

Nintendo®

GAME BOY® color

DMG-ASWE-USA

SHADOWGATE® CLASSIC

INSTRUCTION BOOKLET

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www.shadowgateclassic.com

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**Thank you for selecting the
Shadowgate® Classic Game
Pak** for your Nintendo® Game
Boy® systems.

Please read this instruction
booklet thoroughly to ensure
maximum enjoyment of your
new game. Then save this
booklet for future reference.

This game is compatible with the
Game Boy®, Game Boy® pocket
and Game Boy® Color systems.

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PROLOGUE

Long ago, a great council of sorcerers existed, the Circle of Twelve. One from that group of mighty wizards fell into the black arts. He was forever named the Warlock Lord and sought to subjugate the people of Kal Torlin. However, the remaining members of the Circle, lead by the powerful Lakmir the Timeless succeeded in imprisoning the Evil One in a deep cavern below Castle Shadowgate.



Centuries passed and the land enjoyed peace and prosperity as the Warlock Lord bided his time deep below. An unfortunate accident triggered by a group of dwarves released the Evil from his magical cell. Seizing control of Castle Shadowgate, the Warlock Lord turned his control towards summoning the mighty titan, the Behemoth. With this powerful creature at his side the Warlock Lord would be unstoppable!

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Only someone from the ancient Line of Kings, of which the prophecies speak of, can stand against this Evil. Only a hero descended from the lost Royal Family can bring ruin to the Warlock Lord's dark schemes. That hero is you! Will you accept the task of freeing Castle Shadowgate from the clutches of the evil Warlock Lord and prevent his plans for revenge?





CONTROLLER INFORMATION

To reset the game, press SELECT, START and the **A** and **B** Buttons simultaneously.

+ CONTROL PAD

Moves the cursor
Selects an option

SELECT

Brings up
available hints



B BUTTON

Cancels
selection

A BUTTON

Activates
selection

START

Centers
cursor

STARTING AND SAVING THE GAME

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Correctly insert the Game Pak into the Game Boy system and move the power switch to the ON position. When the Title screen appears, select the desired language and press the A Button. To start a new game, select NEW GAME and press the A Button. Select LOAD if you are continuing a saved game.



SAVING YOUR PROGRESS

To save during the game, select SAVE in the bottom-right corner of the Command screen and press the A Button.



WINDOWS AND THEIR ROLES

MAIN SCREEN

This is your front view.

COMMAND

All possible actions are listed here. Select the desired action with the cursor and press the A Button.

SELF

Use this option when you want to perform something on yourself. For example:

Use (A Button) - Armor (A Button) - Self (A Button)

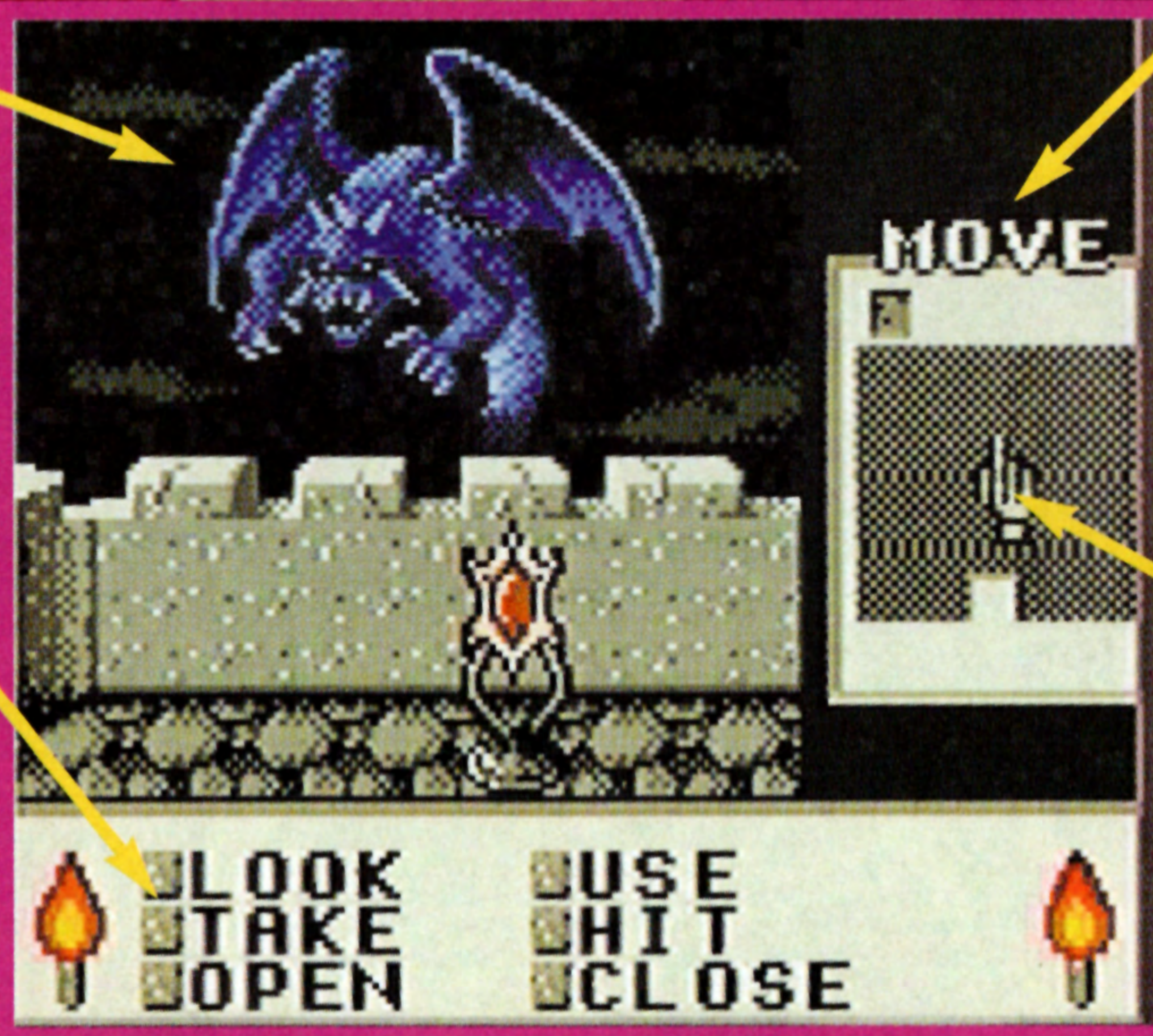
You are now wearing the armor.

SAVE

You can record your progress at any time. You can then return to the spot where you left off.

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MOVE

Use this command when you want to move to some place. Select **MOVE**, move the cursor to where you want to go on the Move screen and press the A Button. In case there is a door, remember to open the door first before moving.

CURSOR

This allows you to select commands and objects within the game. Move it on-screen with the + Control Pad.



COMMANDS

SPEAK

Speak with the person or creature in front of you.

CLOSE

Close doors, drawers, bags, etc.

HIT

Hit a person or object.

LEAVE

Throw away items that you no longer need.

MOVE

Move to another room. Click the MOVE window or directly click on the graphic in main window.

SPELL

All known magical spells are listed here.



LOOK

Examine in detail what is in front of you or what you have in your inventory.

USE

Use an item in the inventory. If you want to use an item in front of you, TAKE it, and then USE it. For items that are inside something, such as a bag, OPEN, TAKE and then USE the item. You can only use items in your inventory.

For the GOODS/SPELL command, move the cursor to the bottom of the screen and select the desired item or spell. Click the arrows on either side of the GOODS/SPELL command to move to different pages.

OPEN

Open doors, drawers, bags, etc.

TAKE

Take what is in front of you or items in your inventory.

GOODS

All items that you have collected are listed here.

Note: When you double click on items or objects in the main screen or the MOVE window, the MOVE, OPEN or LOOK command is automatically executed.





HOW TO USE ITEMS

1. Move the cursor with the + Control Pad and select USE.
2. Scroll down the screen and find the GOODS/SPELL command (more info on page 10). Move the cursor with the + Control Pad and select an item by pressing the A Button.
3. If the text "What do you want to use this for?" appears, then place the cursor on the desired object and press the A Button.

Note: You can USE some items outside your inventory. Some items in the main window are available for your use. For example:

USE the torch that appears in the main window on the carpet and you will burn it.



Torch

Truly one of the most essential items an adventurer will need! The Castle Shadowgate is completely dark and its halls deadly, so you will have to keep a torch lit throughout your quest. As with any torch, it will eventually burn up, so it is important to light the next torch before this happens. If it burns out, you will be plunged into darkness and the game will be over. Before a torch completely burns out, the BGM will change to let you know. Select USE, move the cursor to the torch in your inventory and press the A Button.

Key

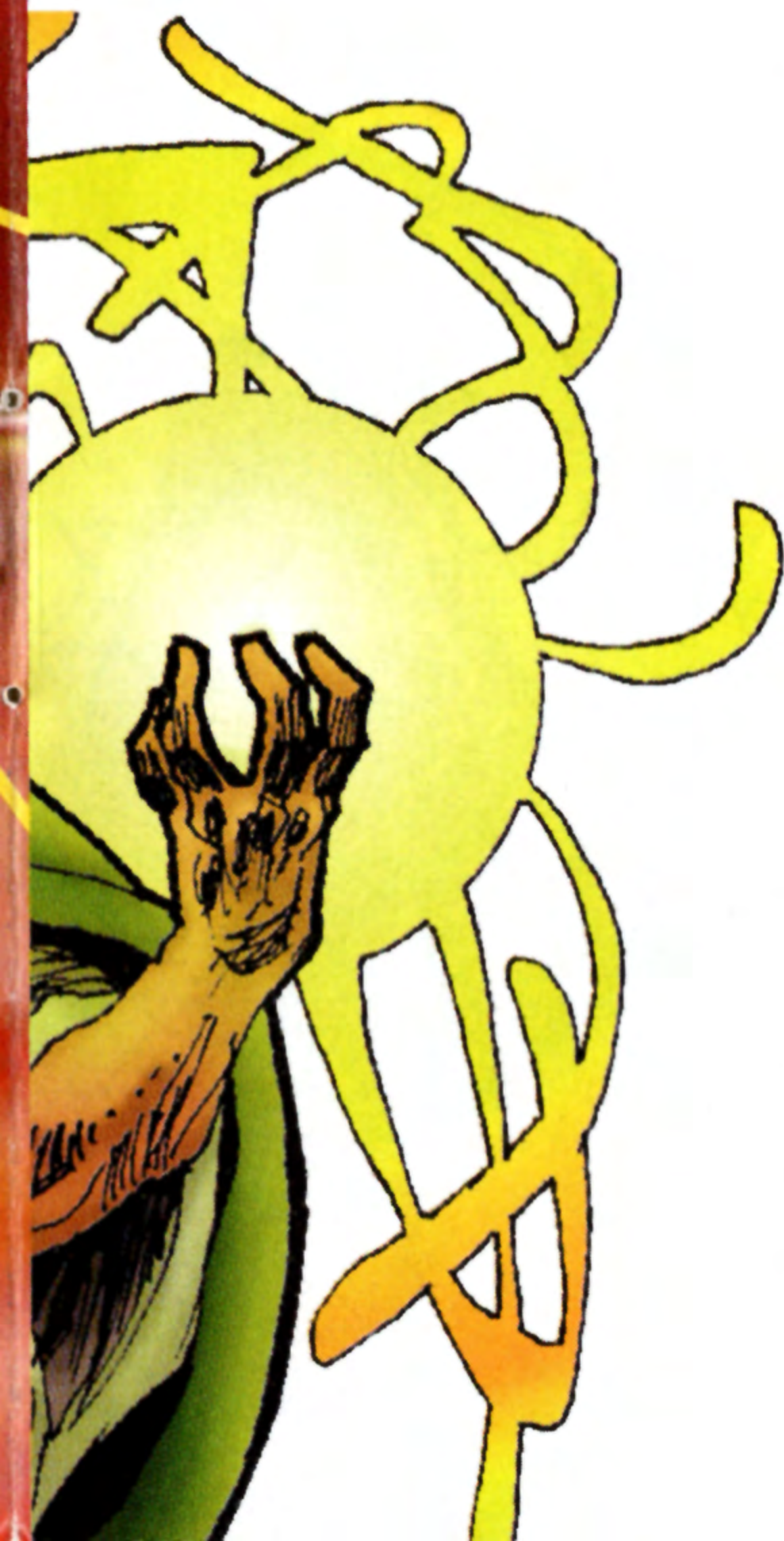
Some doors are locked. Find the keys which fit each door along your way.

Gems

These have many purposes and will even act as a key in some situations.

Book

The ancient tomes of prophecy chronicle the history of Kal Torlin. Found within these pages is a great deal about the Evil One and how to vanquish him.





THE WARLOCK LORD & HIS FOLLOWERS

The Warlock Lord

The Evil one who intends to awaken and control the deadly Behemoth in order to enslave all inhabitants of Kal Torlin.

Dragon

Ancient monster that breathes soul searing flames.

Troll

Guardian of his bridge, the troll is greedy and untrustworthy.

Woman in Tower

Beware her beauty, because things are not always as they seem.

Cyclops

Though an imposing and strong monster, he is rather short-sighted.

Sphinx

An ancient creature that asks riddles of those who seek what's beyond.



MAGIC SPELLS

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Along your journey, you will need to use the magical arts to complete your tasks. They are your best defense in deadly situations.

EPOR

A very tricky spell.

HUMANA

You will vanish and become like the wind.

TERRAKK

An ancient term in Torlinesese which means: the earth.

MOTARI

The powerful spell of command which opens your way.

ILLUMINA

A high-level spell which summons the brightness of the sun.



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NOTES

**NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?**



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