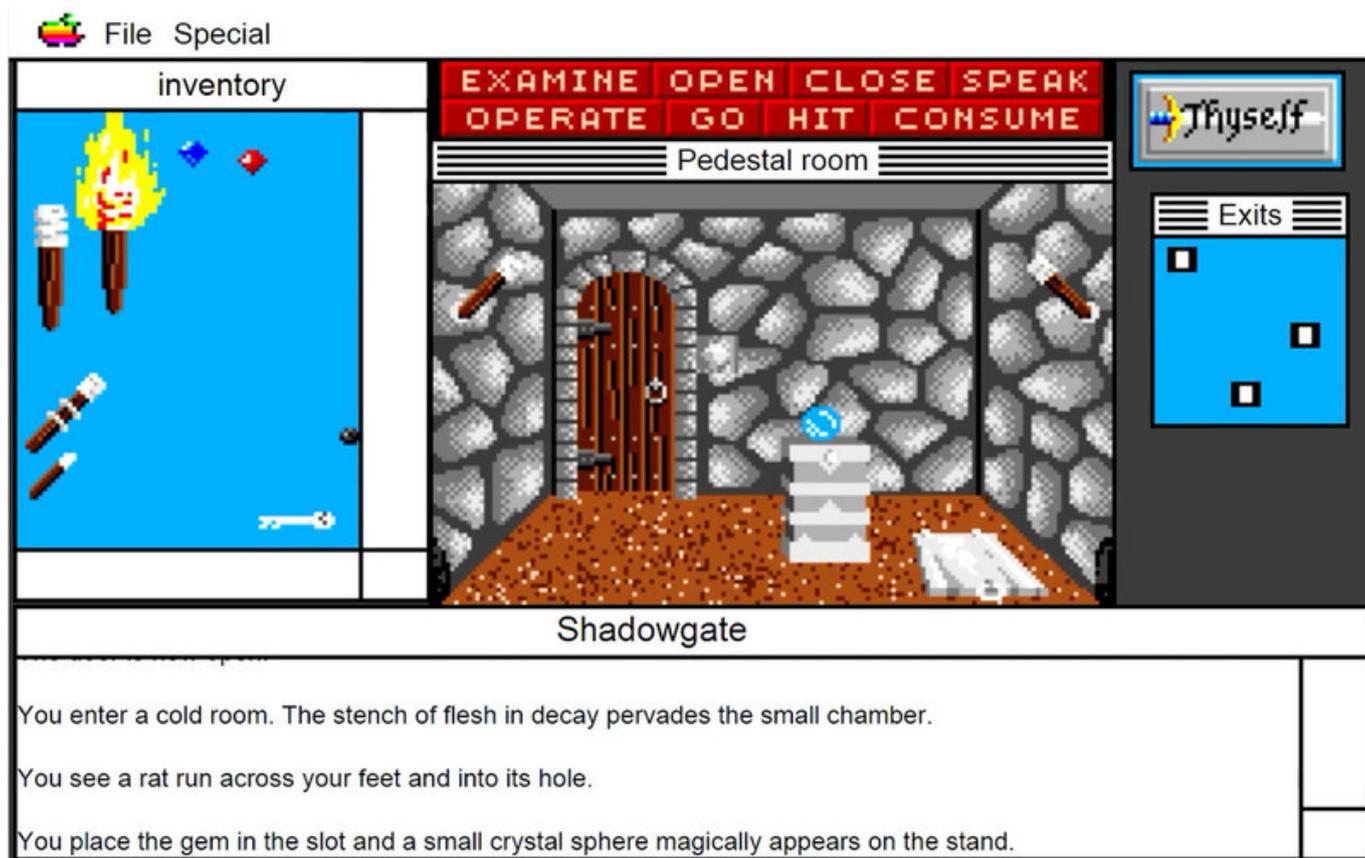


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## Shadowgate: MacVenture Series Activation Code [hacked]



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### About This Game

The wind whistles shrilly through the halls as you step gingerly over the threshold. You've just entered *Shadowgate*, a once shining fortress, now a dark smoldering ruin. Swallow your fear and take up your torch. In your hands lies the fate of your land... freedom and sunlight, or the dark domination of the Warlock Lord. Only you, the last of an ancient line of kings, can hope to stop the evil one from his dread purpose: the raising of the titan Behemoth and the destruction of all you hold dear.

The original Macintosh AND Apple IIgs versions have been restored to their original glory! Come see where the world of first-person fantasy adventures started and experience the classic adventure as it appeared in 1987.

Play the completely updated *Shadowgate (2014)* by clicking here: <http://store.steampowered.com/app/294440/>

### Shadowgate: MacVenture Series Key Features

- **Two Original Versions:** You get BOTH the Macintosh and Apple IIgs versions, restored to their original glory!
- **First Person Adventuring:** Over 50 game rooms of fantasy adventure.
- **Drag and Drop:** Utilize the classic, groundbreaking windows-based, drag and drop object system.

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- **Puzzles:** Tons of great puzzles.
  - **Customized UI:** Move the UI around to suit your needs and resize the retro graphics to full screen.
  - **Save System:** Save your progress at any time – create as many save points as you wish.

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Title: Shadowgate: MacVenture Series

Genre: Adventure, Indie

Developer:

Zojoi

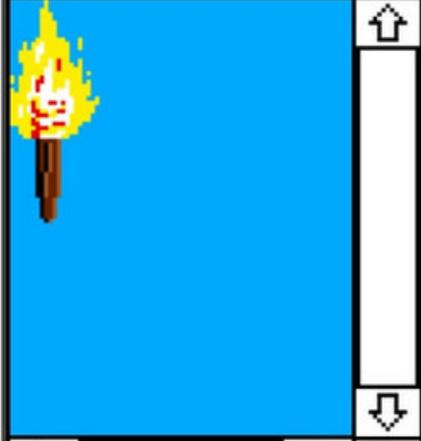
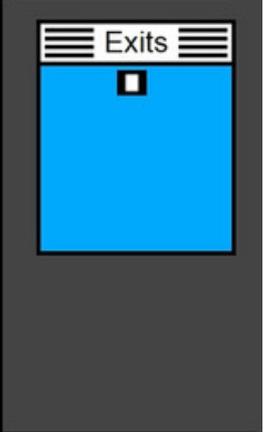
Publisher:

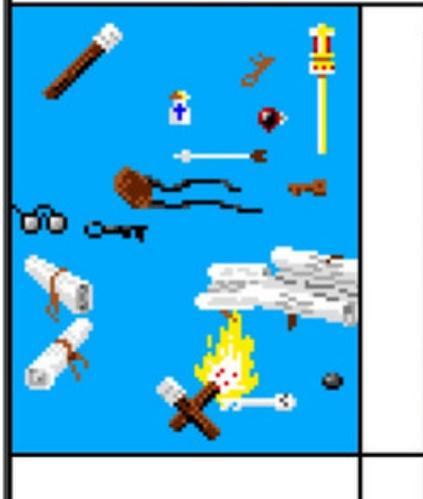
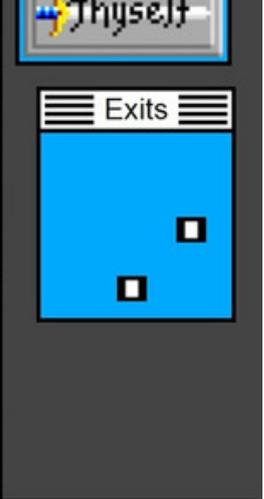
Zojoi

Release Date: 26 Jan, 2015

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English

<p>inventory</p>  <p>↑</p> <p>↓</p> <p>←</p> <p>→</p> <p>⊞</p>	<p>EXAMINE OPEN CLOSE SPEAK OPERATE GO HIT CONSUME</p> <p>Entrance</p> 	<p>Thyself</p> <p>Exits</p> 
<p>Shadowgate</p>		
<p>The last thing that you remember is standing before the wizard Lakmir as he gestured wildly and chanted in an archaic tongue. Now you find yourself staring at an entryway which lies at the edge of a forest. The Druid's words still ring in your ears: "Within the walls of the Castle Shadowgate lies your quest. If the prophecies hold true, the dreaded Warlock Lord will use his dark magic to raise the Behemoth, the deadliest of the Titans, from the depths of the earth. You are the seed of prophecy, the last of the line of kings, and only you can stop the Warlock Lord from darkening our world FOREVER. Fare thee well."</p>		

<p>inventory</p> 	<p>EXAMINE OPEN CLOSE SPEAK OPERATE GO HIT CONSUME</p> <p>Chamber</p> 	<p>Thyself</p> <p>Exits</p> 
<p>Shadowgate</p>		
<p>windows.</p> <p>The sphinx will not allow you to pass unless you answer a riddle.</p> <p>"Eyeless tho' that I may be, through me once a man did see; my form once thoughts did hold, now I'm empty, white and cold. Bring me the answer to my riddle and I shall let thee pass."</p>		

inventory

EXAMINE OPEN CLOSE SPEAK  
OPERATE GO HIT CONSUME

Garden

Thyself

Exits

Shadowgate

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

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

You are wearing the gauntlet.

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Remember that feeling when you slammed the floppy into the old commidore and played this game late at night. The feeling of both determination and fear wrapped in your child mind?

That feeling caused me to buy this game, unfotunately it was just a memory. Otherwise this game is complete tripe.. This is the worst version of one of history's best Adventure games. With no soundtrack and no indication of when the torch will go out, this version of "Shadowgate" is practically unplayable. Combine these major flaws with the weird Mac OS interface where every UI element is in a separate window (much like The GIMP open source PhotoShop clone), and the game is really just an awful experience.

I love "Shadowgate" but I hate these "MacVenture" ports. Anyone who wants to enjoy the game would be better off with the NES version or the Remastered version available here on Steam.. Shadowgate is just plain \u2665\u2665\u2665\u2665\u2665\u2665\u2665 and I'll tell you why. I rank this title as the least forgiving out of the whole bunch and for a couple reasons. It's picky as hell inventory and those damn torches. Shadowgate is basically MacVenture's take on a point and click fantasy title. Your goal is to defeat a rogue wizard who's abusing his powers for evil, to put it simply.

I didn't find this title as fun as I remotely did with the others. The torches are the timer in this game and there's barely a hint as to when you'll know when one of them will go out. If you're caught up solving a few puzzles at a time, it's easy to miss the message that one of your torches is flickering. You'll see the screen begin to pixelate, yes, but for all you know it could be a reaction from solving a puzzle or what have you.

Then the next thing that happens is the next few steps you make, suddenly you find yourself in darkness and that's a death. So, my recommendation is to try and keep two torches lit. At least a little shortly before you think the original torch you lit will run out. This will actually extend the amount of time you'll have but you still have to be cautious.

Then comes the next problem and that is the inventory. A common mechanic in all of these games is that they will require you to hold on to items you may need to solve particular puzzles or problems with. Once the item is done, just toss it away and some games like in DeJa Vu, they'll have accessible areas where you can discard items permanently. Shadowgate has one too and that's the flame room with the oil pits. Provided you even have the time to do that but I wouldn't waste too much time.

In Shadowgate's case here, though, I've had moments where I'd be holding on to items I know I would need for later parts of the game. I reach a room where it'll give me more items I'll need for later on but I cannot have them because the inventory is stuffed. The inventory is stuffed with items I NEED and it'd be difficult having to drop a few all because this one item hogs up the weight. I've actually realized that the Cloak item seems to be a hogging item. I don't understand how a fabric draping cloth can take up so much weight in the inventory but it does because I could only manage to get maybe a couple useful small items in there, a torch and then that damn cloak.

Besides those things to worry about, the game does get really vague on you. The window to mess around is narrowed simply because of the torches. You cannot afford to wander and backtrack too much without it dying. Also, torches get wasted by clicking around too much and I've had a frustrating moment where the game wasn't letting me pick up the wand you get from the skeletal hand that pops up after you put the rod in it's place so it'd be struck by lightning. I was clicking at it and wasting torches. Very irritating but that's a thing with old computer games like these is that they require pixel-perfect precision to accomplish such a small task like taking an item!

Ugh...

I don't recommend this classic because it's, again, the least forgiving in my opinion. Not by the challenges in the game, but by the game itself in how it functions is what is unforgiving.

I'd go play the remake at least.. This unforgiving game is for hard-boiled adventure fans. I swear a lot and almost smash my screen not because puzzles are so complicate but in every room my eye misses something due to a lack of attention. I lost hours for not paying attention to an irregularity on the wall or something like that. On screen inventory is a good idea but not continued in new verison. Not a point and click adv. but very good in itself. Only downside is lack of nice music from nes version. It came free with new verison. Recommend very higly.. I love that someone cared enough about an ancient Macintosh

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exclusive point and click to preserve it on steam. I am not wild about the game, but you get historian points!. Shadowgate is one of those must play classic series. An unforgiving point and click adventure not for the easily frustrated.

10/10, didn't make it past the front door before my torch died and I broke my neck.. I grew up knowing the NES version of this game. I remember the nightmares that it caused, and the fun that I had playing it. Though the MacVenture edition is the original, I feel the NES version is superior. It was a bit easier to play, a bit more forgiving, and it had an awesome soundtrack.

That being said, this game is still pretty awesome - consider it the NES version on Nightmare difficulty. There is no forgiveness, and your torches will burn out 10 times faster than they did in the NES version.. ... so many memories of this game ...

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I jumped into this without knowing anything about it. Yeah I played the Mac games on an emulator and have seen them here and there and finished some on Nintendo, i'm kind of familiar with the games, I was just expecting this Steam release to be a handful of roms and some kind of emulator.

Surprisingly it isn't though.. it's a set of games built from the ground up to resemble the old versions, and it does a remarkable job at it. You've got the old Mac note windows (albeit with new fonts) and all the methods of interaction are the same, including the item management where you can just lose stuff if you don't organize it well. That's refreshing. Everything works the way you'd expect it to and it even comes with a mono and color version for picky types.

That's all great engine wise. Gamewise - you might want to consider that part. First point: these games don't care AT ALL if you ever finish them. You will die in the first room, you often won't know from what or why, and you usually will not get hints on anything. They are all completely unfair by modern standards and you can often make them entirely unwinnable no matter how often you save. Do you like challenge? Are you psychic? You may enjoy these games more than other people. If you don't care so much about that and want to go around in glorious retro adventures for cheap this stuff will do it for you. If you owned these on a Mac way back.. well you probably already bought this i'm guessing.

Bottom line - surprisingly good port of classic adventure games with massive problems that just aren't for everybody, but at this price you can afford to take a peek.. I got this game through the MacVenture Series Collection during the 2016 Summer Sale (I think...) as I played Shadowgate, Uninvited and Deja Vu on my NES a good few years back (fun games) and figured I should get the original Apple versions to go alongside the Kemko ports on the NES - yeah, they're still as enjoyable as I remember on the NES.

This, like the rest of the series, is a point 'n click that's a bit unforgiving. I like just about everything in here - they've got some fairly nice art. (higher-res than the NES, espically on the Mac version) The only gripes I have are minor - first off, the plot is a bit generic (it still works though) and the other is that I miss the NES version with the music which I thought was pretty great, although if you want that you can just look it up and have fun.

I'd say the game is worth picking up if you're interested in some old point 'n clicks, and if you can then pick up the full MacVenture Collection as it's a really nice value for what you get.. CANT SAVE GAME VERY BAD. Shadowgate really takes me back. I remember spending hours playing and replaying this game, trying to find better and more efficient ways of beating the game. Playing the MacVenture series version of Shadowgate is different from the NES version, though the content seems to be the same. The controls, however are not. Not trying to knock it, it's still a good game, just takes a little getting used to the controls for those of us who grew up playing this on the NES or Gameboy Color. If you enjoy an old school RPG, pick this game up. Of course there is a rebooted version, with more modern graphics; However, I have a soft spot for the original.. Very Very cheap version of Shadowgate and the controls do not work properly. Played this entire game on the old nintendo was fun but this version sux. Was not playable enough to get through the first few rooms. Very bad controls.. It was amazing to find this adventure again. It was like a time machine, it took me back to 1994, when I was playing it on the Apple Classic of my sister. It was impossible then, and it is impossible now. The adventure is unforgivable and unforgiving. It doesn't help you in any way. You may burn something which is crucial to proceed later on, you may not pick up a crucial object... the game does nothing to help you. And it's as vintage as you can get. Simply great. I recommend it 100%.

By the way, I still haven't beaten the game!!! :-). Excellent port of the original Mac version Shadowgate. Outside of the game, which remains as fun and challenging as it was when I played it 20 years ago, I was particularly entertained by the emulated operating system for which Shadowgate functions. Not only does the console bring back memories of the past through comparable menu imagery, but the functionality of the console through resizable windows makes the game remarkably easier and more fun to play than on the stamp-sized screen of the old Apple II. While I do hope that the developers acquire the appropriate licensing to place the NES music into the game as a option, it has not detracted from my overall experience as the game function and sense of adventure have remained intact.. Faithful emulation of the original.. This is a loving port of Shadowgate. Keep in mind that this game is a bit different from the NES version. This is the original version on Mac (either the original release or the enhanced release a couple years after). The game launches in a window reminiscent of the original mac OS it was released on, using almost identical controls, graphics, and audio from its respective release. If you know your way, the game can be ran through in just twenty minutes, but if this is your first time traversing Shadowgate be ready for many hours of trial and error to figure out how to make your way through the castle.

Shadowgate is a classic adventure title, and this port is 100 percent faithful to the original release. If you like old school text

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adventures, or older point and click games, you need this in your game library (along with Uninvited, Deja Vu, and Deja Vu 2).. The original Shadowgate and the Hgs version. This game is timeless, still every bit as fun and frustrating as it always was! Really fun to go back and play this again after enjoying the 2014 version. If you are a modern gamer who expects fancy things like music, be warned. There are only sound effects. So please don't trash a great old game for no reason. I would recommend buying the package with all the Macventure games if you want some great retro point and clicks.

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