Win Venture Demo HELP

NOTE: This is not a complete Win Venture but a Demo version. This help file has been written for Shadowgate, but will serve as the basic help instructions for the Deja Vu and Uninvited Demo also. Have fun!

While the castle of *Shadowgate* is shrouded in mystery, your understanding of the requirements and rules of play need not be.

For more information, click the topic of your choice:

What You Need

What You Get

What You See

What Happened...

What's Next...

Viacom New Media Products

Viacom New Media Technical Support

What to Do to Uninstall

For Help on Help, Press F1

What Happened...

Shadowgate--ancient keep of the Circle of Twelve--stands guard, a lone sentinel, waiting and watching for your arrival. You are the Seed of Prophecy, destined to fulfill the oracles of the ancients.

Your call--the *only* call--is to find the Staff of Ages and conquer the dreadful Warlock Lord, before he raises the great Behemoth, Last of the Titans, and destroys the world.

Reclaim the castle and free the world from the throes of the Warlock Lord. If found worthy, your name will be honored throughout time. If not, you will never be heard of again.

What You Need

Shadowgate requires the following:

Windows 3.1
DOS 3.3
80286 CPU
4 M RAM
8 M Free Disk Space
Super VGA and Mouse

Windows compatible sound card *recommended*

NOTE: Some video drivers may not be compatible with the magnification view of *Shadowgate.*

What You Get

Please check the contents of your *Shadowgate* package.
It should contain these items:

Shadowgate Product Registration Card
Shadowgate Adventurer's Guide

If any of these package items are missing, please call Viacom New Media, Customer Support at 1-708-520-4440.

Shadowgate Product Registration Card

Please take a minute to complete and return the enclosed registration form.

As a registered user, you will receive notice of software upgrades and new product releases.

Shadowgate Adventurer's Guide

This will provide you with valuable information and insight to make your way through *Shadowgate*.

Feel free to refer to it as often as necessary.

What You See

Successfully making your way through *Shadowgate* requires special knowledge and understanding.

Click any of the following for more information:

Working with Shadowgate Windows

Working with Shadowgate Commands

Working with Shadowgate Windows

Six windows assist you in your quest. Each of these is a unique window into the world of *Shadowgate*.

Click any of the following for more information:
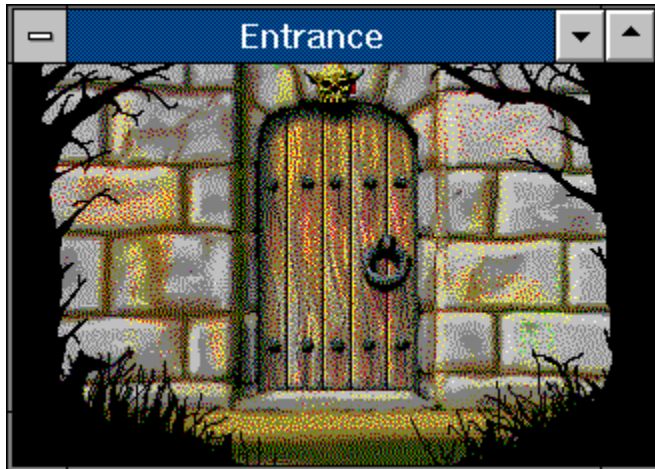
Main Window

Command Window

Text Window

Thyself Window

Inventory Window

Exits Window

Main Window

The central picture window is the **Main Window.**

It is by this window that the world of *Shadowgate* is seen through your eyes.
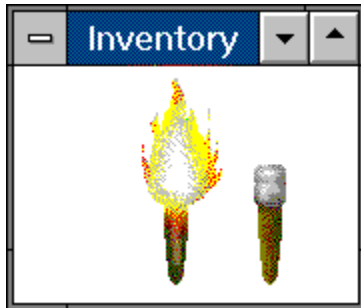
Thyself Window
Toward the upper right from the Main Window is a window that looks a bit different from the others. This is
Thyself. Within the realm of *Shadowgate*, it represents you.

Thyself works together with all of the commands of the <u>Command Window</u>**.**

Inventory Window

To the left of the Main Window is the **Inventory Window.**

As you travel throughout *Shadowgate*, you will come across various items that may be useful or even necessary for your survival.

The Inventory Window is a convenient place where you may store, view, and retrieve these items when you have need of them.

This window can hold a great many items--not all of which may be visible at any one time. If there is more than meets the eye, the scroll bars will become active, so you can scroll the rest of the items into view.

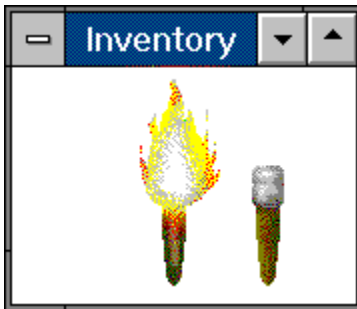See Also <u>Placing an Object Into the Inventory Window</u>

Placing an Object Into the Inventory Window

To place an <u>object</u> into your Inventory**:**

1.Using the <u>mouse,</u> <u>point</u> to the object.

2.Press the mouse's button.

3.Still holding the button down, drag the item into the Inventory Window.
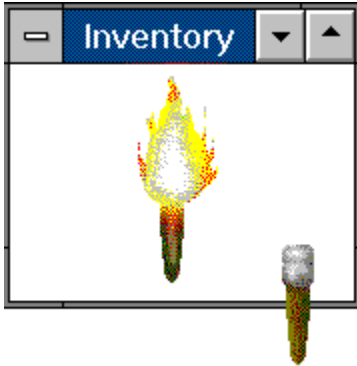
4.When the item is within the Inventory Window, release the mouse's button.

If you are allowed to take the object with you, it will remain in the window. Although you may drag many objects into the Inventory, you may not be able to keep all of them there.

Try dragging various objects into your Inventory to see which ones you can keep and which ones you cannot.

Text Window

Below the Main Window   is the **Text Window.**
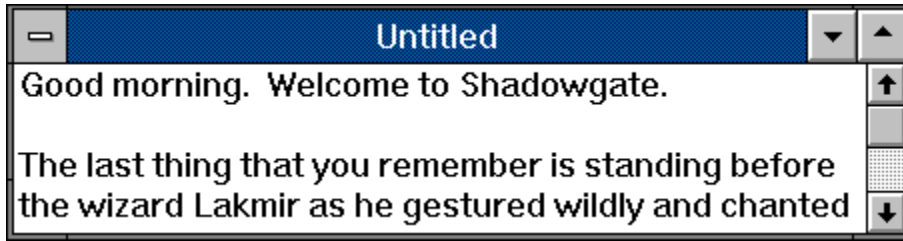
Within this window, you will find explanations and descriptions of a room or <u>object</u>.

Instead of going back to a previously visited room, you may find it easier to use this window to review the description and contents of that location.

Whenever there is more text to be read, the scroll bar will become active. In addition, the <u>Command Window</u> will display a message letting you know that additional text is present.

Command Window

Above the Main Window is the **Command Window.**

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

It is by this window that you invoke the eight powerful runes that affect the powers and places of *Shadowgate*.

When you first begin your quest, the Command Window displays the single command: "Click to Continue."

Use the mouse to click the Command Window and reveal more of the message. Continue to read the description within the Text Window and click the Command Window until you have read the entire message and the Command Window reveals the eight runic commands.

See also Working with Shadowgate Commands..

Working with Shadowgate Commands

This game has an object-oriented command system.

Instead of typing in commands in the form of sentences, you directly interact with the <u>objects</u> or <u>commands</u> that appear on-screen.

See also <u>The Command System</u> and <u>The Commands</u>.

Object

An object is anything on-screen with which you can interact.

If you click an on-screen item and it changes color, then the item you clicked on is an **object.**

Command

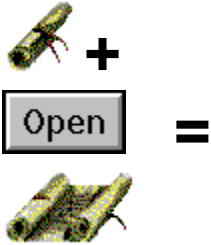A command enables you to perform an action within the realm of *Shadowgate*.

See also <u>Working with Shadowgate Commands</u> and <u>The Commands</u>.

The Command System
There are three ways in which you interact with objects.

METHOD 1: Use an object with a command
Object + Command = Logical Outcome

To open a scroll:
1. Click the scroll.
2. Click **Open** from the Command Window.

Or, you can even reverse the order:
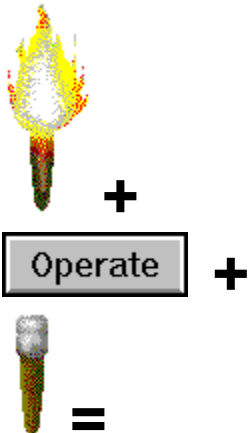Command + Object = Logical Outcome

To open a scroll:
1. Click **Open** from the Command Window.
2. Click the scroll.

METHOD 2: Use one object to act upon (via a command) another object
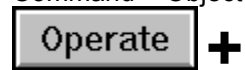Object 1 + Command + Object 2 = Logical Outcome

To light a torch:
1. Click the lit torch (if you have the correct one).
2. Click **Operate** from the Command Window.
3. Click the unlit torch.

Or use the following order:
Command + Object 1 + Object 2 = Logical Outcome

Operate **+**

+

=

To light a torch:
1. Click **Operate** from the Command Window.
2. Click the lit torch (if you have the correct one).
3. Click the unlit torch.

You may come across situations where two objects are not obvious. In these situations, click the single object twice.

To turn on a light:
1. Click **Operate.**
2. Double-click the light with the left mouse button or click it once with the right mouse button.

METHOD 3: Use a command--Drag--that does not appear in the Command Window.

Inventory
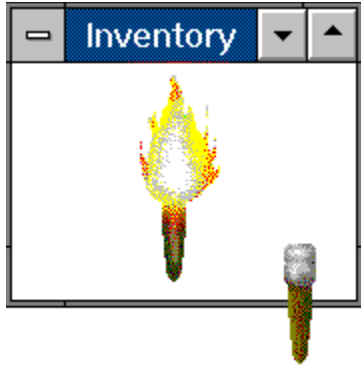
Objects that you would expect to be easily moved, such as coins, swords, and torches can be dragged around. Large objects such as fortresses, fountains, and trees cannot be dragged.

The Commands

These commands will be your eyes, ears, mouth, and hands as you make your way through *Shadowgate*.

Click any of the following for more information:

Examine

Open

Close

Speak

Operate

Go

Hit

Consume

Examine

This command allows you to carefully look at something or someone.

To examine an <u>object</u>.
1. <u>Click</u> **Examine.**
2. Click the item you wish to examine.

SHORTCUT: By double-<u>clicking</u> it with the left mouse button or single-clicking with the right mouse button, you may examine nearly any object--except <u>exits</u>.

Open

This command opens doors, boxes, chests, other people's pockets, etc. **Open** can be thought of as a synonym for "look inside."

This command is one of the more important things to try when you can't think of anything else to do. Open often reveals hidden features of an <u>object</u>**.**

For example, when you find a box with no obvious use, you might open it to see what it contains. Because not all things are what they seem in *Shadowgate*, don't let appearances fool you. Try to see past the surface to what lies beneath.

To open an object:
1. <u>Click</u> **Open.**
2. Click whatever you wish to open.

SHORTCUT: Double-<u>clicking</u> it with the left mouse button or single-clicking with the right mouse button, also opens the object.

SPECIAL USES:
--To see your <u>Inventory</u>, open <u>Thyself</u>**.**
--To open *unlocked* doors
   (other objects may behave differently), double-<u>click</u> the door.

Close

This command closes doors, chests, boxes, etc.

To close an <u>object</u>**.**
1. <u>Click</u> **Close.**
2. Click whatever you wish to close.

SPECIAL USE:
--To put away your <u>Inventory</u>, close <u>Thyself</u>**.**

Speak

This command allows you to talk to someone or something. You will use this command to question characters or to answer riddles.

To speak to something:
1. Click **Speak.**
2. Click the <u>object</u> with which you wish to speak; a reply window will appear.
3. Type what you want to say within the reply window and click **OK.**

Operate

This command is the most powerful available to you. This command is what you use to make things happen. If nothing seems to work, try using this command.

EXAMPLE 1:
To light a torch
1. <u>Click</u> a lit torch.
2. Click **Operate.**
3. Click the unlit torch.

EXAMPLE 2:
To hit an opponent with your sword (assuming you find a sword)
1. Click the sword.
2. Click **Operate.**
3. Click the opponent.

EXAMPLE 3:
To unlock a door
1. Click the key.
2. Click **Operate.**
3. Click the locked door.

EXAMPLE 4:
To give money to someone
1. Click the money.
2. Click **Operate.**
3. Click the person you wish to pay.

Go

This command allows you to walk through an exit--once the door is unlocked or <u>open</u>.

To go through an <u>exit</u>:
1. Click **Go.**
2. Click the exit (or where you think one might be--not all doorways may be visible, so you may have to select an exit from the Exits Window).

SHORTCUT: Double-<u>click</u> (with the left mouse button) or click (with the right mouse button) the open doorway in the <u>Main Window</u>   or the Exits Window.

Hit

This command allows you to strike an <u>object</u>.

Assuming you are skilled in the martial arts, this can be an effective means of self-defense. **Hit** can also be used to break things when necessary.

To hit an object:
1. <u>Click</u> **Hit.**
2. Click the object of your attack.

HINT: You probably won't want to hit anything that could hit you back.

Consume

This command allows you to eat or drink any food or potions that you may discover along the way--if you think it's wise.

To eat or drink:
1 <u>Click</u> **Consume.**
2. Click the <u>object</u> you want to eat or drink.

Mouse

This item is the means by which you traverse the boundaries of your world to interact with the powers and places of *Shadowgate*.

The mouse allows you to move throughout the castle, invoke <u>commands</u>, and manipulate <u>objects</u>.

This is done using three basic movements: <u>pointing</u>, <u>clicking</u>, and <u>dragging</u>.

Pointing

To Point to an Object

1. Move the mouse to position the pointer on the <u>object</u>.

Clicking

To **Click** an Object

1. Move the mouse to position the pointer on the <u>object</u>.

2. Without moving the mouse, quickly press and release the mouse button.

To **Double-click** an Object

1. Move the mouse to position the pointer on the object.

2. Without moving the mouse, quickly press and release the mouse button twice.
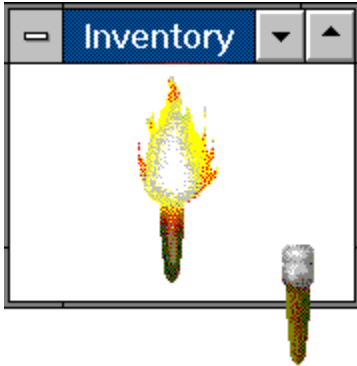
NOTE: Clicking an object with the *right* mouse button is the same as double-clicking with the left mouse button.
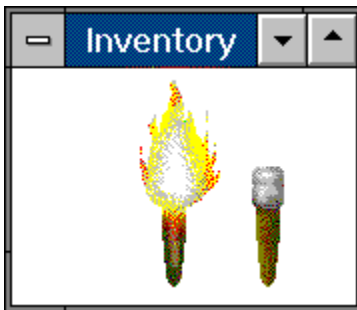
Dragging

To Drag an Object

1. Move the mouse to position the pointer on the <u>object</u>.

2. Press and hold the mouse button.

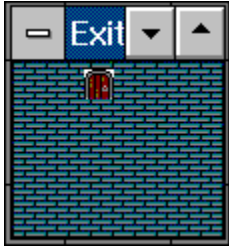3. Still holding down the button, move the mouse.

4. Release the mouse button when the object is where you want it to be.

Exits Window
To the right of the Main Window is the **Exits Window.**

Each door in the Exits Window represents an entrance or an exit. If you need to escape quickly to a different place, look to the Exits Window to see the locations of possible pathways.

In some areas of the castle, an exit may be behind you, and therefore, not visible. Always be sure to compare the view of the Main Window with the location of entrances and exits of the Exits Window.

NOTE: The Exits Window only shows you doors which are easily discernible. Hidden exits and secret doors are not shown.

To open a door, either:

METHOD A
With the right mouse button, click the door in the Main Window.

METHOD B
Double-click   the door in the Main Window.

METHOD C
1. Click the Open command from the Command Window.
2. Click the door.

METHOD D
Click (with the right mouse button) or double-click (with the left mouse button) the door's representation in the Exits Window.
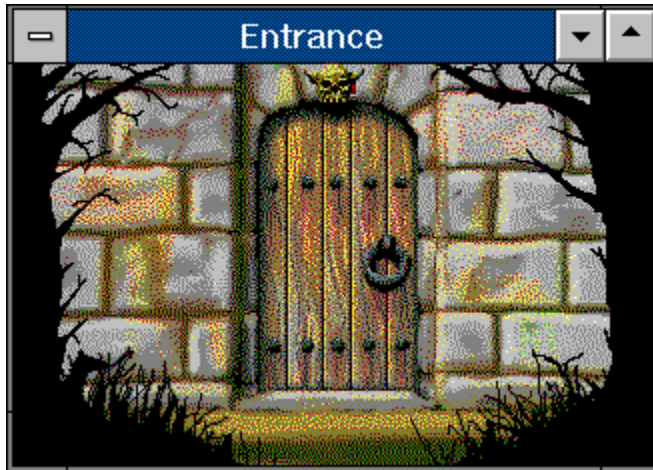

METHOD E
1. Click **Open.**
2. Click the door's representation in the Exits Window.

What's Next...

Now that you're ready, take the following steps to pass through the first doorway into *Shadowgate*.

STEP 1
Look at the opening scene before you. If you wish to survive *Shadowgate*, you will need to carefully investigate your location and its <u>objects</u>.

STEP 2
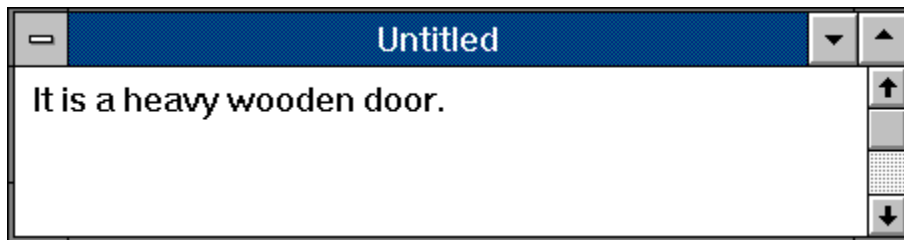Using the <u>mouse</u>, <u>point</u> to the door and press the mouse button.

STEP 3
To learn more about the door, <u>click</u> <u>Examine</u> from the <u>Command Window</u>.

This will display the door's description within the <u>Text Window</u>**.**

STEP 4
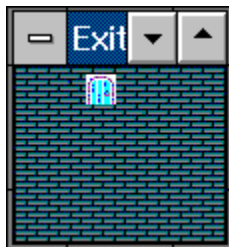Time is quickly passing, and you still stand outside the castle walls.

Open the door by any of the following methods:

METHOD A

1. Click <u>Open</u> .

2. Click the closed door.

METHOD B

1.Click **Open.**

2.Click the door in the <u>Exits Window</u> that it represents.

METHOD C

1.Double-<u>click</u> either the door or its representation in the Exits Window.

STEP 5
To pass through the doorway and begin your adventure, click <u>Go</u> and click either the open doorway or its door in the Exits Window.
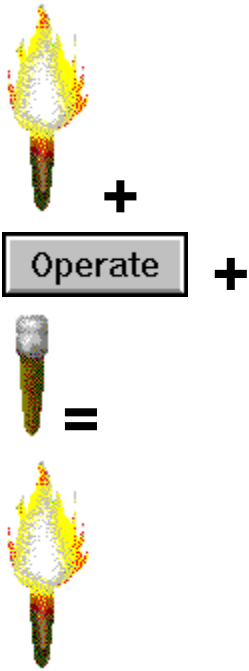
STEP 6
And now, you must work out your own strength and strategy to see yourself through *Shadowgate*.

REMEMBER: You must always keep a <u>torch</u> lit.

Torch

In order to pass safely through *Shadowgate*, you must have a torch lit in your Inventory at all times.

To light a torch

+

| Operate | **+**

=

1. Click a lit torch.
2. Click Operate.
3. Click the unlit torch.

Viacom New Media Products

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Viacom New Media Technical Support

We at Viacom New Media would be glad to hear from you. If you have questions, comments or other inquiries, please feel free to contact us through any of the following:

America OnLine
ICOM1
Keyword:ICOM

AppleLink
ICOM.SUPPORT

Compuserve
76702,1604

Viacom New Media
Technical Support
648 S. Wheeling Rd.
Wheeling, IL 60090-5767

TEL: 1-708-520-4440
FAX: 1-708-459-7456
M-F, 9 AM - 6 PM, CST

IMPORTANT: Technical Support does not supply hints on playing *Shadowgate*. To receive a hint book, please complete the Shadowgate Hint Book Order Form and Registration Card included with this product and return it to Viacom New Media at the address listed.

What to Do to Uninstall

AUTOMATIC
To uninstall the Shadowgate program, you may use the automatic uninstall by running the SETUP program - just like you did to install the program - then select the uninstall option and the game you wish to uninstall. You will be prompted for any additional instructions.

MANUAL
To uninstall the Shadowgate program manually, follow the steps below.

Step 1
Delete Shadowgate Program Group and Icon from Program Manager.

Step 2
Delete all files in the Shadowgate directory.

Step 3
Delete ANTSWLIB.INI from Windows Directory.