

# Shadowgate 64 FAQ/Walkthrough

by terrisus

Updated to v1.0 on Apr 28, 2004

September 10, 2003

Version 1.0

Shadowgate64: Trials of the Four Towers (N64)

Eric Shotwell

terrissus (terrissus@aol.com)

-----  
Index:

Section 1: Introduction

Section 2: Contents

Section 3: Controls

Section 4: Walkthrough

Section 5: Thanks

Section 6: Contact

Section 7: Legal  
-----

Section 1: Introduction

Hello, and welcome to my Shadowgate 64 FAQ. If you're here, chances are you've been playing Shadowgate 64, and have run into some trouble, and are now here looking for help.

Each part of the walkthrough will be titled with the name of the room or rooms you're in, in the order you pass through them, and any items in the room you can get at that point in the order that you'll come across them. You won't necessarily need every single item in the game, but, as there are no limitations on your inventory or anything, it's usually a good idea to pick up everything you see just in case. I won't send you out of your way to pick up items you have no use for, most everything is at least somewhat near something else you will be needing, and there aren't that many useless items in the game. I'll only be mentioning inventory items however, no books. There are plenty of books and various other writings scattered throughout the game, which you won't actually need to use at any point, but will provide you with some interesting information about the world around you. Most of them are in fairly plain view as you progress through the game, however, so, if you want to get them and read them, that will be easy enough. Just, I won't be mentioning them specifically in the walkthrough.

Please note, there is an option in the game to have text displayed in Spanish instead of English. All of the names and everything in this guide are from playing the game in English however.

Please also note, all the room names are from the map that you get near the beginning of the game (accessed using the R button). If you don't pick up that map, you're going to have a bit of trouble figuring out what's going on. Picking up the map will be mentioned specifically in the walkthrough, but, make sure you get it.

I don't want to say this walkthrough is spoiler-free, because it isn't, but I've done my best to limit spoilers where they aren't necessary. That is, I'll be telling you the people and items you need to find, but won't be revealing the entire story if it isn't critical to you being able to advance. Half the fun of the game is just playing through it and finding out what happens, so

this walkthrough isn't supposed to be a book detailing all of the storyline of the game. Hopefully it will be of use to you if you find yourself stuck at any point though.

Both the area names and the item names are written exactly as they are in the game, so, if you're looking for something specific, you can just do a search for it in the file.

Also remember to save often, by pressing Start and selecting save. You can save as often as you want, anywhere you want, and there's no reason not to save. So save often, it will save you from having to do backtracking if you accidentally fall into the water or off a cliff or something unpleasant like that.

---

## Section 2: Controls

Analog stick: Move view up/down and side to side

C-up: Walk forward (in the direction you're facing)

C-left/C-right: Walk left/right, switch menus in inventory screen

C-down: Step backwards

Z: Crouch down

A: Talk, activate, check, most any action command that's needed

B: Enter inventory screen

R: View Map

Start: Options

D-pad: Not used

L: Not used

---

## Section 3: Contents

4.01: Dungeon

4.02: Drain/Cave

4.03: Disciples' Tower

4.04: Cemetery/Cathedral

4.05: Lakmir's Tower

4.06: Cathedral/Cemetery/Cave/Disciples' Tower

4.07: Gate keeper's room/Street/Pathway to Park/Park/Waterway/Sorcerers Quarter

4.08: Excavation Area 1/Sorcerers Quarter/Pathway to Park/Park/Waterway

4.09: Park/Pathway to Park/Street/Gate keeper's room/Disciples' Tower

4.10: Disciples' Tower/Gate keeper's room/Thieves' Room

4.11: Gate keeper's room/Street/Cathedral/Cemetery

4.12: Cemetery/Cathedral/Cave/Drain

4.13: Drain/Cave/Cathedral/Street/Gate keeper's room/Thieves' Room/Dungeon

4.14: Thieves' Room/Gate keeper's room/Street/Pathway to Park/Sorcerers Quarters/Agar's Room

4.15: Sorcerers Quarters/Excavation Area 1/Excavation Area 2/Reservoir

4.16: Excavation Area 2/Excavation Area 1/Sorcerers Quarters/Pathway to Park/Park/Waterway

4.17: Trial Tower

4.18: Waterway/Park/Pathway to Park/Street/Gate keeper's room/Disciples' Tower

4.19: Gate keeper's room/Street/Pathway to Park/Sorcerers Quarter/Excavation Area 1/Excavation Area 2/Dragon Tower

4.20: Stable/Castle gate/Chamber of Holding

4.21: Pathway to Park/Park

---

## Section 4: Walkthrough

#### 4.01: Dungeon

Items you can get here now: Bone

When you start up a new file, the opening sequence plays. In this, the caravan you're riding on is captured, and you are brought and dumped into the Dungeon. You stand up, and this is when you assume control of your character. Looking around your jail cell, you see a door at one end, a window to the next cell on one of the walls. You want to go over to the window and press A to talk to the person in the next cell. He gives you a bit of background information as to where you are and what's going on. Talking to him will also trigger the first event that you need to progress. After talking to him, the guard will come up and slip some food for you under the door. Go over and look at it, press A to pick it up and eat it, and a bone is left. Look down and pick up the bone, and it goes into your inventory. Over in the corner of the room, you see a pile of straw. Go over to that and press A to clear it away, revealing a secret door. Trying to pry it up with your hands is no use, so, while looking at the door, press B to go into your inventory, and select the bone with A. You use the bone to pry the door away. Look down and move toward the hole to move through it and out of your cell.

#### 4.02: Drain/Cave

Items you can get here now: Map, Iron Bar, Pickax

You find yourself in the sewage system below the jailcell. The first thing you want to make sure to do, is, turn around the opposite way from the way you entered here facing, and go in the door you see. Look down and to your right and you see a small piece of paper you want to pick up. This is the map. Press R at any time to view it. Turn back around and head back into the drain area. Turn to your right and head forward a bit and you should see a small barred-off area to your right. Look down at it and press A, and you will be able to pull loose an iron bar. Turn back to your left and continue heading forward, and enter the first door you see on your right. You enter a small room, where you just head forward and progress into the next room. You enter a room where you see a small lake (you can't swim), and a large pillar in front of you. Walk up to the pillar and select the iron bar from your inventory. You hit at the pillar with the bar, knocking it into the water. You can now walk across the pillar to the other side and through the door into the next room. In this room, turn left and head forward. You see a cracked area of wall, and walking over to it you see a Pickax lying on the ground that you want to get. Now, turn back around and head back the way you came, forward and to the right, across the pillar and into the next room, through that room and back into the main drainage area. Now, turn right and head forward, and go into the next door you see on your right. Head forward, and turning to your left you see a wall. Select the Pickax from your inventory and you climb over the wall. Head forward and left, and then look up and you see a cracked area in the ceiling. While looking up, select the Pickax from your inventory and you hit away at the ceiling until a hole opens up. Look up and head toward the hole to move into it.

#### 4.03: Disciples' Tower

Items you can get here now: Rope, Fairy Sculpture, Elf Statue, Apeman Sculpture, Liquid Sunset, Ancient Coin, Primitive Man Statue, Pixie Flute

You emerge inside a tower, the Disciples' Tower, one of the "four towers." Turn around, and behind you you see a door. Pass through that door into a hallway, and turn left. Start heading down the hallway and you see a door on

the left, and a door across from it on the right. First enter the door on the left. In the room you value see a pile of wood in front of you. Walk up to the pile and head over to the right side of it. In the corner past the end of the wood, on the ground you value see Rope, that you value want to pick up. Now, head out of the room and enter the door directly across from you. On your left you value see a shelf. Head over to the shelf and walk along it, and on the right part of the shelf you value see a Fairy Sculpture you value need to get. If you look over on the other side of the room, you value see a shoe on the table, but, you can't get that now, so don't worry about it. Head back out the door, and turn right. Head down the hallway, turn left, and go up the stairs and then go through the door in front of you. You value enter a large carpeted room. On the other side of the room you value see a desk, and walking over to the desk you value find an Elf Statue standing on top of it that you value need to take. Turn back around and head under the passway in the center of the room toward the stairs. Before you get there you value be confronted by Lakmir, who will give you a short message before you head on. After listening to him, head up the stairs and into the next room. You value enter a room with many books around, and a window that you value be coming back to shortly. For now, just head through any of the three doors in front of you (all of them lead to the next room), and you value enter a room with more books, and some stairs in front of you. Heading up the stairs, you value find yourself inside of a small room with doors on the three walls. Head into the door on your left first. On the ground to the left of where you enter, on the ground you value find a statue of an Apeman you can get. On a table on the other side of the room is a bottle of Liquid Sunset to pick up (but not to drink). Head out of the room and into the door on your right. In the corner to the right of the door, on the ground you value find an Ancient Coin. On a table in the back of the room is a Primitive Man Statue. Now head out of this room, and into the door on your right. In this room, on the left wall you value see a shelf with three spaces for statues, and a statue of a man on the right space. Facing the shelf, go into your inventory and first select the Fairy Sculpture, putting it in the first space. Next, select the Elf Statue from your inventory, putting it in the middle space. The shelf slides away, revealing a stairway. Head up the stairway and you value find yourself in a hallway with two doors on your right. Enter the first door on your right, and head to the back of the room. On a shelf in the back, on the right, you value see a Pixie Flute which you can take. Now head back out of the room. The room behind the other door in the hallway only contains books, so you can get those if you want. Once you're done there, from the hallway head back down the stairs. Pass through the door, and down the stairs on your right. Head through any of the three doors in front of you into the next room. Turn to your right and you value see a window with a small stairway in front of it. Go onto the stairway so you're looking out the window. Select the rope from your inventory and it will be tied to the wall and go out the window. Now, select the Pixie Flute from your inventory and it will play, making you small. Look over at the rope and press A, and climb down it. Once at the bottom, select the Pixie Flute from your inventory again, and you value return to normal size, and you're now outside, in the Cemetery.

#### 4.04: Cemetery/Cathedral

Items you can get here now: Dragon Tears, Golden Key, Ornate Key, Crowbar, Nail

In the cemetery, head forward and turn right. Go down the pathway, and at the end turn right and pass through the door in front of you, into the Cathedral area. Head forward and go in the door on your left into the Cathedral. Head to the back, and next to the statue pick up the bottle of Dragon Tears. Turn back around and head around the seats to your left, under the overhang, and down the stairs. Against the wall opposite you, you value see a key rack with

a Golden Key on it. On the ground next to the shelf to the right of the rack, you'll also see another key on the ground, the Ornate Key. On the other side of the shelf, against the wall, will be a Crowbar.

Now, turn around, forward and left, and head back up the stairs. Go forward and around the seats, up the middle, and against the back wall on the left side you should see a ladder. Go up to the ladder and press A to climb it.

Up on the ledge, you should see a ladder against the ceiling, and on your right a chain held in place by a nail. Walk up to the nail and select the Crowbar from your inventory, prying loose the nail and lowering the ladder. Before going up that ladder, turn around and head back down the ladder you just came up. Back on the ground, turn left, and in front of the first row of seats on the other side you should see the nail on the ground. Go over and pick that up. Now, go back over to the ladder, climb it, and then on the ledge go forward and climb that ladder to go up on the roof.

Be careful up on the roof, as there are a number of holes you can fall through and die. Make your way carefully across to the window opposite you, and press A to go through, into the next tower.

#### 4.05: Lakmir's Tower

Items you can get here now: Bottle of Oil, Hair of Giant, Mug, Rusty Key, Star Crest, Water with Dragon Tears, Crest Key, Forest Nectar, Night Elixer, Quill, The Blue Ring, The Green Ring, The Ring of the Dead

Head forward and through the door in front of you into a hallway. Head forward and turn to your right, and you'll see doors on your right and left. Go through the door on your right, head forward, and on your left you'll see a Bottle of Oil. Then turn around and head back out of the room. There's nothing for you to do in the door opposite you right now, so, turn to your left and head forward, and down the stairway. Once you head down the stairway, you'll run into Lakmir again and he'll give you some more information. After he's done, head forward and through the next door, and you'll find yourself on the top of a big stairway. Head down either set of stairs, on your right or left, and once at the bottom turn around looking under the platform you were just on to see a door, and go through it.

Turn to your left and you'll see a door, and go through it. On the desk in the room you'll find a Hair of Giant. Leave the room and head through the door opposite you. On the desk in this room you'll find a Mug. To the left of the desk is a pillar. Go around the left of the desk and approach the pillar, and on the ground to the left of the pillar will be a Rusty Key. Head out of the room, turn to the right, and go down the stairs.

In front of you will be a rusty door. Select the Bottle of Oil from your inventory to oil the door, and then you can open it. Go forward, turn to your left, and on your left will be another door. In this room, head to the back, look to your right, and there will be a door with an object on it. Press A to take the object, a Star Crest.

Now, turn around and head back the way you came. Through the door in front of you. To the right, around the corner, and through the rusty door and up the stairs and through the door in front of you. To either the left or right up around the stairway, through the door at the top of the stairway, and then up the stairs in front of you. Go forward to where there's the two doors opposite each other and go through the door on the right (the room where you got the Bottle of Oil a bit ago). Turn to your left and you'll see a barrel covered by a board. Go up to it and press A to remove the board. Now, go into your inventory and select the Dragon Tears to pour some into the barrel. Then, go into your inventory and select the Mug to get some of the water from the barrel in the Mug (Water with Dragon Tears).

Go back through the door, and now go into the door opposite you. In this room, on your right you'll see a fireplace. Go in front of it, and select the Water with Dragon Tears (the Mug) from your inventory, to pour it onto the fire and put it out, revealing an engraving behind the fire. Now select the Star Crest

from your inventory to place it into the engraving.

Now it's back again, through the door, turn to your right and go forward down the stairs, and through the door in front of you. Around either of the stairways, and into the door under the stairway, down the stairs in front of you, and through the rusty door. Forward, left, and through the door on your left, back into the room where you got the Star Crest. Go forward and look to the right, and you can now go through the door. Walk forward, and you'll have another conversation with Lakmir. After he's done, turn to your left and you'll see three statues, which are teleportation points. This is a maze of sorts, with you having to choose the correct statue path. In the first group of three, touch the one on the left and you'll be transported to a room with a group of two. In the group of two, touch the one on the right. You'll then be transported to a room with four statues, two on your right and two on your left. In this group of four, turn to your right, and while facing right looking at the two on that side, touch the one on the left. You'll then be transported to a room with two statues, and you'll want to touch the one on the right. You'll now be in a room with two statues, one on the left and one on the right, with a plaque in the middle. Facing the back of the plaque, touch the statue on the left, and you're at the end of the maze. The statue on your left now will take you back to the beginning, but, turn to your right, and head up those stairs.

Head forward, and you'll see two doors opposite each other. Go in the one on the left first. On the left, you'll see a strange-looking machine. Go up in front of the opening, and select the Nail from your inventory. You'll toss it in the opening, the machine will go to work, and out the end will come the Crest Key. On the wall opposite the machine is a shelf, and on the left side of the shelf is a bottle of Forest Nectar. Head out of the room, and into the door across from you. In this room on the left is a shelf, and on the left of the shelf is a bottle of Night Elixer. On the right part of the shelf is a Quill. Now turn around and go to the other side of the room, around the shelf, and you'll see a bed. Walk onto the bed and look at the shelf, and you'll see a bowl on top of the shelf. Go into your inventory and select the Night Elixer to pour it into the bowl (make sure you're close enough to the bowl, otherwise you'll drink it instead). Then, select the Liquid Sunset from your inventory to pour that into the bowl as well. The combination will create a heavy steam, which will cause a number of stars to be illuminated on the ceiling. Get down off the bed and around the shelf, to the middle of the room where there's a chair on the floor. Walk over to the chair to stand on it, and then look up at the ceiling where you'll see a star with a hole in the middle of it. While looking at the star, go into your inventory and select the Crest Key to insert it into the hole, unlocking the door in the room. Get down off your chair and go through the door to the right of the shelf.

You'll find yourself in a room with three pedestals with three rings on them. The ring on the left is The Blue Ring. Selecting this ring from your inventory and putting it on will cause you to feel strange and your movement controls become backwards (which, believe it or not, will actually be useful shortly). Select the ring from your inventory again to remove it. The ring on the far left is The Green Ring. Putting this ring on kills you instantly (and, no, that's never going to be something you want to do), so, don't put that on. The ring in the middle is the main reason you're here though. As soon as you take the ring, Lakmir appears and explains to you about the ring, and also shows you some stuff that's going on around you. The ring you have found is The Ring of the Dead. Putting it on allows you to talk to any dead people or ghosts you might run into, as well as read any blank books you might've come across. With it on, however, live people won't understand you, so, you'll want to take it off again if you're not using it.

Now that you have The Ring of the Dead, it's time to do a bit of backtracking, all the way back to the Cathedral. Turn around and leave the room, turn to the right and go through that door, turn to the left and go forward and down the stairs, turn to the right and touch the statue, go through the door in front of

you, turn to the left, go forward and through the rusty door, up the stairs in front of you, through the door in front of you, either left or right and up the stairway and through the door at the top, up the stairs, forward a bit and then through the door on your right, and then through the window in front of you.

#### 4.06: Cathedral/Cemetery/Cave/Disciples' Tower

Items you can get here now: Jezibel's Pendant, Cemetery Key, Slipper

You're back on the roof of the Cathedral now. Make your way across to the open passageway and down, and then forward and down the ladder. Turn to your left, go forward, around the seats in front of you, under the overhang, and down the stairs. Turn to your right, go forward a bit, and there will be a door on your right to go through. In this room will be two coffins, the left one is empty, but the right one is locked. Go up to the keyhole and use the Golden Key from your inventory to unlock it. Press A to open the coffin. Select The Ring of the Dead from your inventory to put it on, and you will be able to talk to the woman in the coffin. She'll tell you her story, and at the end she'll give you Jezibel's Pendant. Go out the door, left, and back up the stairs. Go forward, around the seats, and out the door. Turn to your left and go forward, and at the end turn to your left to see a bunch of boards blocking your way, and press A to remove them. Go forward, with The Ring of the Dead on, to talk to the person at the grave. Once he's done talking, select the Dragon Tears from your inventory to pour some on the grave. Press A and the man will appear again, thank you, and teach you some words that you'll need later on (you don't have to actually remember the words, just having spoken to him and heard them, you'll use them automatically when you need to).

From here, go back into the church, to the right, under the overhang, and back down the stairs. Turn right, go forward, down the stairs, and use the Rusty Key on the door. You're now back in the Cave area. Go right, forward, up the stairs to the door, and use the Rusty Key on the door. You're now back in the Disciples' Tower. Go forward, through the door, turn left, go forward, and go in the door on your left. Turn to the right and, making sure you have the Ring of the Dead on, go over to the beds near shoe on the table. As you approach, a man will appear and tell you about the shoe and its owner. He'll give you a key, the Cemetery Key, and you can also now take the Slipper from the table. Go back out the door, turn right, go forward, turn left, go forward and up the stairs, and forward through the door. Ahead of you, you'll see a large set of double doors. Walk up to them, and you can now go through them and outside of the tower.

#### 4.07: Gate keeper's room/Street/Pathway to Park/Park/Waterway/Sorcerers Quarter

Items you can get here now: Coin, Orb, Poisonous Herb, Coin

Turn to your right and on the ground you'll see a Coin. Turn back around and go down the passageway in front of you into the Street. Go forward, left, right, put on Jezibel's Pendant, and go into the door on your left. When you go in, the Innkeeper will talk to you and ask where you got the pendant. When he asks if you're a grave robber, say no. He'll then ask you some questions about Jezibel to see if you're telling the truth. If you paid attention to her before you'll know the answers, but if not, here they are. What's the name of Saul's friend: Lucas. What was Saul hoping to find: Gold and gems. How long after he left did the poor woman die: A fortnight. If you answer any of them wrong, he'll send you back out of the inn, but you can just go back in and try again. Once you've answered all of his questions, he'll finally believe you, and let you come in.

After talking to him, you'll be pointed over at a woman in the corner. Go over and talk to her, and you'll learn that she's Akaar's sister (Akaar was the guy in the cell next to yours when you first started), and that she wants you to save him. Say you'll help her, and she'll give you the Orb.

After speaking with her, leave the inn and go straight forward through the

doors in front of you, into the Pathway to Park. Turn left and go down the pathway. You'll come to a bend to the right, and just after the bend, on the ground you'll see a plant that looks a bit different from the others, it's the Poisonous Herb. Continue along the path, and on your left you'll see a set of doors. Go through them into the Park. Walk up to the pond with the statue in front of you, and Lakmir will appear again and give you some more information. After he finishes, put on The Ring of the Dead, turn right, and head under the arch into the Waterway. Go forward (but not into the water) and press A, and a little girl will appear. She'll say that she needs her other shoe before she can leave. Turn around and head back into the park, to the left and through the door back into the Pathway to Park, turn left and continue down the path. Just before the door at the end, look to your left and on the ground you'll find another coin. Continue on through the door into the Sorcerers Quarter. Head forward, turn right, go down the path and through the door at the end, into the Excavation Area 1.

4.08: Excavation Area 1/Sorcerers Quarter/Pathway to Park/Park/Waterway

Items you can get here now: Artwork, Slipper (Pair of Slippers)

When you first enter the Excavation Area 1, go forward a bit, and then turn right around the corner of the house. In the door on the first floor is a man who will talk to you a bit. Once you're done with that, go up the stairs by the door. Turn to your right and you will see an Artwork on the side of the bookcase that you can take. Go through the door to go back outside. Now, go around the outside of the pit to where there's a ladder, and climb down it. Turn to the left and you'll see a man. Go over and talk to him, and he'll tell you he's looking for coins. Select the Ancient Coin from your inventory, and he'll ask to take a look at it, and then run off with it. Go forward to the area where he was digging and press A, and you'll find a Slipper, the match for the one Slipper you already had, giving you now a Pair of Slippers. Turn around and go back up the ladder, left, around the pit, by the side of the house and through the door into the Sorcerers Quarter. Forward and left through there, and into the Pathway to Park. Go forward and into the door on your right into the Park. Go right, under the arch, into the Waterway. Put in The Ring of the Dead, go forward, and press A to talk to the girl. She'll take the Pair of Slippers, and tell you she's heading back to her grandfather, which is where you're going next as well.

4.09: Park/Pathway to Park/Street/Gate keeper's room/Disciples' Tower

Items you can get here now: Stone of Thirst

Turn back around and go back into the Park, left and through the door into the Pathway to Park. Turn right and head down the path, turning left at the bend, and then right and through the door into the Street. Go forward, left, left, right and down the path, into the Gate keeper's room. Go forward and right through the double doors, into the Disciples' Tower. Go left, through the door, down the stairs, forward, right, make sure you have The Ring of the Dead on, and go in the second door on the left. Turn to the right, go over by the beds, and the grandfather and child will appear. He'll talk to you, and at the end, he'll give you the Stone of Thirst.

4.10: Disciples' Tower/Gate keeper's room/Thieves' Room

Items you can get here now: Precious Stone, Plate, Flower

Head back out the door, right, left and up the stairs. Through the door at the top of the stairs, forward and through the double doors into the Gate keeper's room. Go forward, and through the door on the left wall, into the Thieves' Room. Go forward, left, and up the stairs. Go through the door in front of you, left and over to the shelf, and on the bottom left of the shelf will be a Precious Stone. On the right part of the shelf will be a Plate. Go back out the



door, right and through that door. In this room will be a man you need to talk to. Go up to him and he'll ask if you'd like to hear a song. Say yes and he'll play for you, and when he's done he'll ask if you'd like to hear another. Keep saying yes until he's done, and at the end he'll give you a Flower. Once you have it, go back out the door, right and down the stairs, forward, right, and out the door back to the Gate keeper's room.

#### 4.11: Gate keeper's room/Street/Cathedral/Cemetery

Items you can get here now: None

Turn left, go forward, turn right before the door and down the pathway to the Street. Go forward, left, right, and go to the door in front of you. Use the Cemetery Key to unlock it, and head through into the Cathedral. Go left, through the door, and into the Cemetery. Make sure you have The Ring of the Dead on, and go left, down the path, to the last gravestone on the right. Press A in front of it to talk to the man there. Once you've talked to him, go into your inventory and select the Flower to place it on the grave, and press A to talk to him again. He'll tell you to go and find his treasure, and that you can have it.

#### 4.12: Cemetery/Cathedral/Cave/Drain

Items you can get here now: Treasure

Turn right and head back down the path, through the door on the right and back into the Cathedral. Go through the door on the left to go inside. Go right, under the overhang, and down the stairs. Turn right, go forward, down the stairs and through the door into the Cave. Go left, forward and through the door. Go across the pillar and through the door, left and through the door, and then turn right. Make sure you have The Ring of the Dead on, and go forward, to the very edge of the path (be careful not to fall into the water at the end), and press A. A man will appear, and give you the Treasure.

#### 4.13: Drain/Cave/Cathedral/Street/Gate keeper's room/Thieves' Room/Dungeon

Items you can get here now: Chipped Violin, Dungeon Key

Turn around and head back down, through the second door on your left. Through the next door, across the pillar, through the door, left, and through the door on your right into the Cathedral. Go up the stairs, forward, left, and up the stairs. Forward, right and through the door, and then through the door in front of you into the Street. Go forward, left, and into the door on your left into a shop. Talk to the shop keeper, and then use your Treasure. He'll give you a choice between three violins, and you'll want to pick The chipped violin (if you pick the wrong one you can talk to him again to exchange it). Go back out of the shop, forward, left and right into the Gate keeper's room. Go forward, left, and through the door on the left wall into the Thieves' Room. Go forward, left, and in the right door. Be careful because if the dungeon keeper notices you, he'll kill you. Walk into the middle area, to the right of the door, and walk over to the desk. Select the Chipped Violin from your inventory to place it on the desk, and then quickly run back and to the right around the other side of the wall. Once the dungeon keeper goes over and starts playing his violin, walk forward, left, past him and around the other side of the shelf. On the wall you will see a key rack, and there will be a Dungeon Key on one of the hooks. Continue down the path and take the stairs, and you will be in the Dungeon. Go forward and right and you'll see two rows of cells, two on each side. Go to the first door on the right and use the Dungeon Key to open the door, and then go in and talk to Agaar. While you're talking, the dungeon keeper will come up and shut the door, locking you both in. Turn back to Agaar and select the Orb from your inventory. He'll use it to send both of you out of the cell, and the dungeon keeper in. Once you're outside, turn back to the cell door and use the Dungeon Key to lock the door. Turn to the right, go forward,

left, right, and up the stairs to get out of the dungeon.

#### 4.14: Thieves' Room/Gate keeper's room/Street/Pathway to Park/Sorcerers Quarters/Agaar's Room

Items you can get here now: Flint, Lever, Fang

Go forward, right, and through the door on the left. Turn left, go forward, right, and out the door to the Gate keeper's room. Turn right, go forward, right, and down the passage into the Street. Go forward, left, right, and into the door on your left into the inn. Agaar will thank you for saving him, and unlock his room for you, and then he and his sister leave. Go back out the door, to the right and through the doors into the Pathway to Park. Left, right, and through the door at the end of the path to enter the Sorcerers Quarters. Go forward, right, right, and through the door on your right to enter Agaar's Room. Here, turn to the left and you'll see a book case. Walk over to it, and on the top shelf you'll see a piece of Flint. Turn around and you'll see two beds. The back left part of the second bed is actually a Lever, so take that. Then turn around and you'll see another book shelf against the other wall. Go over to that, and on the bottom shelf, on the left under some books, is hidden a Fang. Having collected these three items from the room, go back out the door, back into the Sorcerers Quarters.

#### 4.15: Sorcerers Quarters/Excavation Area 1/Excavation Area 2/Reservoir

Items you can get here now: None

Turn left from the door and walk forward. Turn right at the end of the house, and go through the door into the Excavation Area 1. Go forward and through the door on the left wall into the Excavation Area 2. Walk forward and go down the ladder to your left. Turn to your left and go through the passageway on the left into the Reservoir.

Walk up to the edge of the platform, and then select the Stone of Thirst from your inventory. You'll toss it into the water, and the water will drain away. Go down the ladder in front of you, and then head forward and go up the ladder to your right. Head forward and to your right, and on your right you'll see a machine with three knobs on the top, and over on the right side a turning device. Go over to the device on the right and use the Lever from your inventory to attach it, and you'll have a conversation with Lakmir again. Once he's done, head over toward the knobs. Press A in front of a knob and you'll have the option to turn it left or right. Turn the knob on the left to the left, the one in the middle to the right, and the one on the right to the right, and then go over to the lever and pull it. Lakmir will appear again, and show you where the water is draining from, which is where you'll be heading next. Turn to the right, and head back down the ladder you came up from, turn left and go up the ladder on the right, and back out the passage into the Excavation Area 2.

#### 4.16: Excavation Area 2/Excavation Area 1/Sorcerers Quarters/Pathway to Park/Park/Waterway

Items you can get here now: None

Turn left and head up the ladder in front of you, turn right and head forward and through the door into the Excavation Area 1. Turn right and head forward, through the door, to the Sorcerers Quarters. Head forward, left, and into the Pathway to Park. Go forward and enter the door on your right, into the Park. Go to your right and forward, into the Waterway. Head forward, down the stairs, and through the door, to enter the Trial Tower.

#### 4.17: Trial Tower

Items you can get here now: Fragments of a Crest, Burning Candle, The Ring of the Kingdom

When you enter the Trial Tower, you'll see a plaque in front of you. Walking up to it and reading it will explain what you have to do here, and once you've read it, Lakmir will appear and elaborate further. Once he's done, head forward, up the stairs, into the next room. There will be another plaque here, explaining the task you must do in this room, "Pay homage to the king." As Lakmir explained, the tests are being fiddled with a bit, so, go to the picture in the back on the left, the one of Nathor Dreslin. Look down at the ground and press A, and you'll find a switch, opening a door to the next room.

In this next room, the plaque tells you to "Complete the Coat of Arms." On the table to the left of the door are the Fragments of a Crest, so walk over to them and pick them up. Now, turn around and walk over to the opposite wall and you'll see a door with a space for the pieces on it. Press A in front of it, and a screen will come up for you to assemble the coat of arms. It will give you a number of choices between a set of pieces, and you'll have to pick the correct ones. A picture of the coat of arms was in a book you may have picked up along the way. From the first set of two pieces, choose the one on the left. From the second set, choose the one on the very right. From the third set, choose the one on the left. From the fourth set, choose the one on the left. The screen will go away, and a door will open, leading to the next room.

In this room, turn to the left and you will see a wall with a face on it. Walk over to it, and it will ask you questions. Each time you get one right, a wall will lower. If you get one wrong, you'll be sent back to the very beginning of the Trial Tower. You need to lower five walls to progress.

Here are the questions the wall may ask. Does the Royal Family's Dragon scream?: No. Who was responsible for the banishment of the Evil One?: The Staff of Ages. By what name does the master of Dersius go?: Aristolin. For what symbol is one given a sorcerous rank: The Ring of the Kingdom. What is the prohibition against black magic?: It taints the soul. Who is the rightful king of Kal Torlin?: Nathor Dreslin. What type of magic is expressly forbidden?: Death magic. What was the name of the First Dragon?: Bolhalor. Of what species was the last dragon?: Gold.

After you have passed all of the walls, there will be a statue in front of you. Walk up to it to be teleported to the next room. In this room, your movement controls are all wrong, and so you'll have to try to navigate your way through the maze without the controls you're used to. While you can do it that way if you want, if you got The Blue Ring from the ring room, you can put that on and your controls will return to normal. You still have to be careful not to get killed, but, it makes things much easier. From where you enter, turn right, go forward, turn right, and touch the statue. Then, go around the spikes either to the right or left and touch the statue in the middle. Now, go around the statue in front of you, and down the pathway to the right, and touch the statue at the end of that pathway. There will be a door in front of you, pass through it into the next room (make sure to take off the ring if you put it on before so your movement goes back to normal).

The sign in front of you will explain what you have to do now. To your right is a candle. Go up to it and use the Flint from your inventory to light it, then press A to pick it up. Go over to your left and through the door to enter the maze. On the top right of your screen will be a picture of your candle, and you'll have to make it through the maze before your candle burns out. If it does, you'll have to go back to the candle room and try again.

Once inside the maze, turn left, go forward, left at the bend, and up the stairs at the end of the path. Go forward, right, left, and at the end of the path turn left. You'll see a button at the end of the hallway. Go up to it and press it, and then turn back around, down the path, around the wall (ignore the door that opened there for now) and down that path, left, and just before the stairs on the left you will see a new opening with another button. Go up to that button and press it. Now turn around, go back down the path, right, down the path, and then through the opening on the right, forward, left, through the door, and up the ladder. Turn to your right, go forward, turn to your left, go

forward slightly and you'll see two openings on your left. Go into the first opening and push the button, then turn around, go out of the opening and to the left, and down the ladder. You'll see a door in front of you, but turn to the right and you'll see another door. Go through the door on the right, and then through the next one. Turn to your right and you'll see a switch, go up to it and press it. Turn back around to where the door you came from was, but return through the door on the right, and through the next door, and up the ladder. Go forward, into the second opening on the right, and push the button. Turn around, head out of the opening, and turn right. Go forward, left, left, and down the ladder. Go forward, turn right when you reach the door, to the end of the path and press the button on the left. Turn back to your left, back down the path, left, and back up the ladder. Turn right, go forward, left, and into the first opening on the left and press the button. Turn around, go out, turn left, and go forward and down the ladder. Turn to your right and go through the right door, and then through the next door. Turn right, go forward, right, and up the stairs. Walk forward, to the candle holder, and select the candle from your inventory to place it in the holder. Go through the door in front of you into the next room. Turn to your right and go forward, and there will be a plaque to read. Turn to the right, and you'll see three mirrors in front of you. Go up to the mirror on the right, turn around so you're facing away from it, and walk backward into the mirror. You'll see a stand with a ring in front of you. Walk up to it and press A to take The Ring of the Kingdom. Select it from your inventory to put it on, and walk onto the white platform in front of you. You'll be sent back to the entrance to the Trial Tower, and Lakmir will appear and talk to you. Once he's done, turn around, head through the door, and back out into the Waterway.

4.18: Waterway/Park/Pathway to Park/Street/Gate keeper's room/Disciples' Tower  
Items you can get here now: Dragon Flute

Go forward, into the Park. Go forward and left through the door to the Pathway to Park. Turn right, go forward, left, right and through the door into the Street. Go forward, left, left, right and down the path to the Gate keeper's room. Go forward and through the door on the right into the Disciples' Tower. Turn to your right and go forward and you'll see a door with a dragon on it. Make sure you're wearing The Ring of the Kingdom and press A to open it and pass into the room. Inside, you'll see a table with an instrument on it. Walk up to it and press A to get the Dragon Flute. Turn back around and go through the door again, and then forward and to the right through the double doors, back out into the Gate keeper's room.

4.19: Gate keeper's room/Street/Pathway to Park/Sorcerers Quarter/Excavation Area 1/Excavation Area 2/Dragon Tower  
Items you can get here now: Dragon Eye, The Staff of Ages

Turn left and go forward down the path to the Street. Go forward, left, right, forward and through the door to your right into the Pathway to Park. Turn left, go forward, right, and through the door at the end into the Sorcerers Quarter. Go forward, right, and through the door into the Excavation Area 1. Go forward and through the door on the left into the Excavation Area 1. Walk forward, right, and stand in front of the door. Select the Dragon Flute from your inventory to blow it, and the door will open, and you will enter the Dragon Tower.

Follow the path around, going forward, left, forward, left. Midway down the path will be a door on your left, go through it. Go forward and to the left, and down a ladder. Turn to the left and there will be a table with an item on it. Go over to it and pick up the item, the Dragon Eye. Turn around, go back up the ladder, right and out the door. Go forward, left and at the end you'll come to a dragon picture with a tooth missing. Select the Fang from your inventory to put it in place, and a stairway will form in front of you. Go up the stairs

and continue around, forward, left, forward, left, forward, turn left and go up some more stairs. At the top of the stairs go forward, left, forward, left, forward and you'll come to the stairs up to the next room.

Turn right and go through the door to enter the room. Go forward, and to the left of the bead you'll see an instrument. Go over to it, and select the Hair of Giant from your inventory to put it on the instrument. Turn around, go forward, and on your right there will be a door in the wall, go through it. In this room will be a large dragon, and four small dragons around it. Go to the dragon in the back to the left of the large dragon and press A. It will ask you which wing you want to move, and move the Right wing, and it will start playing a melody. Turn to the right and go over to the small dragon on the other side of the large one, and move its Left wing to continue the melody. Now turn around and go to your right, to the dragon that's diagonally across from where you were, and move its Left wing. Now turn around and go to the last dragon, and move its Right wing to finish the melody. The large dragon in the middle will lower its head, forming a stairway. Go up the stairs into the next room.

You'll come up onto the roof of the tower, where you will see a dragon with a staff in its head. Lakmir will appear and talk to you. Once he's done, walk over to the dragon's head, make sure you have The Ring of the Kingdom on, and press A. It will ask if you want to remove the staff, and do so. The staff removed, the dragon will wake up. You'll get on the dragon, and it will fly up, and drop you in the Stable.

#### 4.20: Stable/Castle gate/Chamber of Holding

Items you can get here now: None

Turn to your left and you'll see a door. Go through it inside of the stable. Walk over to the box on the floor in front of you, and select the Flint from your inventory. A fire will start, and you exit the stable. Head forward, turn left, go forward and through the door, into the Castle gate.

Turn right and you'll see a man standing in front of a door. Go over and talk to him. Go over and talk to him, and after talking to him select Jezibel's Pendant from your inventory. He'll leave, and you'll go through the door, into the Chamber of Holding.

Walk forward, you'll go up a small set of stairs, and there will be a staff in front of you. Stand in front of the staff and select the Dragon Eye from your inventory to place it on the staff. After you do this, you'll watch as a series of events take place. After they're done, Lakmir will appear and talk to you. When he's done, turn to the right and head toward the opening, out into the Pathway to Park.

#### 4.21: Pathway to Park/Park

Items you can get here now: None

Turn to the left and go through the door, into the Park. You'll see a fun little sight. When that's done, select The Ring of the Kingdom from your inventory to put it on. Turn around, and head toward the fountain. The water's gone, so you can walk right up to the statue.

Select The Staff of Ages from your inventory, and you'll put the staff into the statue's hand. Then, select The Ring of the Kingdom from your inventory, and it will be put onto the statue's finger.

Now, just sit back and watch. You've completed the game. Congratulations.

---

#### Section 5: Thanks

Well, as of right now I don't really have any specific people to thank in the

creation of the guide. To my knowledge this guide should be fully complete, but, if you happen to come across an error or some more information or whatever, I can put your name in here as well. See Section 6 for contact information.

I 壇 like to thank Gamefaqs and IGN for hosting this guide, I 壇 like to thank you for reading this guide, and I 壇 like to thank all of the people and companies involved in the creation of this game for making it, for giving me much enjoyment with the game, as well as something to write about.

---

## Section 6: Contact

If you 壇 like to contact me for any reason at all, either with some information, problems you have, or just to say you liked my guide and found it helpful, feel free to write to me, at:

terrisus@aol.com

and put Shadowgate 64 FAQ (or something like that) as the subject.

---

## Section 7: Legal

This FAQ was entirely created by Eric Shotwell. It may not be displayed, distributed, or altered without my agreement. The following websites have permission to host this guide:

<http://www.gamefaqs.com>

<http://faqs.ign.com>

That said, if you 壇 like to display or distribute this guide, I 壇 probably be more than happy to let you, just please ask me first. See Section 6 for contact information.