, as honestly and truly, this guide is pretty much done. I expect maybe a dozen or so quotes to be added in the next decade.

One of the biggest changes is that my e-mail address has changed. If you've sent anything to me since the last update (2004), please re-send it as my previous e-mail has been defunct for well over two years.

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2. Introduction

\*=====\*

Welcome to the world of Shadowgate! Though many would be quick to scoff at the notion of a video game telling a good story, I believe that this game is rich in literary gold.

The problem, however, lies in the fact that this game can

be slow. There's no doubt about it; point and click makes not for a fast adventure. And the horror to know that once you have completed the game, it is no longer much more than bare tedium getting back through to parts you enjoyed.

This is where I come in. Some time ago, I dreamed of a world where people could freely view any part of the game's story without having to trudge through the screens just to get there. Today that dream is realized in the form of this script.

Is there a part in the game that you think had cool lines? Or perhaps you're just looking to settle down and read up on the game. In any case, you can easily do so here. Just scroll down to the section you're most interested in, and bask in the genius of the writers.

Fasten you're seatbelts, ladies and gentlemen, because you're in for one hell of a ride.

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### 3. How to Use this Guide

\*=====\*

I will be typing out every bit of text you'll see in the game. This includes line breaks, but does not include sentence structure. Because let's face it, do YOU want to be reading through a guide with nothing but CAPITAL LETTERED TEXT? I thought not. All spelling errors will remain unfixed, but I'll be sure to note them so you don't think they're mine.

In the first section of the script, I will be giving out the text room-by-room. Everything that is unique to the room will be covered, including deaths. Before the actual script comes into play, I will if applicable list the action required to activate the text.

The second section offers full text for every item in the game. It also outlines what happens when you use them on yourself, including deaths. Needless to say, this is quite a task, and believe it or not, was actually completed for the first version of this walkthrough.

Within the third section are the mostly humorous texts associated with many ways to kill yourself in this game. This section will cover every death outlined in the main game, but not those from items. Note on the numbering system: I used three digits for easy reference; that way, if you do a search for a death, you won't hit some random room instead. Suicides start with 1xx, for the same basic reason.

Finally, the fourth brings about anything not unique to any room and not associated with deaths or items. You may be surprised by how big this section becomes. Though probably not that surprised. This is the section I'll need the most help with. Send me anything you find, with directions on how to do it. Credit will be due!

For you Ctrl-F/Clover-F/whatever users, if you are searching for a section within the script itself, put a hyphen ("-") before the section number (ex "-97.") to ensure that you find what you're looking for right away.

\*=====\*

#### 4. The Script

\*=====\*

=A. Room-by-Room=====

+++++

--1. Outside-----

+++++

Upon your arrival, you are greeted with the following:

"The last thing that you  
remember is standing  
before the wizard Lakmir  
as he waved his hands.

Now you find yourself  
staring at an entryway  
which lies at the edge  
of a forest.

The Druid's words ring  
in your ears: "within  
the castle Shadowgate  
lies your quest.  
The dreaded Warlock Lord  
will use his Black Magic  
to raise the Behemoth  
from the dark depths.  
The combination of his  
evil arts and the great  
Titan's power will  
surely destroy us all!!  
You are the last of the  
line of Kings, the seed  
of prophecy that was  
foretold eons ago.  
Only you can stop the  
evil one from darkening  
our world forever! Fare  
thee well."

Gritting your teeth, you  
swear by your god's name  
that you will destroy  
the Warlock Lord!!"

Upon reentry

"It's the entrance to  
Shadowgate. You can hear  
wolves howling deep in  
the forest behind you..."

Press SELECT

"The secret thoughts of  
the skull can be yours!!"

LOOK at the Skull

"It's the skull of some  
creature. Its meaning  
seems quite clear: death  
lurks inside."

LOOK at Wall

"It's a stone wall."

LOOK at Door

"It's a heavy wooden door  
with iron hinges."

OPEN the Skull

"As if by magic, the  
skull rises."

TAKE Key 1

"The Key 1 is in hand."

CLOSE the Skull

"The Skull is closed."

OPEN Door

"The door is open.

It's the door leading  
into the castle  
Shadowgate."

++++  
--2. Entrance Hall-----  
++++

Upon entry:

""That pitiful wizard  
Lakmir was a fool to  
send a buffoon like you  
to stop me.  
You will surely regret  
it for the only thing  
here for you is a  
horrible death!"

The sound of maniacal  
laughter echoes in your  
ears."

Upon reentry:

"You stand in a long  
corridor. Huge stone  
archways line the entire  
hall."

LOOK at closet door

"Even though this door is  
only an inch thick, it  
is very sturdy."

LOOK at far door

"This wooden door is  
reinforced with heavy  
sheets of steel."

++++  
--2a. Closet-----  
++++

Upon entry:

"Oh! As you enter, you  
can see a sword and  
a sling inside."

Return:

"You are in a small'  
cramped closet."

LOOK at Shelf

"A very sturdy shelf  
rests against the wall."

TAKE the Sling

"The Sling was taken."

++++  
--3. Cramped Hallway-----  
++++

Upon entry:

"The stone walls seem  
uncomfortably close as  
you walk down the  
stairs."

Return:

"The stone passage winds  
to an unseen end."

LOOK at white stone

"This stone seems to be  
set loosely in the  
mortar."

LOOK at Book -

"It's an ancient tome.  
It seems that no one has  
disturbed its pages for  
centuries."

LOOK at Candle -

"It's a small candle,  
perfect for reading."

HIT or OPEN white stone -

"The stone falls away to  
reveal a secret passage!"

LOOK at opening -

"The wall is opened."  
[I thought this line was funny.]

CLOSE the opening -

"The wall is closed."  
[Even better!]

OPEN the Book -

"The book is opened and  
examined.

A rectangular hole has  
been cut out of the  
inside of the book."

CLOSE the Book -

"You closed the book."

TAKE Key 2 -

"The Key 2 is in hand."

TAKE Torch -

"The Torch is in hand."

TAKE Book

DEATH 001

"When you remove the book  
from its pedestal, the  
floor collapses, and you  
fall to your death."

++++  
--4. Dwarves-----  
++++

Upon entry:

"The stones in these  
walls were probably cut

by the hands of enslaved  
mountain dwarves."

++++  
--5. Shark Pond-----  
++++

Upon entry:

"A shark swims by as if  
patrolling this calm  
pool."

Return:

"This subterranean cavern  
has been carved by  
centuries of  
supernatural erosion."

LOOK at water

"The waters of this  
subterranean lake are as  
still as a corpse."

LOOK at skeleton

"A lime covered skeleton  
stares at you through  
eyeless sockets."

MOVE in water, Take Key 3 (before sphere)

DEATH 002

"As you swim toward the  
skeleton, you feel the  
jaws of a shark grab you  
and pull you under.

You curse yourself for  
using your body as bait!!

Even before the life has  
left your body, the lake  
will be filled with your  
blood."

USE Sphere in Water

"You drop the Sphere into  
the lake and notice the  
ripples disappear as the  
water turns into ice."

LOOK at ice lake

"The lake has become a  
solid sheet of ice."



LOOK at sphere

"This crystal sphere is  
as cold as ice.

USE Torch on Sphere

"The Sphere has put out  
the flames!!"

USE Torch on Lake

"You put the burning  
torch close to it.

The torch melts away the  
ice over the sphere,  
allowing it to float to  
the surface.

Not surprisingly, the  
lake quickly refreezes."

++++  
--6.Waterfall-----  
++++

Upon entry:

"Water cascades over a  
subterranean cliff into  
a cool, clean stream."

Return:

"You're standing in a  
dark, underground  
cavern."

Press SELECT

"It looks like something  
is behind the waterfall."

LOOK at water

"Cold water cascades down  
a cliff into a small  
stream."

LOOK at rockpile

"This landslide looks  
like it occurred ages  
ago. It would take you  
months to clear it away."

MOVE to rockpile

"The way is blocked by a  
landslide and even with

your might you cannot  
clear yourself a path."

LOOK at stone

"This stone is almost  
perfectly round."

++++  
--6a. Cave-----  
++++

Upon entry:

"The walls in this room  
are much too close for  
comfort.

The damp walls of this  
eerie cavern are rough  
and irregular."

Return:

"You're in a cave behind  
the waterfall."

LOOK at wall

"This wall just out from  
the wall"  
[Should be "juts"]

LOOK at rock

"The rock is quite loose."

HIT rock

"You hit the rock as hard  
as you can.

The loose rock falls  
down as if hinged to the  
wall."

++++  
--7. Cold-----  
++++

Upon entry:

"You enter a cold room.  
The stench of flesh in  
decay pervades the small  
chamber.

You begin to shiver.  
This room is really  
cold!!"

Return:

"The room stinks of  
rotten meat."

LOOK at pedestal

"It's a large pedestal  
with iron trim."

LOOK at hole

"It's a small hole in the  
wall some three inches  
deep."

LOOK at trap door

"It's a small trap door  
made of polished metal."

USE Whitegem on Hole

"The Gem fits perfectly  
in the hole.

A small crystal sphere  
magically appears on the  
stand!!"

LOOK at hole (w/gem)

"The Gem fits perfectly  
in the hole."

MOVE to trap door

DEATH 003

"A broken fragment of a  
wooden ladder hangs from  
the opening.

As you go down the trap  
door, you realize you  
took a big step. The  
fall is quite fatal."

++++  
--7a. Dragon's Den-----  
++++

Upon entry:

"Fear grips you as you  
enter this hot room!!"

Return:

"This room is terribly  
hot!!"

LOOK at dragon

"All you can see are two  
eyes in the darkness.  
They seem to be watching  
every move you make."

LOOK at gold

"This pile of gold is  
worth a king's ransom!!  
The pieces have been  
melted together."

LOOK at chest

"This is an extremeley  
heavy iron-bound chest.  
It is securely locked."

TAKE Shield

"You raise your shield  
just in time to block  
the dragon flame."

TAKE another item (after shield)

"Again flame spews forth!!  
You use the shield for  
protection.

It's getting hot! You  
don't know how much  
longer you can stand it."

TAKE object other than shield, wander near dragon

DEATH 04

"Whoosh! Flames suddenly  
shoot from the dragon's  
mouth!!

Dragon flame engulfs  
your body. You pay for  
your curiosity with your  
life."

TAKE 4 items after shield

DEATH 05

"The shield melts under  
the intensity of the  
dragon flame. Your body  
fares no better!!

Not even your best  
friend could recognize  
your burning body.

Dragon flame engulfs  
your body. You pay for  
your curiosity with your  
life."

++++  
--8. Coffin-----  
++++

Upon entry:

"This long, cold hallway  
is lined on either side  
by half a dozen coffins."

Return:

"The walls, the floor,  
and the coffins are all  
made of stone."

(From left to right)

LOOK at Coffins

"The cold, marble coffin  
lid seals an ancient  
death bed."

"This tomb is sealed with  
a silver lid."

"It's a cold stone  
coffin"

"The lid to this coffin  
is made of solid gold.  
It must be worth a  
fortune."

"This standing  
sarcophagus is sealed  
with a dragon scale  
cover."

OPEN Coffins

-"As you open the tomb, a  
Banshee flies out and  
emits an ear-shattering  
scream!!

You're all right, but it  
is very hard to hear."

-"This green slime is  
quite disgusting!!"

-"The lid of the Coffin

is open.

A mummy stands silently  
before you."

LOOK at Slime

"The green slime is very  
thick and is warm to the  
touch."

CLOSE Slime tomb

"You can't close the  
tomb. The slime blocks  
the door."

LOOK at Mummy

"This carefully embalmed  
six-footer stands  
straight and still."

USE Torch on Mummy

"The mummy bursts into  
flames, leaving behind a  
scepter among the ashes."

HIT Slime, or MOVE to north door  
DEATH 006

"You try to pass the  
slime but it engulfs  
your body, dissolving it  
in seconds.

...you die instantly.  
No pain, no nothing.  
You were slimed." [best line ever!]

++++  
--9. Mirror  
++++

Upon entry:

"This room full of  
mirrors reminds you of  
the elven fun house at  
King Otto's Fair."

LOOK at middle mirror

"This mirror throws back  
a fine reflection."

LOOK at other mirrors

"The mirror has a carved

oak frame."

USE Hammer on middle mirror

"Bellowing like some  
Norse god, you smash the  
hammer into the mirror.

You shatter the mirror  
revealing an iron door!!"

LOOK at door

"A solid iron door lies  
beyond the broken edges  
of the mirror."

USE Hammer on Left Mirror  
DEATH 008

"As soon as you break the  
mirror, shards of glass  
fly through the air and  
slice into your body!

Blood pours from your  
wounds and your body  
slumps to the floor."

USE Hammer on Right Mirror  
DEATH 009

"You have opened a magic  
portal into deep space.  
You are immediately  
sucked through.

The lack of air causes  
you to quickly lose  
consciousness.

The Grim Reaper quickly  
embraces you!" [What a sweetheart!]

MOVE into Hole (before using Epor)  
DEATH 010

"You jump down the hole  
and, after a couple of  
moments, hit the floor!

It seems that you have  
broken both of your  
legs! It's only a matter  
of time before you die!

Neat glitch:

If you go into the next room without the cloak,  
you'll be shunted right back into here. Here's

where the fun comes in: after being shuffled back between the mirrors, find some manner of killing yourself (perhaps smashing one of the mirrors?) and choose to continue play. Guess where you start off? That's right, in the next room.

In this way. you can completely avoid getting the cloak. So, if like, the Wraith gives you nightmares or something, rest assured you'll never have to see him again.

(Though you still need items in the rooms before him to complete the game!)

Thanks, Smoby!

```
+++++
--10. Hidden (from room 3)-----
+++++
```

Upon entry:

"As soon as you enter the  
room, you see an arrow  
on the front wall."

Return:

"Cold air rushes into  
this chamber from an  
opening some ten feet  
above the floor."

LOOK in doorway

"It is very dark."

LOOK at stone ledge

"A slab of concrete rests  
upon two stone supports,  
some ten feet from the  
floor."

LOOK at supports

"It's part of the wall."

MOVE to door

"The ledge wasn't strong  
enough to hold you. You  
fall to the ground and  
land hard on your rump."

LOOK at rubble

"It's rubble from the  
broken ledge."



LOOK at Right Torch

"This torch is attached  
securely to the wall."

LOOK at Left Torch

"This torch seems to be  
fastened to the wall  
with rather modern  
looking nails."

USE Left Torch

"You moved the torch.

It's a hidden door.  
There is a spiral  
staircase leading down."

++++  
--11. Bridge-----  
++++

Upon entry:

"You stand at the edge of  
a deep chasm. From the  
darkness below arise the  
screams of the undead.

This cave is hewn  
roughly in the chasm's  
wall."

Return:

"There are two bridges  
that span the chasm."

LOOK at Left Bridge

"Judging by the intricate  
workmanship, this bridge  
seems to be quite  
sturdy."

LOOK at Right Bridge

"This shabby bridge is  
held together with  
nothing but frayed ropes  
and rotten planks.

The ropes are indeed in  
bad condition."

MOVE from room 11a

"Suddenly, you feel

heavier than you did  
only a moment ago!"

MOVE across Right Bridge  
DEATH 007

"As you reach the middle  
of the bridge, it  
collapses under your  
feet!!

The bridge won't hold  
you. You can't cross  
unless you lose some  
weight!!"

MOVE into Chasm

"With a loud cry, you  
take the big plunge.

The Grim Reaper stands  
below, waiting to catch  
you."

[Aw. My knight in shining armor!]

++++  
--11a. Snake  
++++

Upon entry:

"A giant snake confronts  
you in this small cave!"

Return:

"You're inside a narrow  
alcove."

LOOK at Snake

"It's a giant snake. It  
doesn't move. Perhaps  
it's getting ready to  
strike!

You wait for the  
creature to kill you but  
it still has yet to  
move.

Upon closer inspection,  
you laugh at your  
foolishness. It is only  
a statue!"

"This huge statue is  
carved in the shape of a  
giant snake. It is

extrememly life-like."

USE Wand on Snake

"The snake begins to  
shake and shutter. Is it  
just your eyes or is it  
shrinking?

The serpentine statue  
begins to change! It  
grows smaller and  
smaller!

It dematerializes and  
forms anew as a staff of  
tremendous beauty!"

+++++  
--12. Wraith-----  
+++++  
Upon entry:

"What's this? A wraith is  
standing in your way,  
barring your path!!"

Return:

"A stone archway opens  
into a small chamber.  
This room is very cold."

Attempt anything while the Wraith is in the room:

"You're afraid to get  
near it."

LOOK at Wraith

"It's a shadow wraith, a  
hideous spectre, who  
eternally walks the line  
between life and death."

USE (strange) Torch on Wraith  
(Thanks, Takeshi!)

"You put the torch close  
to the Wraith but  
nothing happens.

Hmmm. There must be  
more than one way to  
do it."

USE Lit Torch on Torch

"The torch burns with a  
strange white flame.

With a shout, you throw  
the flaming torch at it.

With a blinding flash,  
the white flame engulfs  
the undead apparition!!

When you open your  
eyes again, the wraith  
is gone."

MOVE to upper-right square on map

"Hmmm! It's too high for  
you to reach."

+++++  
--13. Epor-----  
+++++

Upon entry:

"This small stone chamber  
is lined on one side by  
two barred portals."

Return:

"You're inside a small  
room."

Press SELECT

"Some things require a  
second glance."

LOOK at cage

"Sturdy bars seal this  
cage. Your nose detects  
the presense of a  
concealed animal."

HIT Cage

""Thump!" The sound  
echoes in the room."

LOOK at rope

"It's a hemp of rope."

LOOK at sign

"This sign reads "Epor."

LOOK at sign, again

"Epor, Epor, Epor... You

got it! It seems to some [Missing "be"]  
sort of magic word!!

You've learned one magic  
spell."

Totally LOOK at the sign again

"It's a strange sounding  
word, indeed!!"

Look at outline on far wall

"Damp air is blowing out  
of the gap in the stone  
wall."

"It seems that this part  
of the wall doesn't  
quite fit."

OPEN far wall

"You feel the ground  
shake as the rock moves  
slowly aside to reveal a  
passageway."

USE Epor

"The spell was chanted.

'Epor'

There are many strange  
things in this world!  
When you said the magic  
spell, the rope moved.

Having stretched up to  
the hole. The rope stops  
moving.

++++  
--13a. Wizard-----  
++++

Upon Entry:

"The cold water from the  
limestone drips on your  
neck, sending shivers  
down your spine!!"

Return:

"A huge, man-made slab of  
granite seals the far  
side of the cavern."

LOOK at Floor stone

"This is a concave polygon. It seems to have been carefully carved into the stone."

USE Blue Gem on Hole

"As soon as you place the Blue Gem in the hole, you hear the sound of grinding stone.

The wall slowly rises to reveal a magical image of an old wizard.

'Listen, Warrior! The Warlock Lord can only be defeated by thy courage and the Staff of Ages.

Remember, five to 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.'

The wall slides back into place, hiding the image from your sight. A scroll appears!!"

++++  
--14. Drake-----  
++++

Upon entry:

"This room is incredibly hot! This must be what the lower levels of Gehenna are like.

The heat is unbearable and you have to turn back."

Return:

"It's so hot, you begin to sweat profusely!

The heat is unbearable and you have to turn back."

(If the cloak is on, subtract the last 3 lines.)

LOOK at fire

"This tireless fire burns  
with such heat that this  
room seems to be in the  
belly of Hell itself.

LOOK at bridge

"It's a long, thin bridge  
forged of fine metal."

OPEN door

"Suddenly, you feel a  
gust of wind!!

A searing blast of heat  
knocks you across the  
room!!

A flaming horror appears  
at the end of the  
bridge!!"

USE Sphere

"You hurl the Sphere into  
the fire below you.

The hell-spawned flames  
quickly vanish as soon  
as the Sphere touches  
them.

With nothing to feed  
itself on, the Firedrake  
immediately follows  
suit."

LOOK at oil

"Your view of the floor  
is totally obscured by a  
thick, black oil."

MOVE to door

DEATH 011

"The Firedrake screams  
triumphantly and gives  
you an eternal sunburn."

MOVE to fire

SUICIDE 103

"Bellowing like a fool,

you leap off the bridge  
and into the blaze! You  
are instantly fried.

MOVE to oil  
SUICIDE 104

"Suicide obviously does  
not solve problems."

USE Lit Torch on oil  
DEATH 012

"The oil quickly catches  
and sets you on fire!!

There is no way to put  
the fire out once it  
starts. You will be  
burned to the bone!!"

++++  
--15. Troll-----  
++++

Upon entry:

"A sharp, cold wind whips  
up over the ledge of the  
deep, dark chasm.

Press SELECT

"Weapons are not the only  
way to 'defeat' an  
enemy."

LOOK at Bridge

"It's a sturdy wooden  
bridge."

LOOK at doorway

"It's a doorway."

MOVE north

"As you step on the  
bridge, a troll appears  
and says, 'this bridge  
is mine!!

It'll cost you a gold  
coin to cross!'"

SPEAK to Troll

"The troll says with a  
strained face, 'I've  
nothing to say to you.



Go away!'"

USE Coppcoin/Goldcoin on Troll

"The troll says that the  
toll has just been  
raised to two gold  
coins."

USE Humana

"Uh oh, the wind has  
suddenly died down!

Nothing happens! There  
must be something  
missing!"

USE Spear on Troll

"The troll falls silently  
into the dark cavern.  
You listen, but you do  
not hear him crash."

LOOK at Troll

"The troll stares at you."

LOOK at Bridge

"It's a sturdy wooden  
bridge."

Enter this room a second time, MOVE door

"The troll says you must  
pay a toll of one gold  
coin."

OPEN Bridge

"It looks like the troll  
is getting very  
impatient. He pulls out  
a nasty looking spear!"

USE Humana

"As soon as the magic is  
invoked, you lose sight  
of yourself. You're as  
invisible as the wind!"

USE 2nd Coppcoin on Troll

DEATH 013

"The troll shouts, 'Hey,  
what's this? It isn't  
gold! Are you trying to

cheat me?'

The troll then picks up  
the bridge causing you  
to fall into the chasm!"

HIT troll, Move north  
DEATH 014

"The troll cries, 'you  
can't trick me!"

With one swift motion,  
the troll launches his  
spear and runs you  
through!"

MOVE past troll, or whatever else  
DEATH 021

"The troll blows up like  
a volcano and throws his  
spear at your chest!

The spear pierces your  
chest and exits through  
your back!"

USE 2 Goldcoins on Troll

"The troll says, 'I've  
changed my mind! I won't  
let you cross my bridge  
after all!'

The troll then picks up  
the bridge causing you  
to fall into the chasm."

++++  
--16. Courtyard-----  
++++

Upon entry:

"The moon casts a  
brilliant shadow over  
the grounds of the  
courtyard."

Return:

"The castle Shadowgate  
looms before you."

LOOK at Cyclops

"The Cyclops stands  
before you, ready for

battle!"

LOOK at well

"It's a finely crafted well, made of stone and mortar."

LOOK at rope

"The teeth marks of water rats are evident on this rope."

USE Crank

"The crank turns rather easily. At the end of the rope there is a small bucket."

USE Sling on Cyclops

"As soon as you start twirling the sling, a magical influence takes over your body!

You cry out, 'death to the philistine!', and release the stone.  
Bull's-eye!

LOOK at felled Cyclops

"You can almost see the stars revolving around the cyclops' head. He is down but not out."

USE sword on Cyclops

"You drive the sword deep into the cyclops. Blood pours out of the wound and onto the grass."

LOOK at Cyclops

"It's a dead clyclops. What do you expect after stabbing him with your sword?"

HIT Cyclops, or USE anything other than Sling  
DEATH 015

"A battle cry dies in your throat, as the cyclops crushes your

skull with his club."

MOVE into well  
SUICIDE 105

"With a mighty leap, you  
jump head first into the  
well. On the way down,  
you see no water below.

The well was deeper than  
you imagined. You have  
just broken every bone  
in your body."

USE rope from well  
SUICIDE 109  
(thanks to Larcen Tyler)

"The rope is loose you  
reach out for it but as  
you do, you slip and  
fall down the well!!

The well was deeper than  
you imagined. You have  
just broken every bone  
in your body."

+++++  
--17. Hall-----  
+++++

Upon entry:

"It's a long drafty  
hallway with one flight  
of stairs and several  
open passages."

+++++  
--18. Library-----  
+++++

Upon entry:

"You stand in a small  
library."

Return:

"The bookcase in front  
of you is full of books."

LOOK at right side of bookshelf

"It's full of books. You  
don't have time to read  
every one of them. Think  
of your quest!"

LOOK at mid-left bookshelf

"This book's title is  
the History of the War.  
You open the book and  
read it.

'And when the warlock  
Lord had finally gained  
power, he went up  
against the great Kings!  
The Evil One would have  
succeeded if it were not  
for the Circle of  
Twelve.  
If he ever returns to  
power, Tarkus will not  
live to see the rising  
sun...'

LOOK at upper-left bookshelf

"The bookcase in front  
of you is full of books."

LOOK at lower-left bookshelf

"This is a complete  
twelve-volume set of the  
Encyclopedia Druidica."

LOOK at Book on Desk

"This book looks quite  
old. The words 'The  
Prophecy' is written  
upon it."

Look at Desk

"It's a strong, wooden  
desk fit for a king.  
There are a couple of  
drawers in it."

OPEN Book

"The book is open.

You can't read the  
strange writing in the  
book."

LOOK at Book (w/glasses)

"Wow! With these glasses,  
you can understand and  
read what you could not  
before!

'The light grows faint,  
the path winds round.  
Where life is lost,  
wisdom is found.  
The seed of the dream,  
fore the evil is free,  
where the sword is hung,  
he must place the key.  
A bridge to from, amidst [burning death. A demon  
to guard.'

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_'Motari\_Riseth'\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_/E

You've learned one magic  
spell.

As the spell was  
chanted, the book  
quickly vanished."

OPEN Bookshelf

"It won't open!"

USE Red Gem on Bookshelf

"The bookcase slowly  
slides away revealing a  
hidden passage."

+++++  
--18a. Study-----  
+++++

Upon entry:

"This room is dominated  
by a large fireplace set  
in a red brick wall."

Return:

"You're in a room with a  
fireplace."

LOOK at Globe

"It is a globe mounted on  
a stand for display. It  
shows all the known  
lands.

Looking closely, you can  
see a seam along the  
equator."

LOOK at woodpile

"Kindling rests within  
the fireplace."

LOOK at fireplace

"This fireplace is quite  
large."

LOOK at window

"Through this portal you  
can see the moon  
hovering over the darken [sic]  
mountains."

USE Lit Torch on Kindling

"You torched the firewood.

The fire starts burning,  
adding warmth to the  
room."

USE Terrakk

"A large crack appears  
around the equator of  
the globe."

MOVE through window

SUICIDE 106

"With a cry you jump to  
your death!

It takes only a couple  
of seconds before you  
hit the bottom with a  
thud."

++++  
--19. Laboratory-----  
++++

Upon entry:

"It smells like a kennel  
in here and there are no  
windows through which to  
circulate fresh air."

Return:

"You're in a small,  
stuffy laboratory."

LOOK at stone in floor

"Lab animals can be chained to this stone while performing experiments on them."

LOOK at cage

"This steel mesh cage rattles constantly. A simple latch secures it."

LOOK at pot

"Ugg! There's a strange, poisonous-looking liquid in the pot. It really stinks!"

USE Pot on Self

"Slurp! You taste the poisonous-looking liquid in the pot.

You notice small blue hairs begin to grow on the palms of your hands.

The viscous liquid seems to contain body altering ingredients."

USE pot on self again

"Looking at the blue hair covering your hands, you hesitate to drink the awful, stinking liquid.

USE Stone

"The stone rises slowly out of the floor. A shining vial is inside it."

OPEN cage

DEATH 016

"You remove the latch and a mutated dog pounces on you!

It looks like the doctor put something strange in the dog's water.

Before you can do anything else, the



mutation quickly rups  
you apart!

++++  
--19a. Fountain-----  
++++

Upon entry:

"You stand in a small  
garden within the castle  
walls. The outside air  
is cool and moist."

Press SELECT

"Are you getting it?"

LOOK at tree

"The bark on this tree  
shows no hint of disease  
and its leaves are an  
awesome gold color."

LOOK at fountain

"This exquisite marble  
fountain is shaped into  
the image of a sea  
serpent.

From its mouth spews an  
acidic liquid."

LOOK in background

"It's a small evergreen  
tree."

TAKE Flute

"As you reach for the  
flute, you touch the  
water and pain explodes  
through your hand!

The water is extremely  
acidic and obviously,  
not good for drinking."

TAKE Flute (w/gauntlet)

"By using the silver  
gauntlet, you remove the  
flute easily.

The sound of the water  
splashing is music to  
your ears.

USE Flute

"The sound of the flute  
is very pretty, indeed.

It seems like you wake  
from a dream only to  
find a hole in the tree!

It it real? The flute's  
music is like magic."

LOOK at hole

"Suddenly, a small hole  
appears in the side of  
the tree!"

USE Fountain on Self

DEATH 20

"Kneeling down next to  
the fountain, you drink  
a handful of the acidic  
water.

You can't even scream  
because you no longer  
have a throat, let alone  
a larynx!"

++++  
--20. Banquet Hall-----  
++++

Upon entry:

"You are awed by the  
majestic beauty of this  
immense banquet hall."

Return:

"It's a large banquet  
hall."

LOOK at balcony

"It's a sturdy stone  
balcony."

LOOK at tapestry

"It's a silk tapestry."

TAKE tapestry

"You can't reach it from  
here."

USE Lit Torch on rug

"The rug quickly catches  
on fire and burns away.  
A key can be seen  
underneath!"

++++  
--21. Sphinx-----  
++++

Upon entry:

"It appears to be a  
sphinx. It looks at you  
indifferently."

Return:

"The sphinx rests quietly  
in the room."

LOOK at sphinx

"You have stumbled upon a  
sphinx. It has the body  
of a lion and the head  
of a man."

LOOK at stairs

"It's a stairway leading  
upward. There seem to  
be some strange marks  
scratched into its side."

LOOK at torch

"The strange, eerie flame  
burns silently."

HIT Sphinx

"Suddenly! The room begins  
to fade! It seems that  
the sphinx's magic has  
taken you to . [sic]

USE item on Sphinx (I tried Coppcoin)

"Suddenly!  
The room begins to fade!

It seems that the  
sphinx's magic has taken  
you to the troll bridge."

MOVE to stairs

"As you moved, the sphinx  
spoke, 'who are you? No  
one may pass without my  
permission.

To pass, you must answer  
a riddle!"

<He asks a riddle, full text in a separate section>

Dost thou know? Bring me  
the answer and I shall  
let you pass."

USE <correct item>

"'You have correctly  
answered my riddle,  
warrior. Thou may now  
pass.'

+++++  
--22. Observatory-----  
+++++

Upon entry:

"A telescope is beside  
the window. A star map  
is on the wall. This  
must be an observatory."

Return:

"It's an observatory."

LOOK at table

"It's a round wooden  
table."

LOOK at telescope

"As you peer through the  
telescope, you are  
amazed by the clarity  
of the night sky."

LOOK at map

"It's a map of the known  
galaxy. You can see  
billions and billions of  
stars.

The map seems to be only  
loosely attached to the  
wall."

LOOK at ladder

"It's a wooden ladder."

++++  
--22a. Werewolf-----  
++++

Upon entry:

"You are so captivated by  
the woman's beauty that  
you momentarily forget  
her predicament.

Yes, in the moonlight  
she is even more  
beautiful."

Return:

"This small, plain room  
is lit only by the light  
of the moon itself."

LOOK at woman

"The fine lass lies upon  
the floor, chained to  
the wall. She is  
extremely beautiful."

LOOK at chain

"This silver chain seems  
to be strongly secured  
to the wall."

USE Arrow on Woman

"Your aim is true as you  
plunge the silver arrow  
into the beautiful  
woman.

The beautiful lady  
suddenly transforms into  
a wolf!"

LOOK at wolf

"This looks like your  
typical dead werewolf.  
Your arrow is deeply  
lodged in its body."

TAKE Blade, Use Lit Torch on WOLF  
DEATH 017

[Funny note: if you do the second option here,  
the woman doesn't change into the wolf, but

the text is the same.]

[Note 2: If you do this while the wolf is dead,  
it stays in its dead position while this text  
goes by.]

"With a loud roar, the  
wolf pounces on you,  
taking your life!

The wolfs powerful jaws [sic]  
rip your throat out!"

HIT Woman  
DEATH 017-a

(Same as TAKE Blade, but without the second part.)

+++++  
--23. Hellhound-----  
+++++

Upon entry:

"Although the evening air  
is cool, this small  
circular room radiates a  
fervent heat."

Return:

"You're in a room with  
two braziers."

LOOK at brazier

"A flame burns within  
this brazier, lighting  
the entire room."

LOOK at pillar

"This marble pillar seems  
to be supporting the  
ceiling."

TAKE horn, MOVE to ladder

"A large fireball  
suddenly appears in the  
room and causes you to  
shield your eyes.

When you open them, you  
notice that the fire has  
changed into something  
far more menacing."

LOOK at hellhound

"The hellhound makes this hot room even hotter!

There must be a way to cool the room off before you roast!"

USE Water on Hellhound

"The Holy Water has sent the hellhound back to the place where it was spawned.

The flame died out. The room is quiet, as though nothing had happened."

HIT, use wrong item on Hellhound  
DEATH 018

"The demon dog snarls and pounces on you. Its teeth sink deep into your flesh."

++++  
--23a. Wyvern-----  
++++

Upon entry:

"As you stand on the turret, an eerie blue dragon appears in the clear starry sky."

Return:

"You're standing on a turret."

LOOK at Wyvern

"It's a wyvern! This beastie is a distant cousin of a dragon but is smaller and fiercer!"

LOOK at pedestal

"This pedestal is some thirteen inches tall, and made of some unknown metal."

LOOK at sky

"The sky foretells the coming of a great storm."

USE Star on Wyvern

"The star becomes a flash  
of light as you launch  
it.

Crash! It strikes the  
wyvern and it explodes  
into a million pieces!"

TAKE Talisman

DEATH 019

"With the speed of  
lightning, the wyvern  
wraps its tail around  
your neck.

You die, screaming  
silently."

NEW! - USE Lit Torch on Wyvern

DEATH 018

"The demon dog snarls and  
pounces on you. Its  
teeth sink deep into  
your flesh."

(Thanks, Allen!)

++++  
--24. Happy Hall-----  
++++

Upon entry:

"You have entered a small  
corridor. Two arched  
doorways wait patiently  
for you."

Return:

"It's a passageway with  
two arches."

++++  
--25. Balcony-----  
++++

Upon entry:

"From this windy ledge  
you can get an idea of  
the size and strength of  
the castle."

Return:

"It's a balcony."



LOOK at hole

"This appears to be a  
mount of some sort,  
perhaps for a flagpole."

Again

"The small hole in the  
center is perfectly  
round."

LOOK at stairs

"The stone stairs connect  
the balcony to the  
look-out point."

USE Rod on hole

"Suddenly the sky seems  
to be on fire as a bolt  
of pure lightning  
strikes the rod!

You are startled to see  
a skeletal hand rise  
from a hole that has  
formed at your feet."

LOOK at hand

"Although the hand is  
skeletal, it holds the  
wand rather tightly."

TAKE Wand

"As you take the wand  
from the skeletal hand,  
it begins to descend.

The hole then closes up  
as if it had never been."

++++  
--25a. Outlook-----  
++++

Upon entry:

"Lightning lights up the  
countryside as you stand  
on a look-out point."

Return:

"Heavy stone stairs lead  
down to a sturdy lookout

point."

LOOK at pot

"It's a pot of gold! The leprechaun must have skipped town."

LOOK at pouch

"This canvas pouch looks to be quite light. Close inspection reveals some druidic script on it."

TAKE, OPEN pot  
DEATH 020

"As you move the pot, you realize that you have fallen for the oldest trick in the book.

You suddenly find yourself knee-deep in the moat.

It seems that the alligators really enjoy your company!"

++++  
--26. King's Tomb-----  
++++

Upon Entry:

"You're in a small throne room. A skeleton wearing a gold crown sits on a throne in front of you."

Return:

"It's the royal throne room."

LOOK at king

"Although he looks dead enough, this royal skeleton sends shivers down your spine!

There seems to be something in his hand."

LOOK at left pillar

"In the center of the

pillar is a carving of a sword."

LOOK at right pillar

"Sir Dugan's royal seal is carved on the stone pillar in vivid colors."

USE Scepter on King

"As soon as you give the scepter to the skeleton, the seal on the pillar lowers.

You can now see a ring-shaped hole!"

USE Ring on Right pillar hole

"The ring fits perfectly. The throne magically rises, revealing a secret passageway."

+++++  
--27.Underground-----  
+++++

Upon entry:

"This hallway is made of large granite slabs."

Return:

"It's a stone passageway."

MOVE to doorway on left  
DEATH 023

"Without thinking, you jump through the opening and immediately hear a loud click.

Suddenly, the granite slab above you gives way and crushes you beneath it.

It breaks every bone in your body."

+++++  
--28. Gargoyles-----  
+++++

Upon entry:

"On the opposite wall are  
a pair of stone beasts  
guarding a dark archway."

Return:

"You are in a dark and  
gloomy cavern."

LOOK at Gargoyle

"This stone statue is  
some three and a half  
feet tall and ugly as  
all heck.

It is very cold to the  
touch."

USE Illumina

"Suddenly the cavern is  
so bright that you have  
to shade your eyes!

It takes you a few  
moments to regain your  
senses from the nova  
burst.

It seems the gargoyles  
were also affected and  
haven't yet recovered  
from the spell."

MOVE into doorway (before Illumina)

OR HIT them (after Illumina)

DEATH 31

"Suddenly, the beasts  
begin to shudder and  
their eyes begin to glow  
red!

The gargoyles, angered  
at your presence, spring  
from their frozen state  
and rip you to pieces!

There's not enough left  
of you to even feed to  
the birds."

++++  
--29. Motari-----  
++++

Upon entry:

"Sulfurous fumes rise  
from the hot molten lava  
some thirty feet below  
you.

Swimming would not be wise."

Return:

"This room is filled with  
lava."

LOOK at lava

"This dark-red lava comes  
from the earth's core."

LOOK at bridge

"It's a narrow, stone  
bridgeway."

LOOK at statue

"This huge statue is made  
of precious metals. It  
holds a basin of  
smoldering coals."

USE Motari

"The statue lowers and a  
large platform rises out ["platform"]  
of the lava! You now  
have a way across!"

LOOK at statue

"The eerie statue  
descends into the lava."

MOVE north, or in lava  
SUICIDE 108

"Shouting a battle cry,  
you catapult yourself  
off of the platform.

You are brave, warrior,  
but stupid! Your body  
explodes as you plunge  
into the lava."

++++  
--29a. Guinea Pig-----  
++++

[Sorry about the title, I just happen to think  
that the guardian of this room looks just like  
one of my guinea pigs. It's eerie, actually. ]

Upon entry:

"Stalagmites surround  
this room like the  
cavernous jaws of a huge  
beast."

Return:

"It's a dark and eerie  
cave."

LOOK at switches

"It's a finely-crafted  
wooden handle.

There are three handles  
here, side by side.

LOOK at cylinder

"It's a strong-looking  
metal cylinder."

LOOK in pit

"It looks like a large,  
very deep pit."

USE Switches

"The <position> handle was  
<raised/lowered>."

USE switches in wrong order

"Nothing happened.

The handle returned to  
its original position."

USE Switches correctly (R, M, R)

"Scree! The cylinder  
lifts with a shuddering  
sound.

You're momentarily  
dazzled as the darkness  
is lit by a blinding  
flash!

The Silver Orb is  
revealed!"

TAKE Orb

"As soon as you remove

the orb, the cylinder  
closes."

MOVE into pit  
DEATH 024

"You woke the sleeping  
guard from his beauty  
sleep.

He decides to eat you  
for breakfast!"

++++  
--30. Wishing Well-----  
++++

Upon entry:

"The room seems to be  
made solely for the  
purpose of housing  
the well."

Return:

"This room is dominated  
by a sophisticated yet  
ancient well."

LOOK at well

"This fine well is made  
of both stone and  
mortar."

LOOK at handle

"It's a small handle  
attached to an  
assortment of gears."

LOOK at door

"This door is covered  
with dust and dirt."

USE Big Coin on well

"As soon as you throw the  
coin into the well, a  
huge wind erupts from  
within it.

It reminds you of the  
small 'dust devils' you  
see in the autumn  
months."

SUICIDE 105 happens here, as well.

++++++  
--31. River Styx-----  
++++++

Upon entry:

"The swirling winds carry  
you down the deep well  
and set you gently into  
the cavern below.

You stand above a beach,  
looking down upon a  
river."

Return:

"You're standing on the  
bank of the River Styx.  
Its still waters support  
no life."

LOOK at water

"The river's water is  
dead calm. It wouldn't  
surprise you if this  
were the River Styx."

LOOK at gong

"It's a great gold gong.  
Its beauty is enhanced  
by the intricate stand  
that supports it."

"This mallet is made  
from, what appears to  
be, Centaur hide."

USE Mallet on Gong (both are on-screen)

"After the gong sounds, a  
spectre materializes  
right before your eyes.

The ghostly ferryman  
doesn't look friendly.  
You hear a faint voice  
ask for a fare."

LOOK at specter:

"The specter is wrapped [<-"Specter" or "spectre"]  
in tattered rags. You  
can see a skeleton  
within the cloak.

Just gazing at this



apparition is enough to  
give you the creeps!"

LOOK at raft

"It's a wooden raft."

MOVE onto raft

"The ferryman will not  
let you board. He is  
still waiting for a  
fare."

USE Goldcoin on ferryman

"The ferryman takes the  
coin and gestures you to  
board quickly.

MOVE in water

DEATH 026

"As soon as you jump in  
you find that you cannot  
escape the strong  
current of this river.

Your cries for help are  
cut off as your lungs  
fill with water!"

++++  
--32. Bank-----  
++++

Upon entry:

"You climb aboard the  
tiny raft and soon reach  
the opposite bank.

A stone skull stands  
against the far wall,  
screaming silently.

For some reason, you get  
the feeling you are  
standing on sacred  
ground."

Return:

"This chamber has been  
hewn out of solid rock  
and is very hot."

LOOK at skull

"The jaw of the skull is

made of polished stone."

LOOK at skull

"Hot, dry air emanates  
from the hole."

Look at pillar

"The shape of <sword, crown, jewel> is  
carved in <left, middle, right> pillar."  
pillar."

Look at hole

"It's a polished stone  
slab with an odd-shaped  
niche cut out of it."

USE Talisman on Sword

"The artifact, known as  
the Bladed Sun, is now  
secured and in place."

USE Horn

"The sound of the horn  
echoes loudly in your  
ears.

Suddenly, you hear the  
sound of grinding rock.  
The jaw of the skull  
begins to descend!

Hot wind erupts from the  
mouth creating the  
illusion that the stone  
skull is alive!"

USE Talisman on crown or jewel

DEATH 027

"You have placed the  
Bladed Sun in the wrong  
hole.

You did not heed the  
warnings and now the  
Warlock Lord's defenses  
end your life!"

++++  
--32a. The Chasm-----  
++++

Upon entry:

"The cavern that you have entered is by far the largest your eyes have ever gazed upon.

From the depths rises the most powerful creature that has ever existed: the Behemoth!

Your stomach knots up as you stare at this new horror. The beast is indeed incredible!

You wonder, for a moment, how you can defeat such a creature as this!"

LOOK at Behemoth

"Your jaw drops and you stare in awed silence at the sight of the Great Titan!

Acid drips from his jaws and sizzles on the ledge below!"

LOOK at Warlock Lord

"Although his back is turned, you know beyond a shadow of a doubt that it's the Warlock Lord.

It seems that his staff is controlling the creature, keeping it at bay!"

LOOK at brazier

"Flame burns intensely within this brazier as if in celebration of the Dark One's victory!"

LOOK at pillar

"It's a huge stone platform with stairs descending from it."

USE Staff on Behemoth

"You pray, as you raise the Staff of Ages, that

it has the power that  
the prophets claimed!

The staff pulsates with  
power and a beam of  
light explodes from it  
striking the behemoth!

The creature screams in  
agony, thrashing back  
and forth in great pain!

In his rage, he grabs  
the Warlock Lord, and  
descends into the depths  
forever.

You can hear the Warlock  
Lords screams fade into ['s]  
silence. Suddenly, it is  
very quiet.

A beautiful light seems  
to fill the cavern. 'The  
morning sun,' you say to  
yourself, 'it is over.'

Although exhausted, you  
lean on the Staff of  
Ages and begin your long  
journey home.

Do anything to the Warlock Lord  
DEATH 028

"The Warlock Lord feels  
your presence and knows  
that you are the seed  
that must be destroyed.

Flame shoots forth from  
his staff and engulfs  
your body. You have  
failed!"

++++  
--33. King's Chamber of Stormhaven-----  
++++

"Word of your historic  
quest has already  
reached the farthest  
parts of the land!

You are triumphantly  
greeted as you enter the  
gates of the royal city  
of Stormhaven.

Moments later, you are

ushered into the royal  
palace where you are  
greeted by the king!

'I know what thou hast  
done, brave one. The  
world would be dark  
forever without thee!'

You are bestowed a  
kingdom to rule and the  
king's fair daughter's  
hand!

As you leave the throne  
room, you know that  
although this quest is  
over, others await.

After all, the bards  
will need new legends to  
sing of and new tales to  
tell!

The first story's end.

=B. Items (Updated 10/21)=====

Lit Torch - "This torch throws  
dancing shadows about  
the room."

USE on Out Torch  
(Thanks, Takeshi!)

- "No! Wait a minute!  
It's best if you don't  
do that!"

USE on ARROW  
in HIDDEN room  
(Go, Smoby!)

- "The torch is wet and  
won't burn"

USE SELF - "You now have terrific  
second-degree burns on  
your hands."

"You hold the flame close  
enough to your skin to  
cause second and  
third-degree burns."

DEATH - "You finally set your  
hair on fire. The rest  
of your body soon  
follows!!"

Out Torch - "The flame from the torch  
has gone out."

Key 1 - "It's a small iron key."

Key 2 - "This key bears a skull.  
This must be a skeleton  
key."

Key 3 - "It's a small brass key."

Key 4 - "This rusty lock doesn't  
seem to have been used  
for a long time." [lock?!]

Key 5 - "It's a small iron key."

Key 6 - "It's a jet black  
skeleton key."

Torch - "It's a torch. An oil  
soaked rag is wrapped  
around it."

USE - "The torch is lit."

- "The torches are burning  
strongly. You don't  
need to light any more."

Torch - 1. "There is something out  
of the ordinary about  
this torch but you can't  
put a finger on it."

2. "It's a strange torch."

Sword - "It's a double-edged  
broadsword. The handle  
has druidic script  
written upon it."

USE SELF - "You thrust sword into  
your chest! Blood begins  
to flow! Suicide won't  
help in your quest!"

The Warlock Lord will  
surely triumph now!"

Sling - "It's a small leather  
sling. This would come  
in handy for long-range  
battles!!"

Stone - "This stone would not be  
good for skipping."

Bag 1 - "It's a leather pouch!!"

OPEN - "The bag contains three large jewels."

Bag 2 - "It's a leather pouch!!"

Whitegem - "It's a white stone of unknown origin. A fine thing to gamble away in a good card game!!"

Red Gem - "It's a fine red ruby!!  
  
Its color reminds you of your adventure across the sea of blood."

Blue Gem - "It's a dark blue gemstone that is as big as the pommel of a sword!!"

Sphere - "This crystal sphere is as cold as ice."

Shield - "It's a heavy shield. There are only a few dents on it."

Spear - "This spear is some seven feet long. The tip seems to be made of finely forged silver."

USE SELF - "You thrust Spear into your chest! Blood begins to flow! Suicide won't help in your quest!  
  
The Warlock Lord will surely triumph now!"

Helmet - "This seems to be a helmet of the sort commonly worn by hobgoblins."

Hammer - "It's an ancient Gnome war hammer. This weapon does not show the signs of battle."

USE SELF - "You thrust hammer into your chest! Blood begins to flow! Suicide won't help in your quest!  
  
The warlock lord will surely triumph now!"

Bone - "This bone has been

picked clean."

Skull - "The skull looks like it  
has been dried and  
cracked by extreme heat."

Skull - "It seems to be the skull  
of some unfortunate  
individual."

CoppCoin - "Hey! Wait a minute!!  
This is no gold coin.  
It's but a brass slug.  
What a royal rip!!"

Scepter - "This jewel-studded  
scepter is truly made  
for a king!!"

Arrow - "A finely crafted silver  
arrow is not uncommon in  
the Elven lands."

USE SELF -  
(Thanks, Takeshi!)

"You thrust arrow into  
your chest! Blood begins  
to flow! Suicide won't  
help in your quest!

The warlock lord will  
surely triumph now!"

Cloak - "This heavy cloak  
contains no frivolous  
adornments, such as  
pockets or a hood."

USE SELF - "You try on the Cloak and  
find it very unbecoming.  
It barely fits over your  
armor."

Bottle 1 - "It's a small silver  
bottle. What is it?  
It sure smells terrible!!"

USE SELF - "As you consume the  
DEATH - liquid in the vial, your  
body convulses and death  
spasms quickly follow."

Bottle 2 - "This small silver vial  
glows with a lustrous  
shine.

You notice that the  
bottle is impossibly  
light!!"



USE SELF - "You drink the liquid and immediately begin to rise in the air!"

Bottle 3 - "It's a silver vial."

USE SELF - "Glug! You swallow the viscous liquid. It's like drinking tar."

Bottle 4 - "This jar is extremely slimy."

USE SELF - "Glug! You swallow the viscous liquid. It's like drinking tar."

Bottle 5 - "It's a small black bottle with a cork on top."

USE SELF - "You drink the liquid in the bottle. It's as sweet as sugar."

Scroll 1 - "It's an ancient, leather bound parchment."

OPEN - "Your hands begin to sweat because of your extreme excitement..."

'Five to find, three are one.  
One gives access, the bladed sun.

The Silver Orb, to banish below.  
The Staff of Ages, to vanquish the foe.

Joining two, the Golden Blade.

Last to invoke, the Platinum Horn." [That doesn't rhyme!]

Scroll 2 - "You've read the scroll."

The scroll reads, 'as the shadow of the wind, thou shalt be!'

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_'Humana'\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_/E

You've learned one magic

spell.

As the spell was  
chanted, the Scroll 2  
quickly vanished."

Scroll 3 - "Your hands begin to sweat  
because of extreme  
excitement..

Lands under the heavens;  
the key to the world.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_ 'Terra\_Terrakk' \_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_/E

You've learned one magic  
spell.

As the spell was  
chanted, the Scroll 3  
quickly vanished."

Scroll 4 - "You've read the scroll.

'To move the sun from  
far to near, light is  
what the darkness fears.'

\_\_\_\_\_  
\_\_\_\_\_  
\_\_ 'Instantum\_Illumina' \_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_/E

You've learned one magic  
spell.

As the spell was  
chanted, the Scroll 4  
quickly vanished.

Scroll 5 - "You've read the scroll.

'Observing the stars;  
the throne constellation  
appears once every five  
summers.  
Legend says that it is a  
portal to another land.'

Broom - "This broom looks  
remarkably like the one  
owned by the Sirens of  
the isle of Yeklum Iret."

USE SELF - "I know neatness counts,  
but there would seem to  
be better ways to spend

your time."

Gauntlet - "It's a gauntlet of silver plate. It bears the symbol of the Circle of Twelve."

USE SELF - "You place the gauntlet on your hand. It feels like it was made just for you."

Glasses - "These glasses are worn. They've probably been used for a long time."

USE SELF - "You try the glasses on and they fit perfectly. Hmmm, you can see very well."

Map - "This fine map of the lands of Tarkus is quite detailed, although incomplete."

Poker - "It's a black iron poker. It is used to stir the embers of an ongoing fire."

USE SELF - "You thrust poker into your chest! Blood begins to flow! Suicide won't help in your quest!

The Warlock Lord will surely triumph now!"

Bellows - "This wooden bellows has stoked many a floundering fire."

Cup - "It's a pewter goblet, which glows with a lustrous shine."

Testtube - "It's an empty test tube in a wooden rack."

Hrseshoe - "This horseshoe seems to have taken quite a beating."

Water - "The glass vial is filled with clear liquid. The sign of the cross is on it."

Flute - "It's a small, wooden

flute. It looks like it could make wonderful music."

Ring - "It's a ring! Set with a large, black sapphire."

Mirror - "The frame of this fine mirror is laced with silver and gold."

Crest - "It's the family crest of Sir Dugan himself."

Star - "It's an ornate carving of a shooting star. The object is made of silver and is very heavy."

Rod - "This rod is made of cast iron."

Blade - "It's some sort of spike that is made of precious metals. Ouch! The tips are as sharp as needles."

USE on STAFF - "Suddenly, lightning begins to flash in the room!

Then, the Golden Spike slides smoothly onto the Staff and locks into place."

Horn - "This horn is forged of flawless platinum. Its beauty is unbelievable!"

Big Coin - "It is a large gold coin with a well engraved on it."

Goldcoin - "This coin has a mark on it that looks like a human skull."

Staff - "Druidic script winds its way around this staff. You can feel power emanating from it!"

LOOK++++++"The golden thorn is (after using permanently bonded onto +blade)++++ the staff."

"Power emanates from the staff! The three are, now and forever, one."

Orb - "Aha! It's an orb made  
of silver. Its glowing  
surface causes your skin  
to tingle."

USE on - "Light cascades through  
STAFF the room as the staff  
becomes a living entity!"

=C. Deaths=(Updated 4/21)=====

After death text:

"It's a sad thing that  
your adventures have  
ended here!!"

++++  
--C1. Room-specific Deaths-----  
++++

000 - (Almost any room) - Let your Lit Torch die

"Your torch goes out with  
a fizzle.

With out-stretched arms,  
you move slowly,  
looking for a light.

Suddenly, you trip over  
something! Smash! You  
fall face first to the  
floor!"

(Thanks, Takeshi!)

001 - (Room 3 ) - TAKE the Book

"When you remove the book  
from its pedestal, the  
floor collapses, and you  
fall to your death."

002 - (Room 5 ) - TAKE Key 3 (before sphere)

"As you swim toward the  
skeleton, you feel the  
jaws of a shark grab you  
and pull you under.

You curse yourself for  
using your body as bait!!

Even before the life has  
left your body, the lake  
will be filled with your  
blood."

003 - (Room 7 ) - MOVE to trap door

"A broken fragment of a wooden ladder hangs from the opening.

As you go down the trap door, you realize you took a big step. The fall is quite fatal."

004 - (Room 7a) - TAKE items, MOVE to dragon

"Whoosh! Flames suddenly shoot from the dragon's mouth!!

Dragon flame engulfs your body. You pay for your curiosity with your life."

005 - (Room 7a) - TAKE 4 Items with Shield

"The shield melts under the intensity of the dragon flame. Your body fares no better!!

Not even your best friend could recognize your burning body.

Dragon flame engulfs your body. You pay for your curiosity with your life."

006 - (Room 8 ) - HIT Slime, MOVE to north door

"You try to pass the slime but it engulfs your body, dissolving it in seconds.

...you die instantly. No pain, no nothing. You were slimed."

007 - (Room 11) - MOVE across Right bridge

"As you reach the middle of the bridge, it collapses under your feet!!

The bridge won't hold you. You can't cross unless you lose some weight!!"

008 - (Room 9 ) - USE Hammer on Left Mirror

"As soon as you break the  
mirror, shards of glass  
fly through the air and  
slice into your body!

Blood pours from your  
wounds and your body  
slumps to the floor."

009 - (Room 9 ) - USE Hammer on Right Mirror

"You have opened a magic  
portal into deep space.  
You are immediately  
sucked through.

The lack of air causes  
you to quickly lose  
consciousness.

The Grim Reaper quickly  
embraces you!"

010 - (Room 10) - MOVE into Hole (before Epor)

"You jump down the hole  
and, after a couple of  
moments, hit the floor!

It seems that you have  
broken both of you  
legs! It's only a matter  
of time before you die!"

011 - (Room 14) - MOVE to door, HIT drake, USE item on Drake

"The Firedrake screams  
triumphantly and gives  
you an eternal sunburn."

012 - (Room 14) - USE Lit Torch on oil

"The oil quickly catches  
and sets you on fire!!

There is no way to put  
the fire out once it  
starts. You will be  
burned to the bone!!"

013 - (Room 15) - USE 2 Coppcoins on Troll

"The troll shouts, 'Hey,  
what's this? It isn't  
gold! Are you trying to  
cheat me?'

The troll then picks up  
the bridge causing you  
to fall into the chasm!"

014 - (Room 15) - HIT troll, MOVE north

"The troll cries, 'you  
can't trick me!"

The troll then picks up  
the bridge causing you  
to fall into the chasm!"

015 - (Room 16) - HIT Cyclops, USE wrong weapon

"A battle cry dies in  
your throat, as the  
cyclops crushes your  
skull with his club."

016 - (Room 19) - OPEN Cage

"You remove the latch and  
a mutated dog pounces on  
you!

It looks like the doctor  
put something strange in  
the dog's water.

Before you can do  
anything else, the  
mutation quickly rups  
you apart!"

017 - (Room 22a) - TAKE Blade, USE Lit Torch on dead Wolf

"With a loud roar, the  
wolf pounces on you,  
taking your life!

The wolfs powerful jaws  
rip your throat out!"

018 - (Room 23 ) - HIT Hellhound, USE wrong item  
(Room 23a) - USE Lit Torch on Wyvern

"The demon dog snarls and  
pounces on you. Its  
teeth sink deep into  
your flesh."

(Thanks, Allen!)

019 - (Room 23a) - TAKE Talisman, HIT Wyvern, wrong item

"With the speed of  
lightning, the wyvern  
wraps its tail around



your neck.

You die, screaming  
silently."

020 - (Room 25a) - TAKE, OPEN pot

"As you move the pot, you  
realize that you have  
fallen for the oldest  
trick in the book.

You suddenly find  
yourself knee-deep in  
the moat.

It seems that the  
alligators really enjoy  
your company!"

021 - (Room 15) - MOVE north, etc

"The troll blows up like  
a volcano and throws his  
spear at your chest!

The spear pierces your  
chest and exits through  
your back!"

022 - (Room 15) - USE 2 Goldcoins on Troll

"The troll says, 'I've  
changed my mind! I won't  
let you cross my bridge  
after all!'

The troll then picks up  
the bridge causing you  
to fall into the chasm."

023 - (Room 27) - MOVE to left door

"Without thinking, you  
jump through the opening  
and immediately hear a  
loud click.

Suddenly, the granite  
slab above you gives way  
and crushes you beneath  
it.

It breaks every bone in  
your body."

024 - (Room 29a) - MOVE into pit

"You woke the sleeping  
guard from his beauty

sleep.

He decides to eat you  
for breakfast!"

025 - (Room 28) - MOVE into doorway, HIT Gargoyle

"Suddenly, the beasts  
begin to shudder and  
their eyes begin to glow  
red!

The gargoyles, angered  
at your presence, spring  
from their frozen state  
and rip you to pieces!

There's not enough left  
of you to even feed to  
the birds."

026 - (Room 31) - MOVE in Water

"As soon as you jump in  
you find that you cannot  
escape the strong  
current of this river.

Your cries for help are  
cut off as your lungs  
fill with water!"

027 - (Room 32) - USE talisman on Crown or Jewel

"You have placed the  
Bladed Sun in the wrong  
hole.

You did not heed the  
warnings and now the  
Warlock Lord's defenses  
end your life!"

028 - (Room 32a) - Do anything to the Warlock Lord

"The Warlock Lord feels  
your presence and knows  
that you are the seed  
that must be destroyed.

Flame shoots forth from  
his staff and engulfs  
your body. You have  
failed!"

++++  
--C2. Suicides-----  
++++

101 - (Room 05) - MOVE in Water

"As you swim toward the skeleton, you feel the jaws of a shark grab you and pull you under.

You curse yourself for using your body as bait!!

Even before the life has left your body, the lake will be filled with your blood."

102 - (Room 11) - MOVE into Chasm

"With a loud cry, you take the big plunge.

The Grim Reaper stands below, waiting to catch you."

103 - (Room 14) - MOVE to fire

"Bellowing like a fool, you leap off the bridge and into the blaze! You are instantly fried."

104 - (Room 14) - MOVE to oil

"Suicide obviously does not solve problems."

105 - (Room 16, 30) - MOVE into WELL

"With a mighty leap, you jump head first into the well. On the way down, you see no water below.

The well was deeper than you imagined. You have just broken every bone in your body."

106 - (Various Rooms) - MOVE in Window

"With a cry you jump to your death!

It takes only a couple of seconds before you hit the bottom with a thud."

107 - (Room 19a) - USE Fountain on SELF

"Kneeling down next to

the fountain, you drink  
a handful of the acidic  
water.

You can't even scream  
because you no longer  
have a throat, let alone  
a larynx!"

108 - (Room 29) - MOVE to lava

"Shouting a battle cry,  
you catapult yourself  
off of the platform.

You are brave, warrior,  
but stupid! Your body  
explodes as you plunge  
into the lava."

109 - (Room 16) - USE rope (from the well)

"The rope is loose you  
reach out for it but as  
you do, you slip and  
fall down the well!!

The well was deeper than  
you imagined. You have  
just broken every bone  
in your body."

=4.4. Miscellany=====

++++  
--D1. Sphinx Dialogue-----  
++++

"As you moved, the Sphinx  
spoke, 'who are you? No  
one may pass without my  
permission.

To pass, you must answer  
a riddle!'"

---  
Following are the six riddles that  
may be posed by the puzzling Sphinx.  
---

(Mirror)

"You look at me, I look  
back, your right hand  
raises, I my left. You  
speak, but I in vain."

(Broom)

"Long neck, no hands,  
100 legs, cannot stand.  
Born of a forest nest,  
Against a wall I rest."

(Horseshoe)

"First burnt and beaten,  
drowned and pierced with  
nails, then stepped on  
by long-faced animals."

(Map)

"It has towns, but no  
houses. Forests, but  
no trees. Rivers, but  
no fish."

(Skull)

"I've no eyes, but once  
did see, thoughts had I,  
but now I'm white, and  
empty."

(Bellows)

"I'm a fire's friend, my  
body swells With wind.  
with my nose I blow, how  
the embers glow."

---

After the riddle is posed, he shall  
procure the following dialogue.

---

"Dost thou know? Bring  
me the answer to my  
riddle and I shall let  
thee pass."

---

If you USE the correct item upon the  
beast, he will reply with:

---

"You have correctly  
answered my riddle,  
warrior. Thou may now  
pass."

---

If not..

---

"Suddenly!!  
The room begins to fade!

It seems that the  
Sphinx's magic has taken  
you to <location>."

---  
OR  
---

"Suddenly! The room  
begins to fade! It seems  
the Sphinx's magic has  
taken you to <location>"

---  
OR  
---

...  
"It seems that the  
Sphinx's magic has  
taken you to the room  
with a fireplace."

---  
Locations  
---

So far, I've hit the following locations:

Troll Bridge  
"Charnel" [Coffin Room]  
Laboratory  
Library  
Room with a Fireplace

(Note: If you're transported to the Fireplace, you can  
leave without ever needing the Red Gem. When he  
asked the Map riddle, I used Skull on him. Try  
it out, I really don't know how the room you're  
going to is determined.

It's not really much of a time-saver anyway. Hell,  
the other two gems are absolutely required to beat  
the game, and they're in the same bag as the Red Gem,  
so you save one turn by not grabbing the gem, two  
by not having to use it in the library and enter.  
Then you lose turns entering and exiting the library  
for Key 5 so you can enter the Sphinx's room so you  
can have a 1 in 6 chance of being teleported to the  
fireplace.)

++++  
--D2. Select Button Text-----  
++++

Room 1

"The secret thoughts of  
the skull can be yours!!"

Room 2a

"Try with all your might!"

Room 3

"Look closely at the hallway."

Room 6

"It looks like something is behind the waterfall."

Room 5

"Some things have more than one use!"

Room 8

"You can set things on fire with a burning torch."

Room 13

"Some things require a second glance"

Room 15

"Weapons are not the only way to 'defeat' an enemy"

Room 18

"As you open the Bookcase on the left..."

+++++  
--D3. The Rest-----  
+++++

Doors

"This metal door shows significant signs of rust."

"It's a heavy wooden door with iron hinges."

"It's a finely crafted, wooden door."

Open door

"It's a doorway."

Walls

"It's a stone wall."

When nothing happens

"Nothing happened."

"What you were expecting  
hasn't happened."

TAKE item

"The <item> is in hand"

"The <item> was taken."

HIT certain objects

"Ouch! That smarts!!"

HIT self

"Smash!!  
Now you see stars!!"

LOOK at nothing much

"You seem to be wasting  
your time."

LOOK at SELF (with all items equipped)

"Thou art truly a brave  
knight!!"

You are wearing the  
cloak.

You are wearing the  
glasses.

You are wearing the  
silver gauntlets."

Do something stupid (I.e. USE SELF, SPEAK SELF)

"What odd behavior for  
such a brave warrior!!"

LEAVE an item in the room (or SELF)

"You can't drop what you  
didn't take."

OPEN something not openable

"It won't open!!"



OPEN an object

"The <thing> is open"

OPEN locked door

"The door is locked."

CLOSE an object

"The <thing> is closed."

USE object

"What do you want to  
use this on?"

Press SELECT (except in specific rooms, where you  
instead get really obvious hints)

"Don't quit now!!"

"Are you getting it?"

"You feel frustrated as  
you look around you.  
There must be a clue  
somewhere!"

USE Key on Door

"'Click!' The key worked!!  
It unlocked the door!!"

USE Stone on Sling

"You've put the small  
stone into the sling."

LOOK at Rugs

"It's a beautifully woven  
rug."

USE Torch on Rugs

"The rug quickly catches  
on fire and burns away."

\*=====  
5. Version Info (Updated 4/30)  
\*=====\*

v.1b - Just about everything is done. Only minor  
refinements will be needed for future  
releases. Not bad for a first version, eh?  
(10:56 PM 4/18/2004)

v.2b - Whoops! Looks like I completely forgot about

my Deaths section. Phew. That's up now, so you know. The following list still stands.  
(6:30 AM 4/19/2004)

v.4b - Holy dag, yo! New section distinctions; there is now a Suicide section under Deaths. That, and I reformatted the numbering system. What was 4.1 is now A. Let me know if that's any better for you guys. Or gals. SEND ME TEXT! I don't know what I might be missing. I'll work on getting the Miscellany section up and neat for my next update.  
Until then!  
(7:49 PM 4/22/2004)

- Added Neoseeker to my list of hosts.  
(12:30 PM 4/25/2004)

v.5b - Amended DEATH 22 to reflect the fact that it's possible to get that text when using a Torch on the Wyvern. Thanks, Allen.  
(5:09 PM 4/26/2004)

v.6b - Takeshi was added to the contributors list and credits as a result of 5 new text additions. Several sections are updated. This guide is so close to being ready for primary release. I think I'll be pretty much done once I flush out the to-do list. If you have anything, please send it my way! Everyone who contributes kicks major ass. Look at how many times I put the names of my first two in the guide. I'm a madman, I tell you!  
(4:14 PM 4/29/2004)

- Well, before I even released version 6b, I decided to clean up my Death section a bit. Any entry that was moved to suicides or not there to begin with has been erased, and all of the numbering was shifted down accordingly. I'm starting to really rule.

I also modified the Main script accordingly.  
(4:39 PM 4/29/2004)

v.9b - All Sphinx riddle text added; new section on its own for this text. Updated a few things in the script.

From to-do list: Hall and Outlook entry text filled. SELECT button text is complete.

Not much left to do! Thanks, everyone, for your support thus far! Naturally, with so much stuff done, the version gets bumped up exponentially.  
(6:58 PM 4/30/2004)

1.0 - All Misc text done! This FAQ is now considered

complete, though I'm sure there's something or other that I'm missing. E-mail me if you find anything new! Until then, I'm done.

1.01 - Blah, blah. New stuff! Thanks to Smoby for contributing something after like 6 months of nothing. I'm done playing the game, people. I need input!  
(6:25 AM 10/22/2004)

1.1 - Hooray, new input! Thanks to Larcen Tyler for a new suicide! The most recent changes made to the FAQ can now be found in a new section at the top ("What's new").

Please be sure to note that my e-mail address has changed to "kirbypufocia at gmail dot com". If you've sent any mail to the other address in the last 2 or so years, please send it again to my new address.

This guide is mostly complete, but your input is always welcome.

The new version also includes a bit of trimming, a dash of reformatting, and perhaps a subtle hint of reorganization.

(2:54 PM 3/24/2007)

\*=====  
6. Contact  
\*=====\*

If you wish to contact me, you may do so at the following address:

"KirbyPufocia at gmail dot com"

Please put "Shadowgate" in the subject line.

The name's Mike, by the way.

- I'm open to:
- Questions (please ask if don't understand something!)
  - Suggestions (format, etc)
  - Corrections
  - New discoveries!!
  - Criticism (any kind will do)

I am accepting offers of hosting to any site interested in doing so. For the guaranteed most recent version of this FAQ, however, please visit GameFAQs.

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7. Credits  
\*=====\*

- CjayC (GameFAQs), for hosting this beauty.

- Leo Chan (Neoseeker), for the same reason.
- Kemco-Seika, for bringing such a great text adventure to full motion graphical life!
- Nintendo, for licensing this game.
- My parents, for allowing me to purchase this game at the tender age of 5 (you bastards!).
- Sean Babbit, for format advisory.
- Kain Lacroix, for the kind words regarding my obsession with this game.
- BSulpher, whose guide helped me remember which item corresponded to which riddle. (Damn you, Sphinx!)
- The folks at Minibosses board (you guys rule!)
- Monospaced fonts in general.
- Myself, for taking the 12 hours needed to go through the game and write this at the same time.
- And you, the reader, for your interest in my FAQ! Drop me a line sometime, will ya?

==E. Contributors==(Chronological Order)=====

- Allen Johnson (Wyvern DEATH text glitch - See DEATH 018)
- Takeshi (Everything you'd ever want to do with a torch, Arrow suicide, attempts at sequence breaking.)
- Smoby (Staff after Blade text, neat glitch w/ firebridge, even more stuff with torch)
- Larcen Tyler (SUICIDE 109 - trying to climb down the well)

---The first story's end---

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