

N·GAGE

1-2 PLAYERS

ONLY ON
N·GAGE



The Elder Scrolls Travels®
SHADOWKEY™

Vir2L[®]
STUDIOS

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Printed in China.

Package contains one game on one game card.

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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.
Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Inserting the N-Gage™ Game Card

Nokia N-Gage™

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



Nokia N-Gage™ QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically.

(Please ensure the auto-start feature is enabled on your game deck)



Starting a game

Nokia N-Gage™

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Nokia N-Gage™ QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

Bluetooth® Multiplayer Game Play*

* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

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Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Note: Do not use the USB port during gameplay.

THE ELDER SCROLLS TRAVELS®: SHADOWKEY™ STORY

In the Third Era of Tamriel, year 3E 397, the nefarious schemes of the evil Battlemage Jagar Tharn have turned the attentions of the Empire's armies inward. Into this void rush three other ambitious kingdoms: High Rock, unconquered home of the Bretons, Hammerfell, ruled by the Ra' Gada, also known as the Redguard, and Skyrim, the proud kingdom where humans first settled the continent.

These kingdoms clash in the ferocious conflict known as the War of the Bend'r-Mank, which now embroils even the mighty city of Dragonstar. In the shadow of this war looms a much more ominous threat, a war fought in secret between Jagar Tharn and his rivals. It is this threat that rouses you from your village to cross sword and spell with practitioners of an ancient magic, to master your destiny, and to harness the power of the Shadowkey. 



GETTING STARTED WITH SHADOWKEY™

The following options are available from the Main menu.

NEW GAME

Start a new adventure in the Shadowkey™ world.

LOAD GAME

Load a previously saved game.

MULTIPLAYER MENU

Start a multiplayer game of Shadowkey via Bluetooth® wireless technology.

OPTIONS

Adjust the sound, key configuration and language settings.

CREDITS

View the game credits.

QUIT

Highlight Quit and press **KEY 5** to quit the game.

EXPLORING THE SHADOWKEY™ WORLD

THE FOLLOWING ACTIONS ARE AVAILABLE FROM THE ADVENTURES SCREEN:

JUMP	 KEY 1
LOOK UP	 KEY 2
USE/PICKUP	 KEY 3
STRAFE LEFT	 KEY 4
USE RIGHT ACTION	 KEY 5
STRAFE RIGHT	 KEY 6
USE LEFT ACTION	 KEY 7
LOOK DOWN	 KEY 8
TOGGLE MAP	 KEY 9

CYCLE SELECTED LEFT ACTION  **KEY ***

CYCLE SELECTED RIGHT ACTION  **KEY 0**

ENTER CHARACTER MANAGER  **KEY #**

GAME PAUSE MENU  **LEFT SELECTION KEY**

GAME PAUSE MENU  **RIGHT SELECTION KEY**



ENERGY METERS

LEFT ACTION



USE/PICKUP

THE USE/PICKUP OPTION ALLOWS YOU TO INTERACT WITH THE OBJECTS, ITEMS AND CHARACTERS IN THE SHADOWKEY WORLD.

RIGHT ACTIONS AND LEFT ACTIONS

YOUR CHARACTER CAN HAVE CONSUMABLES READED IN THE LEFT QUEUE AND WEAPONS AND SPELLS IN THE RIGHT QUEUE. PRESS **KEY 7** TO PERFORM THE LEFT ACTION AND **KEY 5** TO PERFORM THE RIGHT ACTION. PRESS **KEY *** TO CYCLE THROUGH YOUR LEFT ACTIONS AND **KEY 0** TO CYCLE THROUGH YOUR RIGHT ACTIONS. FOR MORE INFORMATION ON QUEUES SEE PAGE 11.

RIGHT ACTION



H = HEALTH, YOUR HEALTH LEVEL.

HEALTH IS THE AMOUNT OF DAMAGE A CHARACTER CAN TAKE. YOUR CHARACTER DIES IF THEIR HEALTH LEVEL DECREASES TO ZERO.

M = MAGICKA, YOUR MAGICAL ENERGY LEVEL.

CASTING SPELLS COSTS MAGICKA. WHEN A CHARACTER'S MAGICKA LEVEL DECREASES TO ZERO, THEY CAN NO LONGER CAST SPELLS.

F = FATIGUE, YOUR PHYSICAL ENERGY LEVEL.

PHYSICAL ACTIONS, MOVEMENT AND COMBAT ACTIONS WILL DRAIN A CHARACTER OF ENERGY. AN EXHAUSTED CHARACTER IS LESS EFFECTIVE IN COMBAT.

CHOOSING CHARACTER RACES

ARGONIAN, WOOD ELF, KHajiit... HOW WILL YOUR CHARACTER'S BLOODLINE HELP IN COMBAT? EACH RACE HAS CERTAIN TRAITS THAT ENABLE CHARACTERS TO BECOME MORE POTENT AS THEY ADVANCE TO EACH NEW LEVEL.

**ARGONIAN**

A HIGHLY EVOLVED REPTILIAN RACE NATIVE TO THE BLACK MARSH REGION. AGILE AND CUNNING, THE ARGONIANS MAKE EXCELLENT THIEVES. ARGONIANS ALSO POSSESS THE MERCHANT SENSE TRAIT, WHICH ALLOWS THEM TO SURPASS OTHER RACES IN THEIR ABILITY TO BUY LOW AND SELL HIGH.

BRETON

NATIVE TO HIGH ROCK, THE BRETONS ARE DESCENDANTS OF THE REBELLIOUS SLAVES OF THE ALDMER, AN ANCIENT ELVEN RACE. INTERMINGLING WITH ELVEN BLOOD HAS GIVEN BRETONS AN AFFINITY FOR MAGIC BUT HARDINESS IS PART OF THEIR HERITAGE AS WELL. THIS HARDINESS ALLOWS BRETONS TO RECOVER QUICKLY FROM FATIGUE AND ILLNESS.



DARK ELF

TALL AND DARK-SKINNED WITH GLOWING RED EYES, THE DARK ELVES ARE NOT COMMONLY SEEN OUTSIDE OF THEIR NATIVE PROVINCE OF MORROWIND. DARK ELVES HAVE THE SHADOWED PATH TRAIT, WHICH INCREASES THEIR STEALTH AND SLIGHTLY IMPROVES THEIR ATTACK ABILITY.

HIGH ELF

THE HIGH ELVES HAVE THE PUREST AND LONGEST OF THE ALDMERJ BLOODLINES. THEIR MYSTIC BLOOD INCREASES THEIR MAGICCA CAPACITY AND RATE OF MAGICCA RECOVERY.

KHAJIT

THIS AGILE CAT RACE WAS NATIVE TO TAMRIEL LONG BEFORE THE ARRIVAL OF THE HUMANS AND ELVES. THE KHAJIT TRAIT ENABLES THEM TO AVOID BLOWS.

NORD

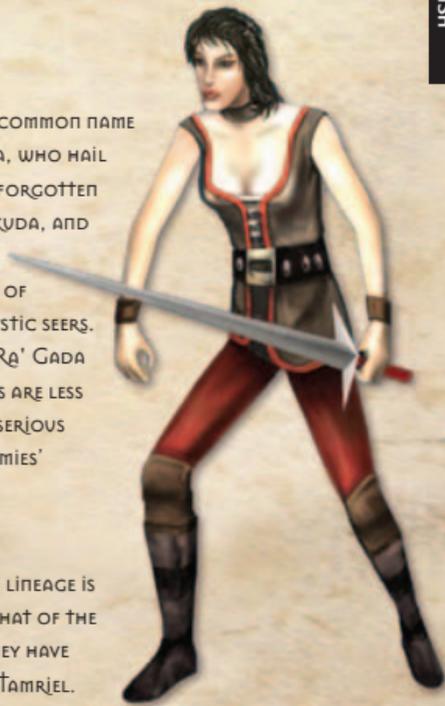
A HARDY RACE THAT GIVES BETTER IN BATTLE THAN THEY TAKE—AND THEY ARE KNOWN TO TAKE QUITE A BIT. BECAUSE OF THIS RESILIENCE, NORDS ARE LESS LIKELY TO SUSTAIN SERIOUS INJURIES WHEN ATTACKED BY THEIR ENEMIES.

REDGUARD

REDGUARD IS THE COMMON NAME FOR THE RA' GADA, WHO HAIL FROM THE NEARLY FORGOTTEN CONTINENT OF YAKUDA, AND ARE DESCENDED FROM A LONG LINE OF WARRIORS AND MYSTIC SEERS. FORTIFIED BY THE RA' GADA SPIRIT, REDGUARDS ARE LESS LIKELY TO SUSTAIN SERIOUS INJURIES FROM ENEMIES' MAGICAL ATTACKS.

WOOD ELF

THE WOOD ELVES' LINEAGE IS LESS NOBLE THAN THAT OF THE HIGH ELVES YET THEY HAVE ADAPTED WELL TO TAMRIEL. NATURE'S GRACE ALLOWS WOOD ELVES TO RECOVER FROM INJURY QUICKLY AND MAKES THEM VERY EFFECTIVE AT CASTING HEALING AND RESTORATIVE SPELLS.



ASSIGNING CHARACTER CLASSES

EACH CHARACTER CLASS IS DEFINED BY ITS POWERS AND ABILITIES. THESE GIVE EACH CHARACTER AN EDGE IN BATTLE AND AFFECT THEIR DESTINIES!

ASSASSIN

ASSASSINS ARE DEADLY, SILENT SLAYERS AND MASTERS OF ARCANIC COMBAT FORMS. THEIR LETHAL STRIKE ABILITY ALLOWS THEM TO ADD CONSIDERABLE DAMAGE TO A BLOW.

BARBARIAN

NORDIC BLOOD RUNS THROUGH THE VEINS OF THESE FIERCE MOUNTAIN WARRIORS. WHEN WOUNDED, A BARBARIAN'S RAGE WILL INCREASE THE EFFECTIVENESS OF THEIR ENSUING ATTACKS.

BATLEMAGE

BATLEMAGES ARE THE MASTERS OF COMBAT MAGIC AND ARE ABLE TO WITHSTAND MANY MAGICAL ATTACKS. THEIR MYSTIC MIGHT ABILITY INCREASES THE DAMAGE INFLICTED BY THESE CASTERS AND PROVIDES THEM WITH A SUBSTANTIAL MAGICA BONUS AS WELL.

KNIGHT

OFTEN OF THE REDGUARD RACE, THESE NOBLE WARRIORS ARE ABLE TO USE THE HEAVIEST WEAPONS AND ARMOR WITH EASE. THEIR RIGHTEOUS WILL HELPS KNIGHTS SHRUG OFF DAMAGE FROM THE ENEMY'S BLOWS.

NIGHTBLADE

TRICKERY AND ILLUSION GIVE THE NIGHTBLADES AN EDGE IN BATTLE. THEIR NIGHT MAGIC ABILITY INCREASES THEIR CHANCES OF TARGETING A SPELL AND PROVIDES THEM WITH A MAGICA BONUS.

ROGUE

BRIGAND BLOOD AND HARSH BATTLES HAVE MADE THESE CLEVER WARRIORS TERRIFYING OPPONENTS. THE ROGUE'S DODGE ABILITY MAKES THEM A DIFFICULT TARGET TO HIT.

SPELLSWORD

THE MEMBERS OF THE SPELLSWORD CLASS COMBINE DEADLY BLADESMANSHIP WITH QUICK-HITTING MAGIC. THEIR PRECISE MAGIC ALLOWS THEM TO TARGET FOES EASILY.

SORCERER

SORCERERS ARE PURE MAGES, POWERFUL MASTERS OF ALL MYSTIC CRAFTS. THEIR SORCERY MAKES THEM RESISTANT TO MAGICAL ATTACKS AND EARNS THEM A SUBSTANTIAL MAGICA BONUS.



THIEF

AS ONE WOULD EXPECT, CHARACTERS OF THIS CLASS ARE STEALTHY AND CRAFTY. THEIR MOST NOTABLE TALENT IS THEIR ABILITY TO FIND WORLDLY GOODS AND "LIBERATE THEM" FROM THEIR OWNERS. THIEF LORE MAKES THEM ESPECIALLY SKILLED AT PICKING LOCKS, AVOIDING OR DISARMING TRAPS AND MOVING STEALTHILY.

SELECTING CHARACTER ATTRIBUTES

WHEN YOU START A NEW ADVENTURE YOU SELECT YOUR CHARACTER'S ATTRIBUTES SUCH AS RACE, CLASS AND PORTRAIT IMAGE. YOU MAY ALSO ESTABLISH YOUR CHARACTER'S NAME AT THIS TIME. EACH CHARACTER HAS EIGHT ATTRIBUTES THAT DEFINE HIS OR HER BASIC ABILITIES. THESE ATTRIBUTES ARE MODIFIED BY YOUR CHARACTER'S RACE, CLASS AND LEVEL.

STRENGTH AFFECTS THE AMOUNT OF DAMAGE YOUR CHARACTER CAN INFLICT AND HELPS THE CHARACTER RECOVER FROM FATIGUE. STRENGTH ALSO AFFECTS YOUR CHARACTER'S AMOUNT OF HEALTH.

INTELLIGENCE DETERMINES YOUR CHARACTER'S SUPPLY OF BASE MAGICKA.

WILLPOWER AFFECTS THE RECOVERY SPEED OF MAGICKA ENERGY AND THE LIKELIHOOD OF YOUR CHARACTER HITTING A TARGET WITH A SPELL.

AGILITY DETERMINES YOUR CHARACTER'S BASE DEFENSE AGAINST PHYSICAL ATTACKS AND THEIR SKILL AT PICKING LOCKS, DISARMING TRAPS OR MOVING STEALTHILY. IT WILL ALSO INCREASE YOUR CHARACTER'S ACCURACY WHEN ATTACKING.

SPEED DETERMINES HOW FAST YOUR CHARACTER MOVES.

ENDURANCE AFFECTS THE AMOUNT OF HEALTH YOUR CHARACTER HAS AND THE SPEED AT WHICH THEY RECOVER THEIR HEALTH.

PERSONALITY AFFECTS THE BASE MERCHANT PRICES. A HIGH PERSONALITY ATTRIBUTE, FOR EXAMPLE, MEANS YOUR CHARACTER IS ABLE TO PURCHASE ITEMS AT LOW PRICES. A CHARACTER WITH A LOW PERSONALITY ATTRIBUTE, HOWEVER, WILL BE CHARGED HIGHER PRICES FOR THE SAME ITEMS.

LUCK IS YOUR CHARACTER'S FATE AND FORTUNE. WITH IT, YOUR CHARACTER CAN OCCASIONALLY AVOID TRAPS, BLOWS AND MANY OTHER ILL FORTUNES.

CHARACTER PORTRAITS

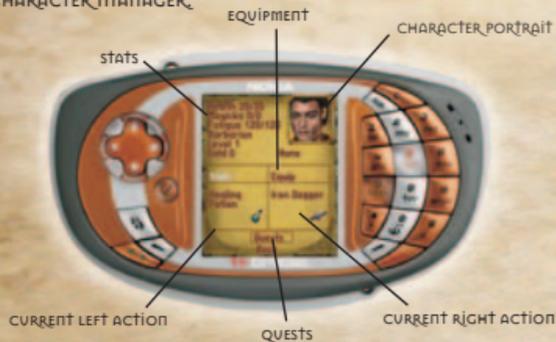
SELECT A PORTRAIT. BY DOING SO YOU WILL ALSO DETERMINE THE GENDER OF YOUR CHARACTER.

ENTERING YOUR CHARACTER NAME

CHOOSE THE NAME YOU WANT THE PEOPLE OF TAMRIEL TO REMEMBER YOU BY.

USING THE CHARACTER MANAGER

NEED TO REVIEW YOUR CHARACTER'S ATTRIBUTES, EQUIPMENT AND CONFIGURATION SETTINGS? YOU CAN DO THIS IN THE CHARACTER MANAGER.



TO SELECT THE HIGHLIGHTED ITEM PRESS **KEY 5**.

TO SELECT THE PREVIOUS CHARACTER MANAGER ITEM PRESS **CONTROLLER KEY UP** OR **CONTROLLER KEY LEFT**.

TO SELECT THE NEXT CHARACTER MANAGER ITEM PRESS **CONTROLLER KEY DOWN** OR **CONTROLLER KEY RIGHT**.

QUESTS

SELECT THIS OPTION TO SEE YOUR QUEST LOG.

CHARACTER PORTRAIT

A PORTRAIT OF YOUR CHARACTER'S APPEARANCE.

STATS

SELECT THIS OPTION TO SEE YOUR ATTRIBUTES, CURRENT EXPERIENCE AND EXPERIENCE NEEDED TO REACH THE NEXT LEVEL.

EQUIPMENT

THIS OPTION SHOWS YOU ALL THE ITEMS IN YOUR FIVE INVENTORY CATEGORIES: WEAPONS, ARMOR, CONSUMABLES, SPELLS AND MISCELLANEOUS ITEMS. USE THE QUEUE MANAGER TO PREPARE ALL THE EQUIPMENT YOU WANT TO USE.

LEFT QUEUE

THIS OPTION CALLS UP THE MENU FOR MANAGING POTIONS AND OTHER CONSUMABLES IN THE LEFT QUEUE. FOR MORE INFORMATION ON QUEUES SEE PAGE 11.

RIGHT QUEUE

THIS OPTION CALLS UP THE MENU FOR MANAGING SPELLS AND WEAPONS IN THE RIGHT QUEUE. FOR MORE INFORMATION ON QUEUES SEE BELOW.

PLANNING BATTLES WITH THE QUEUES

YOUR CHARACTER HAS TWO ACTIONS TO CHOOSE FROM IN THE ADVENTURES SCREEN. POTIONS, FOOD AND OTHER CONSUMABLES APPEAR IN THE LEFT QUEUE WHILE WEAPONS, LEARNED SPELLS AND OTHER PERMANENT ITEMS ARE PLACED IN THE RIGHT QUEUE. BY MANAGING THE ITEMS IN YOUR QUEUES, YOUR HERO'S PREFERRED EQUIPMENT WILL BE READY TO USE. WHEN BATTLING SPIDERS, MOVE CURE POISON TO THE TOP. KEEP DEAD-TO-DUST HANDY IN THE TWILIGHT TEMPLE. THIS CAN BE CRUCIAL TO VICTORY IN SHADOWKEY™.

DISPLAY QUEUE

THIS DISPLAYS ALL THE ITEMS IN THE CURRENT QUEUE. THE FOLLOWING OPTIONS ARE AVAILABLE WHEN YOU SELECT A DISPLAYED ITEM:

REMOVE FROM LIST

REMOVES AN ITEM FROM THE QUEUE AND RETURNS IT TO THE INVENTORY. SEE YOUR INVENTORY VIA THE EQUIP MENU IN THE CHARACTER MANAGER.

MOVE ITEM UP

SHIFTS AN ITEM CLOSER TO THE TOP OF THE QUEUE.

MOVE ITEM DOWN

SHIFTS AN ITEM TOWARD THE BOTTOM OF THE QUEUE.

BACK

RETURNS TO THE CHARACTER MANAGER SCREEN.

EQUIPPING YOUR CHARACTER

YOUR CHARACTER WILL RUN ACROSS MANY TYPES OF WEAPONS AND ARMOR IN THE SHADOWKEY WORLD:

DWARF-MADE WAR HAMMERS, CROSSBOWS FROM HAMMERFELL, STOUT REDGUARD SHIELDS,

HELMS FROM DRAGONSTAR, AND SWORDS, AXES, DAGGERS AND BLADES OF VARIOUS KINDS.

NOT EVERY CHARACTER, HOWEVER, IS ABLE TO USE ALL WEAPONS

AND ARMOR.

THIS TABLE

LISTS THE

RESTRICTIONS FOR

EACH OF THE CLASSES.



CHARACTER CLASS	ARMOR	WEAPONS	SHIELD
ASSASSIN	LIGHT	ANY	NONE
BARBARIAN	LIGHT, MEDIUM	ANY	ANY
BATTLEMAGE	LIGHT	ANY	LIGHT, MEDIUM
KNIGHT	MEDIUM, HEAVY	ANY	ANY
NIGHTBLADE	LIGHT	SHORT BLADES, LONG BLADES, BLUNT, BOW	LIGHT
ROGUE	ANY	AXES, LONG BLADES, BLUNT WEAPONS, BOW	LIGHT, MEDIUM
SORCERER	LIGHT, MEDIUM	ANY MELEE, BOW	NONE
SPELLSWORD	LIGHT, MEDIUM	ANY	LIGHT, MEDIUM
THIEF	LIGHT	SHORT BLADE, LONG BLADE, AXE, LIGHT BOW	LIGHT

CASTING SPELLS

Magic is a big part of the Shadowkey world, although not all characters are able to cast spells. The class restrictions on spell use are shown below.

CLASS	SPELL USE
ASSASSIN	NO
BARBARIAN	NO
BATTLEMAGE	YES
KNIGHT	NO
NIGHTBLADE	YES
ROGUE	NO
SORCERER	YES
SPELLSWORD	YES
THIEF	NO

There are five basic spell types: alteration, conjuration, destruction, illusion and restoration. Not all character classes are able to learn all spell types. Battlemages, for example, can learn all destruction spells, Nightblades are able to master illusion and Sorcerers can choose from all five spell types.

MAGICKA

Casting a spell costs Magicka. If a spell costs more Magicka than is available to a character, the spell cannot be cast. Don't worry, though, Magicka recovers over time.

LEVELS

The effect of most spells is partially dependent on the level of the spellcaster. Just because "Dead-to-Dust" didn't kill that monster when you were on level five doesn't mean it won't be effective once your character reaches level eight.

TAKING ADVANTAGE OF THE CONSUMABLES

Consumables are single-use items your character can use. Most fall into one of three different categories. These categories are:

RESTORATIVES

Healing potions, Magicka potions and Warrior Bread all restore lost energy levels.

POWER-UPS

Power-ups offer temporary boosts to a character's abilities. If a character doesn't normally have the ability,

THE CHARACTER WILL GAIN IT FOR THE DURATION OF THE POWER-UP. FOR EXAMPLE, A SPIDER HEART POWER-UP GIVES A +20 BOOST TO THE ASSASSIN LETHAL STRIKE ABILITY FOR 60 SECONDS. A SORCERER USING A SPIDER HEART WOULD GAIN THE LETHAL STRIKE ABILITY FOR THE DURATION OF THE POWER-UP.

ATTRIBUTE BOOSTS

ATTRIBUTE BOOSTS PERMANENTLY RAISE ONE ATTRIBUTE, USUALLY AT THE EXPENSE OF ONE OR MORE OTHER ATTRIBUTES. FOR EXAMPLE, BITTER TEA RAISES A CHARACTER'S ENDURANCE ATTRIBUTE BY FIVE POINTS, WHILE LOWERING THEIR AGILITY ATTRIBUTE BY TWO POINTS AND INTELLIGENCE ATTRIBUTE BY ONE POINT.



OPTIONS IN THE GAME PAUSE MENU

TO SEE THE GAME PAUSE MENU DURING GAMEPLAY PRESS THE LEFT OR RIGHT SELECTION KEY.

RETURN TO GAME

SELECT THIS OPTION TO RETURN TO THE CURRENT GAME.

LOAD GAME

LOADS A PREVIOUSLY SAVED GAME.

SAVE GAME

SAVES THE CURRENT GAME.

OPTIONS

ADJUST THE VOLUME OF THE SOUND EFFECTS AND MUSIC.

QUIT

QUIT ELDER SCROLLS TRAVELS®: SHADOWKEY™.

PLAYING A MULTIPLAYER GAME

TWO PLAYERS CAN PLAY SHADOWKEY TOGETHER VIA BLUETOOTH WIRELESS TECHNOLOGY. HERE'S HOW:

- EACH PLAYER MUST CREATE A CHARACTER AND SAVE A GAME IN SINGLE-PLAYER MODE BEFORE PLAYING A MULTIPLAYER GAME.
- ONE PLAYER IS THE HOST AND SELECTS HOST MULTIPLAYER FROM THE MULTIPLAYER MENU.
- THE OTHER PLAYER SELECTS JOIN MULTIPLAYER FROM THE MULTIPLAYER MENU TO JOIN THE GAME.
- BOTH PLAYERS MAY EXPLORE FREELY WITHIN AN AREA BUT MUST TRAVEL TOGETHER FROM AREA TO AREA. ONCE THE HOST ENTERS A NEW AREA, THE OTHER PLAYER WILL AUTOMATICALLY JOIN HIM.
- JOIN THE HOST ON THEIR QUEST AND HELP THEM SOLVE MYSTERIES, DISCOVER UNIQUE ITEMS AND DELVE INTO MYSTERIOUS DUNGEONS. WHEN A MULTIPLAYER SESSION ENDS, EACH PLAYER TAKES THEIR NEW ITEMS AND EXPERIENCE BACK INTO THEIR SINGLE-PLAYER GAMES. PLAYERS OF ANY CHARACTER LEVEL MAY PLAY TOGETHER IN SHADOWKEY.

TIPS AND TRICKS

YOU CAN GO ANYWHERE BUT YOU MAY NOT SURVIVE EVERYWHERE

SHADOWKEY HAS AN OPEN-ENDED ADVENTURING ENVIRONMENT. YOU CAN WALK INTO TROUBLE THAT MAY AT FIRST PROVE TOO DANGEROUS TO YOUR CHARACTER. IF AN AREA SEEMS TOO TOUGH, TRY THAT AREA LATER IN THE GAME.

KEEP MOVING WHEN FIGHTING

IF YOU STAND TOE-TO-TOE WITH A MONSTER YOU MAY SOON FIND YOURSELF SURROUNDED BY ITS FRIENDS. UNLESS YOU ARE SURE IT'S THE ONLY OPPONENT IN AN AREA, YOU ARE ALWAYS BETTER OFF MOVING THAN STANDING STILL. MONSTERS WITH RANGED ATTACKS, SUCH AS SPELLS OR BOWS, ARE MORE LIKELY TO MISS A MOVING TARGET THAN A STATIONARY ONE.

PICK THEM OFF ONE AT A TIME

RUSHING INTO A MOB OF MONSTERS MIGHT HELP FEED THEM BUT WILL NOT ACHIEVE MUCH ELSE. MOVE IN AND OUT OF RANGE OF THE MONSTERS TO TRY TO LURE A FEW OF THEM INTO PURSUING YOU.



Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

Limitations on Warranty

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