Welcome to the gaming universe of Gameloft Pocket!

Prepare to enter Shadowgate® Classic by Infinite Ventures™. Fantastic beasts, devious puzzles, and heroic challenges await you within Castle Shadowgate.

To begin, insert the CD-ROM into your PC’s CD-ROM drive running Windows 95 or higher and the installation wizard will automatically launch and guide you through the rest of the installation process.

How to play?

- Using Your Stylus
  Shadowgate is played almost entirely with the Stylus of your Pocket PC. In the same way that you click on buttons and text within the rest of your Pocket PC software, you’ll use your stylus to interact with the game. You’ll select graphic objects simply by tapping them with your stylus. You’ll move objects around by clicking and dragging them using your stylus. You’ll soon find that the interface is familiar and intuitive.

- Game Windows
  Six windows assist you in your quest. Each of these is a unique window into the world of Shadowgate.
  The Main Window is the central picture window. Turn your device horizontally to view the game.
  Thyself represents you and floats in the upper right corner of the Main Window. Use this to perform commands on yourself.
  The Inventory Window resides along the left side of the Main Window. Store, view, and retrieve items here.
  The Text Window appears along the bottom of the Main Window. You’ll find descriptions of rooms you have visited, objects you’ve examined or your actions in the game.
  The Exits Window is slightly below the lower right corner of the Main Window. Each door in the Exits Window represents an entrance or an exit from the current room.
  To open a door, double-tap the door in the Main Window or tap the Open button and then tap the door in the Exits Window.
  Below these command buttons are additional buttons for each of the game windows. You can move any of the windows to the front by clicking on its button.

- The Command System
  In this game you directly interact with the objects that appear on-screen using the following commands. Use an object with a command to interact with objects. For example, to open a scroll, tap the scroll, then tap Open from the Command Window.
  The commands – Look, Open, Close, Talk, Use, Go, Hit, Eat - will be your eyes, ears, mouth and hands as you make your way through Shadowgate. To use these, tap the command and then tap the object you wish to operate. Often, you can use a SHORTCUT by double-tapping.
  Look allows you to carefully look at something or someone.
  Open is used to open objects. Open often reveals hidden features of an object. For example open Thyself, or open unlocked doors.
  Close command closes doors, chests, boxes, etc.
  Talk allows you to question characters or to answer riddles. Type what you want to say within the reply window and tap OK.
  Use, the most powerful command, is what you use to make things happen.
  Go allows you to walk through an unlocked or open exit. Not all are visible on screen, so you may have to use the Exits Window.
  Hit allows you to strike an object. Use Hit for self-defense or to break something.
  HINT: Don’t hit anything that could hurt you back.
  Eat allows you to eat or drink any food or potions that you may discover along the way—if you think it’s wise.

- Getting Started
  Start the game on your Pocket PC. Read the opening text. Now that you’re ready, take the following steps to pass through the first doorway into Shadowgate.
  Carefully investigate your location and its objects. To learn more about the door, tap Look in the Command Window. Open the door by tapping Open and then the door. Now you must work out your own strength and strategy to see yourself through Shadowgate. HINT: You must always keep a torch lit.

Customer Support
If you have any problems installing or running the software, contact our technical support team.

1. By telephone, at 1 866-742-9816
   We will contact you within one or two days of receiving your inquiry.
2. By email: support@gameloftpocket.com
3. Check our web site:
   www.gameloftpocket.com
4. Our Mailing address is:
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