

CLUE BOOK FOR

LANCELOT

LANCELOT CLUES

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This book contains clues and maps for all three parts of the **LANCELOT** game.

As you play the game, note on your maps where you find particular items, people, or creatures. This way, if you neglect to save your game to disk or some other disaster befalls, you'll have an easier time of retracing your steps.

LANCELOT CLUES

Listed alphabetically below are most of the objects, creatures, people, and locations, in Lancelot. These clues are divided into sections corresponding with the three parts of the game: Camelot/Logris General Clues, Objects, Creatures & People; The Grail Quest General Clues, Objects, Creatures & People; and answers for all three parts of the game.

To find out about an entry in the list, look up the bracketed numbers next to the entry. Keep looking up the numbered answers until you have all the information you need about an entry. These clues are designed so you get only a small bit of information at a time, without giving away too much of the game.

Example: *Armour: where (751); details (764)*. Look up entry 751, and you'll see that the Armour is *Worn by Lancelot*. Entry 764 tells you the Armour is *Always with Lancelot, except when he climbs the elm (703) or says farewell at the end (795)*. Look up 703 and ... well, you take it from here!

A few "red herrings" have been mixed in with the real clues. You won't be referred to them if you use the clue sheet as instructed, but reading random entries can be misleading!

Camelot/Logris General Clues

- 01** Beginning the game (664).
- 02** Finding things (725).
- 03** Finishing Camelot/Logris (814).
- 04** Game background (850).
- 05** Going places (737).
- 06** Knights to rescue (683).
- 07** Orders to People (671).
- 08** Scoring (750).
- 09** Solution (900).

Camelot/Logris Objects

- 10** Anvil: where (624); details (650).
- 11** Apple Tree: where (570); details (707).
- 12** Armour: where (751); details (764).
- 13** Arrows: where (758); details (774).
- 15** Bars: where (123); details (620).
- 16** Bath: where (386); details (811).
- 17** Battering Ram: where (624); details (700).
- 18** Beacon: where (562); details (955).
- 19** Bed (Guenever's in Castle Meliagaunt): where (334); details (851).
- 20** Bed (Guenever's Room): where (335); details (582).
- 21** Bed (Lancelot's Room): where (342); details (606).
- 22** Bed (Merlin's) where (362); details (651).
- 23** Bed (Meliagaunt's Guest Room): where (361); details (582).
- 24** Bed in Perilous Bedroom: where (370); details (701).
- 25** Bed (Straw): where (363); details (642).
- 26** Beetroot: where (346); details (665).

- 27** Blood Stain: where (712); details (740).
- 28** Boat: where (808); details (852).
- 29** Books: where (383); details (561).
- 30** Briers: where (625); details (652).
- 31** Bushes: where (367); details (881).
- 35** Cage: where (390); details (971).
- 36** Candle: where (281); details (800).
- 37** Cask: where (340); details (583).
- 38** Cart (Camelot): where (595); details (954).
- 39** Cart (Cornwall): where (601); details (889).
- 40** Cauldron: where (53); details (653).
- 41** Chest (Guest Suite): where (361); details (583).
- 42** Chest (Orkneys): where (605); details (717).
- 43** Cloth: where (302); details (622).
- 44** Coals: where (53); details (726).
- 45** Collection Bowl: where (292); details (606).
- 46** Crossbow: where (377); details (981).
- 47** Crystal: where (281); details (781).
- 50** Dead Wood: where (312); details (654).
- 51** Drawbridge: where (360); details (602).
- 52** Elm Tree: where (592); details (703).
- 53** Fire: where (275); details (583).
- 54** Flag: where (346); details (853).
- 55** Food: where (87); details (560).
- 56** Footstool: where (335); details (623).
- 57** Glass (Wine): where (626); details (708).
- 58** Gloves where (41); details (780).
- 59** Grail where (817); details (838).
- 60** Hammer: where (10); details (704).
- 61** Hand: where (100); details (659).

CAMELOT/LOGRIS CLUES

- 62** Harp: where (224); details (615).
63 Hat: where (41); details (859).
64 Hedge: where (346); details (882).
65 Holy Grail: where (817); details (838).
66 Horn: where (351); details (705).
70 Inscription: where (754); details (576).
71 Keyhole: where (387); details (606).
72 Lamp: where (291); details (746).
73 Lever: where (390); details (628).
74 Lift Cage: where (390); details (971).
75 Loose Planks: where (328); details (854).
76 Lunes: where (182); details (703).
80 Manor: where (563); details (974).
81 Mirror: where (716); details (752).
82 Oat Cakes: where (624); details (665).
83 Panel: where (370); details (887).
84 Pile (Sails): where (106); details (755).
85 Pillow: where (24); details (727).
86 Planks (Loose): where (328); details (854).
87 Plate: where (217); details (583).
88 Plough: where (797); details (957).
89 Poison: where (226); details (706).
90 Portcullis: where (388); details (972).
91 Pot of Stew: where (391); details (606).
92 Potion: where (57); details (57).
93 Pyre: where (596); details (729).
94 Relic: where (100); details (659).
95 Ring: where (226); details (706).
96 River: where (565); details (606).
97 Round Table: where (270); details (710).
100 Sack: where (753); details (786).
101 Sails: where (106); details (755).
102 Sandwich: where (616); details (820).
103 Secret Panel: where (328); details (873).
104 Seige Perilous: where (97); details (627).
105 Seiges: where (97); details (582).
106 Ships: where (275); details (789).
107 Shutters: where (119); details (566).
108 Snare: where (346); details (756).
109 Soup: where (40); details (606).
110 Stain: where (712); details (740).
111 Stool: where (335); details (623).
112 Sword: where (751); details (764).
115 Table Room: where (270); details (582).
116 Tree (Elm): where (592); details (703).
117 Tree (Apple): where (570); details (707).
118 Turquin's Manor: where (563); details (974).
119 Turret: where (625); details (730).
120 Weapons: where (764); details (764).
121 Willow: where (340); details (855).
122 Winch: where (390); details (971).
123 Window: where (324); details (620).
124 Wine: where (626); details (708).
125 Wood (Dead): where (312); details (654).

Camelot/Logris Creatures, & People

- 130** Agravain: where (350); details (856).
131 Alice la Beale Pilgrim: where (797); details (958).
132 Aliduke: where (350); details (856).
133 Archers: where (758); details (774).
134 Army (Northgales): where (351); details (714).
135 Army (Roman): where (797); details (822).
136 Army (Tintagel): where (307); details (597).
137 Arthur: where (270); details (913).
140 Bear: where (346); details (567).
141 Beggar: where (290); details (582).
142 Black Knight: where (321); details (634).
143 Bors de Ganis: where (365); details (904).
144 Brachet: where (629); details (567).
145 Brandiles: where (350); details (856).
146 Breunis: where (323); details (709).
147 Brian: where (350); details (856).
150 Carter in Camelot: where (617); details (826).
151 Carter in Cornwall: where (630); details (826).
152 Colgreavaunce: where (963); details (905).
153 Constantine: where (647); details (638).
154 Crier: where (290); details (584).
155 Crowd: where (93); details (582).
156 Damosel Maledisant: where (349); details (713).
157 Damosel (Meliagaunt's): where (892); details (732).
158 Damosel (Meliot's): where (355); details (903).
159 Damosel (Turquin's): where (961); details (791).
160 Donkey: where (624); details (793).

CAMELOT/LOGRIS CLUES

- 161** Dragon: where (828); details (606).
162 Druid: where (624); details (883).
165 Ector de Maris: where (350); details (856).
166 Ector of Forest Sauvage: where (667); details (733).
167 Elaine: where (16); details (973).
168 Fox: where (797); details (567).
170 Galahad: where (598); details (959).
171 Gareth: where (350); details (856).
172 Garlon: where (670); details (591).
173 Gawain: where (680); details (904).
174 Geheris: where (350); details (856).
175 Ghost: where (975); details (975).
178 Giant Nabon: where (387); details (841).
177 Gnomes: where (655); details (906).
178 Green Knight: where (332); details (634).
179 Guard: where (388); details (955).
180 Guenever: where (930); details (912).
181 Hare: where (797); details (567).
182 Hawk: where (52); details (703).
183 Hawks: where (830); details (846).
184 Hellawes: where (302); details (893).
185 Herald: where (639); details (618).
186 Horses: where (768); details (768).
190 Ingrid: where (906); details (655).
191 Invisible Knight: where (670); details (591).
192 Kay: where (327); details (824).
193 King Alfred: where (961); details (840).
194 King Arthur: where (270); details (913).
195 King Mark: where (385); details (633).
196 King Pellam: where (827); details (839).
197 Knight (Black): where (284); details (634).
198 Knight (Green): where (332); details (634).
199 Knight (Magic): where (568); details (835).
200 Knight (Red): where (373); details (842).
201 Knight (White): where (346); details (634).
202 Knights (Queen's): where (656); details (668).
203 Knights (Thirty): where (302); details (715).
205 Lady near Elm: where (312); details (857).
206 Lady in Carriage: where (309); details (618).
207 Lamorak: where (673); details (904).
208 Lancelot: where (632); details (831).
209 Lionel: where (350); details (856).
210 Locusts: where (346); details (961).
211 Lynet: where (349); details (218).
215 Magic Knight: where (568); details (835).
216 Mark: where (385); details (633).
217 Maiden in Prison: where (294); details (952).
218 Maledisant: where (349); details (713).
219 Man+Snakes: where (568); details (631).
220 Marhaus: where (350); details (856).
221 Meliagaunt: where (360); details (994).
222 Meliot: where (355); details (909).
223 Merlin: where (657); details (833).
224 Mermaid: where (374); details (976).
225 Nabon: where (387); details (841).
226 Nimue: where (336); details (604).
230 Old Man: where (568); details (631).
231 Orkney People: where (285); details (990).
232 Peasants: where (391); details (582).
233 Palomides: where (716); details (894).
234 Pedivere: where (395); details (904).
235 Pellam: where (827); details (839).
236 Phelot: where (690); details (985).
240 Queen Eastlands: where (294); details (635).
241 Queen Guenever: where (930); details (912).
242 Queen Morgan: where (294); details (998).
243 Queen Northgales: where (294); details (635).
244 Queen Outisles: where (294); details (635).
245 Queen's Knights: where (656); details (668).
246 Red Knight: where (373); details (842).
247 Residents: where (285); details (990).
248 Rience: where (382); details (961).
250 Sentries in Cornwall: where (896); details (907).
251 Sentries in Orkneys: where (285); details (955).
252 Sessoinis: where (136); details (136).
253 Someone Invisible: where (670); details (591).
254 Soothsayer: where (716); details (833).

CAMELOT/LOGRIS CLUES

- 255** Thirty Knights: where (302); details (715).
- 256** Toad: where (797); details (858).
- 257** Town Crier: where (290); details (584).
- 259** Tristram: where (311); details (920).
- 260** Turquin: where (953); details (962).
- 265** Whale: where (716); details (836).
- 266** White Knight: where (346); details (634).

Camelot/Logris Locations

- 270** Arthur's Castle: where (290); details (944).
- 271** Arthur's Hall: where (270); details (950).
- 272** Arthur's Seat: where (716); details (837).
- 273** Astolat: where (797); details (926).
- 275** Beach: where (585); details (941).
- 276** Bedroom/Boudoir: where (296); details (956).
- 277** Bedroom (Guest Room): where (296); details (939).
- 278** Bedroom (Guenever's): where (923); details (963).
- 279** Bedroom (Lancelot's): where (861); details (935).
- 280** Bedroom (Merlin's): where (569); details (651).
- 281** Bedroom (Morgan's): where (716); details (939).
- 282** Bedroom (Perilous): where (305); details (743).
- 283** Bishop's Gate: where (290); details (901).
- 284** Black Launds: where (586); details (634).
- 285** Broch: where (367); details (986).
- 290** Camelot: where (607); details (918).
- 291** Canterbury: where (797); details (936).
- 292** Cathedral: where (290); details (851).
- 293** Castle; Arthur's: where (290); details (944).
- 294** Castle Chariot: where (570); details (951).
- 295** Castle Lyonesse: where (351); details (960).
- 296** Castle Meliagaunt: where (575); details (1010).
- 297** Castle of Forest Sauvage: where (625); details (863).
- 298** Castle Pellam: where (932); details (937).
- 301** Castle (Wailing): where (866); details (692).
- 302** Chapel Perilous: where (641); details (919).
- 303** Clearing with Apple Tree: where (570); details (707).
- 304** Coast Road: where (571); details (658).
- 305** Corbin Castle: where (306); details (1001).
- 306** Corbin Village: where (969); details (1020).
- 307** Cornwall: where (625); details (925).
- 308** Country Junction: where (862); details (658).
- 309** Crossroads: where (608); details (843).
- 310** Dungeon of Castle Chariot: where (294); details (952).
- 311** Dungeon of Tintagel: where (385); details (942).
- 312** Elm Tree: where (592); details (703).
- 320** Folly: where (716); details (863).
- 321** Ford: where (572); details (634).
- 322** Forest Road: where (625); details (658).
- 323** Forest Maze: where (785); details (770).
- 324** Garden: where (844); details (620).
- 325** Gate (Bishop's): where (290); details (901).
- 326** Gate (King's): where (290); details (901).
- 327** Gate (Serfs'): where (607); details (910).
- 328** Gateway of Turquin's Manor: where (978); details (999).
- 329** Gaul: where (590); details (1018).
- 330** Glastonbury: where (336); details (964).
- 331** Grail Lands: where (989); details (989).
- 332** Green Launds: where (660); details (634).
- 333** Guardroom: where (902); details (915).
- 334** Guenever's Room (Castle Meliagaunt): where (296); details (956).
- 335** Guenever's Bedroom: where (923); details (936).
- 336** Isle of Avalon: where (796); details (716).
- 337** Isle of Servage: where (996); details (1000).
- 340** Joyous Gard: where (716); details (742).
- 341** King's Gate: where (290); details (901).
- 342** Lancelot's Bedroom: where (861); details (935).
- 343** Launds (Black): where (845); details (634).

CAMELOT/LOGRIS CLUES

- 344** Launds (Green): where (660); details (634).
345 Launds (Red): where (610); details (634).
346 Launds (White): where (716); details (634).
347 Library: where (587); details (561).
348 Listinoise: where (625); details (966).
349 Logris: where (794); details (794).
350 Lower Prison: where (971); details (997).
351 Lyonesse: where (776); details (295).
355 Manor (Meliot's): where (661); details (943).
356 Manor (Turquin's): where (563); details (974).
357 Marsh: where (573); details (932).
358 Marsh Road: where (625); details (967).
359 Maze: where (785); details (770).
360 Meliagaunt's Castle: where (575); details (1010).
361 Meliagaunt's Guest Room: where (360); details (979).
362 Merlin's Guest Room: where (569); details (651).
363 Mews: where (609); details (642).
364 Mosaic: where (716); details (815).
365 Nabon's Tower: where (379); details (1002).
366 Northgales: where (790); details (790).
367 Orkneys: where (643); details (1003).
370 Perilous Bedroom: where (305); details (743).
371 Prison (Lower): where (971); details (997).
372 Prison (Upper): where (816); details (1011).
373 Red Launds: where (610); details (634).
374 Rock: where (931); details (968).
375 Round Table Hall: where (270); details (710).
376 Sea: where (777); details (1004).
377 Secret Passage: where (812); details (1019).
378 Serfs' Gate: where (607); details (910).
379 Servage: where (996); details (1000).
380 Sesoine Ship: where (275); details (789).
381 Shore: where (847); details (1004).
382 Stepping Stones: where (340); details (813).
383 Study: where (829); details (1014).
385 Tintagel: where (864); details (1025).
386 Tower (Elaine's): where (306); details (1007).
387 Tower (Nabon's): where (379); details (1002).
388 Tower in Orkneys: where (367); details (986).
389 Turquin's Manor: where (563); details (974).
390 Upper Prison: where (816); details (1011).
391 Village: where (607); details (606).
395 Wailing Castle: where (866); details (692).
396 Warship: where (275); details (789).
397 Westminster Meadows: where (575); details (1017).
398 Windmill: where (716); details (1009).
399 Windsor: where (817); details (970).

The Grail Quest General Clues

- 400** Beginning the Quest (734).
401 Finding Things (725).
402 Finding the Holy Grail (938).
403 Game background (759).
404 Going Places (737).
405 Orders to People (867).
406 Score (911).
407 Solution of Grail Quest (938).

The Grail Quest Objects

- 410** Altar: where (547); details (663).
411 Bed: where (440); details (735).
412 Boat: where (513); details (895).
413 Body: where (645); details (849).
414 Brooch: where (466); details (688).
415 Cakes: where (467); details (745).
416 Chalice: where (495); details (1013).
417 Cheese: where (647); details (665).
418 Cross (near Vagon): where (572); details (576).
419 Cross (in wasteland): where (762); details (576).
420 Crown: where (418); details (644).
421 Cup: where (809); details (739).
425 Dagger: where (818); details (797).
426 Dead Body: where (645); details (849).
427 Dune: where (577); details (1024).
430 Fire Wall: where (541); details (1030).

THE GRAIL QUEST CLUES

- 432** Holy Grail: where (1005); details (838).
433 Horn: where (412); details (684).
434 Key: where (511); details (1006).
435 Mead: where (421); details (588).
436 Mistletoe: where (506); details (1022).
440 Pavilion: where (810); details (877).
441 Plate: where (467); details (691).
442 Potato: where (616); details (782).
443 Purse: where (466); details (802).
444 Sand: where (427); details (1032).
445 Shield: where (510); details (801).
446 Sickle: where (797); details (874).
447 Sword: where (412); details (801).
450 Thicket: where (612); details (695).
451 Thorn Tree: where (589); details (806).
452 Tomb: where (510); details (772).
453 Wall of Fire: where (541); details (1030).
454 Water: where (1015); details (1038).
455 Well: where (579); details (672).
456 Wind: where (693); details (693).
- The Grail Quest Creatures & People
- 460** Adder: where (716); details (749).
461 Angels: where (531); details (875).
462 Black Dragon: where (720); details (803).
463 Black Knight: where (526); details (686).
464 Bors de Ganis: where (511); details (748).
465 Cleric: where (578); details (696).
466 Dagonet: where (647); details (718).
467 Damosel: where (540); details (763).
468 Devils: where (682); details (876).
469 Dragon (Black): where (720); details (803).
470 Dragon (Red): where (720); details (803).
471 Dust Elemental: where (1012); details (1012).
472 Dwarf: where (527); details (721).
475 Ector de Maris: where (527); details (721).
476 Elementals: where (1012); details (1012).
477 Fiend: where (452); details (804).
478 Fiends: where (679); details (798).
479 Fire Elemental: where (1012); details (1012).
480 Follower of Nacien: where (518); details (637).
481 Galahad: where (880); details (890).
482 Hermit: where (532); details (646).
483 Joseph of Aramathea: where (531); details (648).
485 Knight (Black): where (526); details (686).
486 Knight (Woodland): where (805); details (738).
487 Knights (Barbarous) : where (676); details (722).
488 Lancelot: where (632); details (831).
499 Lions: where (868); details (807).
490 Maiden: where (527); details (721).
491 Monks: where (578); details (696).
492 Mordred: where (716); details (723).
495 Nacien the Hermit: where (532); details (646).
500 Percival: where (511); details (748).
501 Pilgrim: where (613); details (672).
502 Preacher: where (515); details (769).
503 Priests: where (613); details (696).
505 Red Dragon: where (720); details (803).
506 Swan: where (647); details (858).
507 Water Elemental: where (1012); details (1012).
508 Woodland Knight: where (805); details (738).

The Grail Quest Locations

- 510** Abbey: where (579); details (788).
511 Antechapel: where (589); details (1012).
512 Avalon: where (796); details (716).
513 Bleak Shore: where (871); details (886).
514 Castle; Vagon: where (699); details (663).
515 Church: where (766); details (929).
516 Clearing with Dragon: where (546); details (803).
517 Clearing with Pavilion: where (810); details (877).
518 Cliff Path: where (1037); details (637).
519 Courtyard: where (647); details (701).
520 Cross near Vagon Castle: where (572); details (576).
521 Cross in Wasteland: where (762); details (576).
522 Dark Shore: where (933); details (1027).
523 Dark Valley: where (933); details (1023).
525 Fair: where (647); details (800).
526 Ford: where (614); details (686).

ANSWERS

- 527** Forest Ride: where (594); details (721).
530 Glades: where (1026); details (1031).
531 Heaven: where (647); details (872).
532 Hermitage: where (724); details (815).
533 Hillock: where (546); details (870).
534 Horses: where (768); details (768).
535 Isle of Sand: where (1029); details (649).
536 Isle of Turnance: where (927); details (1033).
537 Lindisfarne: where (647); details (773).
540 Pavilion: where (810); details (877).
541 Sand Isle: where (1029); details (649).
542 Sea: where (674); details (681).
543 Shore; Bleak: where (871); details (886).
544 Shore; Dark: where (933); details (1027).
545 Temple: where (647); details (787).
546 Turnance Isle: where (927); details (1033).
547 Vagon Castle: where (699); details (663).
548 Valley: where (658); details (1023).
550 Well: where (579); details (672).
551 White Abbey: where (579); details (788).
552 Woodland: where (658); details (1023).
- 578** Wandering about.
579 South of cross in the wasteland.
580 All are equal in the dark (599).
581 Worn for protection against arrows.
582 Takes no part in the game.
583 Examine for its contents.
584 Follow for hints.
585 Beyond the sentries (250).
586 North of the country junction.
587 East of Merlin's study (383).
588 Honey wine. Can be drunk.
589 East of the bleak shore.
590 Corbin's land. Use the boat (28).
591 A murderer who attacked while invisible. But his power could be countered. See (580).
592 North, past Turquin's Manor.
593 Can only be slain by a woman.
594 East from wasteland cross (520).
595 Travelled between Camelot and Castle Meliagaunt.
596 In Camelot, after Meliagaunt has challenged Lancelot.
597 Invading Sesoines, who block Lancelot. Deal with their source of supply. See (275).
598 Son of Lancelot and Elaine (167).
599 In the Turret, close the (107).
600 Drink to be healed.
601 Travels to and from the beach.
602 Closed until late in this part, after the May celebrations.
603 In the western sea (619).
604 The Damosel of the Lake, loved by Merlin. She lures him under a rock.
605 Downstairs in the Broch - Orkney Tower (285).
606 Just scenery.
607 East of the ford (321).
608 In Logris, North of the King's Gate.
609 In Camelot, East and North of the Serf's Gate.
610 North of the Green Launds.
612 Southeast of the cross (418).
613 Wanders about.
614 East of the pavilion.
615 Needed by a harpist (259).
616 Not invented yet.
617 Travels between Camelot & Castle Meliagaunt.
618 Appears but briefly.

Answers

- 560** Best ignored; contains a potion.
561 Read the books for clues.
562 Atop an Orkney mountain.
563 North from the junction; West of the crossroads.
564 Wave to open the drawbridge.
565 Flows across the ford.
566 Use against the Invisible Knight. See (580).
567 Follow it.
568 Appears when Lancelot lies on the bed (24).
569 North of Merlin's study (383).
570 Beyond the Briers (30).
571 East of the crossroads.
572 East of where Lancelot starts.
573 North of the marsh road (357).
574 Wait, and she turns back from rock.
575 South from the Bishop's Gate.
576 Examine it for a hint.
577 Beyond the Fire Wall. See (621).

ANSWERS

- 619** Not in this game.
- 620** Desperate strength is needed to bend the bars. See (636).
- 621** Co-operation is needed to extinguish it. See (662).
- 622** Take to Meliot to cure him. (302).
- 623** The only weapon to hand. (977).
- 624** Not in this game.
- 625** West from the crossroads.
- 626** Keep when Queen Morgan offers it in the dungeon. Then see (640).
- 627** Galahad's seat at the Round Table. Plays no part in the game.
- 628** Pulled to release the chains of the prisoners below.
- 629** East of the country junction.
- 630** Travels to/from the beach (250).
- 631** Apparition described by Malory.
- 632** Here. You play Lancelot.
- 633** Bad king, not directly in the game. See (259).
- 634** Fight and spare the knight.
- 635** Do not choose any queen.
- 636** Lancelot could enter once Guenever had invited him for the night.
- 637** The people with warnings were only illusions.
- 638** King who ruled after Arthur.
- 639** Met on the road.
- 640** Offer the wine to (217).
- 641** South of the manor (355).
- 642** Not the best place to sleep. (362).
- 643** North from the crossroads.
- 644** Avoid temptation by leaving it.
- 645** Discovered once the fiend had fled.
- 646** Ignore him on the path - this was an illusion. Visit his hermitage for advice.
- 647** Not in this game.
- 648** Said to have brought Christianity to Britain.
- 649** Tackle the fire to reach (444).
- 650** Used to forge the Grail sword.
- 651** Sleep here, not in the mews.
- 652** Blocks Castle Chariot. See (669).
- 653** Used to carry the coals.
- 654** Has a use. See (666).
- 655** Gnome Ranger and Ingrid's Back!
- 656** Turn up in Castle Meliagaunt.
- 657** In his house in Camelot.
- 658** Scenic location.
- 659** Use to defeat the giant. See (698).
- 660** North of the Black Launds.
- 661** Follow the brachet.
- 662** Fill two containers with water - (416) and (421). See (675).
- 663** Show respect before leaving (678).
- 664** Fight and spare the knight. Then (677).
- 665** Feed to the (160).
- 666** Use to defeat Phelot. See (698).
- 667** In the Castle of Forest Sauvage.
- 668** Guarding Guenever.
- 669** You need help to cut them (685).
- 670** Near the turret (119).
- 671** Rescued knights obey you. So does the Red Knight, if spared. See (683).
- 672** See (416) to get water. See (689).
- 673** Imprisoned in the Broch (285).
- 674** East of the bleak shore.
- 675** Get Galahad to repeatedly fill and throw a container. Lancelot does this simultaneously.
- 676** Arrive and capture Galahad.
- 677** To Camelot and find somewhere to sleep (22). Then (687).
- 678** Pray.
- 679** Often disguised. They are (467), (502), and, more powerful, (477).
- 680** Imprisoned in Castle Chariot.
- 681** Lake Mortaise in the original. May be death/purgatory. Sail in Boat (412) to (546), (541), and (544).
- 682** In the detail. See (679).
- 683** They are (246), (143), (173), (207), (222) who leaves; (234), (259), (170) who you cannot yet meet; and nine imprisoned in (389).
- 684** Blow to summon wind for the (412).
- 685** Get someone to repeatedly cut the Briers. Simultaneously, Lancelot does this too.
- 686** To get past, see (694).
- 687** Visit Arthur, then (697).
- 688** Take this treasure and see (689).
- 689** Give it to the pilgrim.
- 690** Arrived when hawk had been freed.
- 691** Does nothing in itself.
- 692** Kill Breunis to free Peditere.
- 693** Blow the horn to summon one.
- 694** Do not carry anything.
- 695** Scenery; difficulties of faith.
- 696** To make the place look occupied.

ANSWERS

- 697** Free imprisoned knights in Logris.
698 Throw it at him.
699 Where Lancelot starts.
700 Hit the drawbridge with it.
701 Lie on this several times.
702 Push off the trapdoor. See (717).
703 Climb and free the hawk. Then worry about Phelot.
704 Needed to use the anvil.
705 Blow at Lyonesse to summon the Captain. When blown, this can be heard from a distance. See (711).
706 Pour into the wine and see (250).
707 Scenery. But see Queen Morgan (242).
708 Take but don't drink. See (719).
709 Evil knight. Follow and kill him.
710 Not used directly; but you must free the knights to sit here.
711 Use to regain your bearings (357) and to synchronize actions (for example, type KNIGHT, WAIT FOR HORN).
712 After Lancelot breaks the bars.
713 Follows and reports your deeds to Arthur.
714 Blow the horn.
715 Ignore their threats.
716 Not in this game.
717 Two must push simultaneously.
718 King Arthur's jester.
719 Offer to the damosel.
720 In a clearing on Turnance (731).
721 Immediately rescue the captives, going after (490) first.
722 Fight on, regardless.
723 Arthur's illegitimate son.
724 Up the cliff path. See (637).
725 Type FIND THING; GO TO PLACE; RUN TO PLACE or FOLLOW SOMEONE.
726 Burning hot. See (736).
727 Take to swap later. See (379).
729 Defeat Meliagaunt to free Guenever.
730 Home of the Invisible Knight and where he can be defeated.
731 Three locations from the hillock; one is north and the other south.
732 Refuse to bargain away honour until she lowers her price.
733 Visit for information.
734 Consider (410), then (744).
735 Avoid temptation; leave it alone.
736 Carry them in (40). Then, see (747).
737 EXITS shows the directions you can go; EXITS ON shows this after every move. To move, type compass directions. See (725).
738 Honesty is best. Then see (722).
739 Container to fill with (444)/(454).
740 From Lancelot's injury. Proves someone slept here. Cannot be hid.
741 Can only enter at Guenever's specific request.
742 Lancelot's own island castle.
743 Lie on the Bed and apparitions appear. See (215). (230).
744 Ignore the crown. Visit the church (502). Then see (478).
745 If you like, eat just one.
746 Light robs power from the fiends.
747 Put them on the (101).
748 Grail knight. Helped get key.
749 Bit to start Arthur's last battle.
750 You score 200 each for: ensuring all the Round Table knights can join and are not imprisoned (06); reaching places listed in (761), and solving puzzles associated with (771).
751 Worn by Lancelot
752 Look in it when fighting (184).
753 Below Nabon's head. To get it, see (765).
754 Outside tower in Corbin.
755 Tinder dry. See (767).
756 Put on the ground to catch (181).
757 Wanders in the forest maze.
758 Westminster Meadows after Guenever invites Lancelot to celebrate May.
759 Lancelot must avoid all sins if he is to reach the Holy Grail.
760 Wear it to see invisible things.
761 Marsh Isle; Meliagaunt's Prison; (119); (271); (275); (276); inside (285); (310); (332); (335); (337); (342); (347); inside (356); inside (360); (370); (375); (378); (383); and (395).
762 East; past the Woodland Knight.
763 Do not trust her. See (775).
764 Always with Lancelot, except when he climbs the Elm (703) or says farewell at the end (795).
765 Replace it instantly: see (778).
766 NE and N from the cross (521).
767 Put (44) on them.
768 There when needed.

ANSWERS

- 769** Do not trust him. See (783)
- 770** Don't explore. Just slay (146).
- 771** Finishing Camelot/Logris. (93); (275); (276); (305); (312); (321); (347); (350); and (351).
- 772** Don't open it yourself. See (784).
- 773** Holy Island, off northeast England.
- 774** Cannot be avoided. Afterwards, use alternative transport (38).
- 775** Eat a cake if you like, then (791).
- 776** For game purposes, placed in North Wales, beyond all the Launds.
- 777** Beyond the shore.
- 778** Replace with (85). See (792).
- 779** Use a different weapon. See (50).
- 780** Wear to hide any wound. See (27).
- 781** Give to the damosel in order to escape.
- 782** Cook it in the fire, then eat it.
- 783** Leave the crown alone; then (791).
- 784** Galahad can. Then tell him to kill the occupant.
- 785** North of the forest road.
- 786** Once obtained (765), look inside.
- 787** Dig to find the relic.
- 788** Heed the warnings on objects here.
- 789** To defeat the invaders; see (799).
- 790** For game purposes, assumed to be North Wales (where there are many Arthurian sites).
- 791** Make the sign of the cross.
- 792** Tell someone to wait, and put the replacement under him. Take the sack, simultaneously.
- 793** Ride this if your horse is slain.
- 794** Arthur's Realm. Use King's Gate.
- 795** See (56) and (335).
- 796** Mythical Isle in the west; a valley in northeast Somerset.
- 797** Not in this game.
- 798** In disguise. To banish, see (791).
- 799** Destroy them, using (44).
- 800** Source of fire, to light (50).
- 801** Get Galahad to take it.
- 802** Offer to the preacher.
- 803** Do not fight. See (821).
- 804** Too powerful to dispell in the usual way (791). Lancelot cannot defeat it, but see (784).
- 805** South of the thicket.
- 806** Scenery, but the real Glastonbury Thorn may be grown from a cutting of the tree sprouted from Joseph's staff. It flowers near Christmas.
- 807** Trust in the Lord and pay no heed.
- 808** Shore. East of the coast road.
- 809** Reward for slaying the dragons with minimum effort. See (821).
- 810** Beyond the Woodland Knight.
- 811** Kept Elaine on the boil. See (167).
- 812** Beyond the secret panel.
- 813** Causeway to the isle.
- 814** Free the knights (683) and return to Arthur. Then see (823).
- 815** Visit for advice.
- 816** In the Middle of Turquin's Manor.
- 817** Complete this part of the game and the action continues with the quest for it.
- 818** Floating on the river.
- 819** Between London and Winchester.
- 820** Curling at the edges.
- 821** The red and black dragons predate Le Morte D'Arthur (like many of its tales) and originate in the Mabinogion. The dragons dislike each other. See (832).
- 822** Defeated by Arthur; when he took Rome. Lancelot was a commander.
- 823** Rescue Guenever from Meliagaunt. Accept her invitation and rescue her again. Then see (834).
- 824** Arrogant knight. Ignore him.
- 825** To defeat Nabon, you need (100).
- 826** See details of his cart.
- 827** In a hidden castle in the marsh.
- 828** Chapel in Corbin.
- 829** In Merlin's house in Camelot. From the Serf's Gate, E, E, N, N, W, W, W, N, Up.
- 830** Hidden in the mews. Sleep there to discover them.
- 831** Best knight for most of Arthur's reign.
- 832** Bring them together. See (848).
- 833** Provider of hints and rescues.
- 834** Visit Guenever to say goodbye and defeat the ambushing knights.
- 835** Fight him. To win, see (83).
- 836** Leviathon, who pretends to be an Island. See (337).
- 837** Impressive summit in Edinburgh.
- 838** Item of dinnerware at Last Supper.
- 839** Wounded "fisher" king (one of four in Morte D'Arthur - probably a bug). Visit him for a hint.

ANSWERS

- 840** King who ruled much later than Arthur, but with similar problems.
- 841** Evil giant who must be slain. See (100).
- 842** Fight and spare him. He helps later.
- 843** Central point on the map.
- 844** Beside Castle Meliagaunt.
- 845** North of the country junction.
- 846** The reason to sleep somewhere else.
- 847** East of the coast road.
- 848** From the hillock, type: GALAHAD, N, N, S, S, S, then S, S, S, N, N, N.
- 849** Focus for the Fiend. Leave alone.
- 850** The historical Arthur was a fifth century war leader in southwest Britain. Tales grow and change in the telling and, when Malory came on the scene a millenium later, there was a great diversity of stories in Britain and France. Malory imposed his own structure, where Arthur is the still centre to whom tales are told. Lancelot, in contrast, is the active knight: supreme in combat, tragic lover of Queen Guenever, and the only worldly knight to touch the Holy Grail. See (860).
- 851** Basically scenery.
- 852** Get in; then move as normal to travel by water. And see (869).
- 853** Wave to confuse your opponent.
- 854** Trigger the crossbow trap when anyone goes north. See (873). If asked if Lancelot wants to jump back, see (899).
- 855** Look in its branches.
- 856** Round Table knight. See (865).
- 857** Do as she asks. See (182).
- 858** Get Elaine to kiss it.
- 859** Don't wear it, you'd look silly.
- 860** Lancelot was the obvious hero for this game and we stuck as near as possible to Malory. But three types of change were desirable. First, Le Morte D'Arthur is a collection of several "books", in some of which Lancelot doesn't appear. So, we've given a few of the deeds of other knights to Lancelot. Second, we've emphasised the theme of completing the Round Table. And, finally, the game stops at its high point; the achievement of the Holy Grail; rather than continuing to the death of Arthur.
- 861** Lancelot was returned here once the Round Table was complete.
- 862** North from the elm tree.
- 863** Go inside for a chat.
- 864** Cornwall, beyond the army (597).
- 865** Cannot be freed unless Lancelot has first dealt with (73). There is no time to free all the knights individually. See (879).
- 866** In the forest maze. Follow Breunis.
- 867** Galahad will obey orders once the mainland is free of evil. See (878). Knights in the Antechapel accept some orders later.
- 868** Just before the Grail.
- 869** When anyone moves in the boat, it moves. This helps with the (224).
- 870** Midway between the dragons (821).
- 871** East of the forest ride.
- 872** Destination of all Grail knights.
- 873** To destroy the trap, you must get through the secret panel (885) to the secret passage (377).
- 874** Use to get the (436).
- 875** Help if Galahad attacks the fiend.
- 876** Necessary consequence of unfettered free will.
- 877** Take care of the damosel. See(763).
- 878** Avoid sins and solve the problems associated with (515), (508), (540), (495), (550), (490), (464), and (487).
- 879** Free one knight, tell him to free the next four; tell one of these to free the next three and so on. Then see (888).
- 880** Wandering about.
- 881** Hide when the guard passes to (18).
- 882** Can only be cut with the axe.
- 883** Merlin in disguise.
- 884** Comic anti-heroine.
- 885** Tell someone to wait and hold the panel so it doesn't close. Then stand on the planks to trigger the trap and go inside.
- 886** Sail in the boat. See (895).
- 887** Opens to admit the Magic Knight. To defeat him, see (891).
- 888** The only way out is in the cage. You should first have arranged for someone to wait above and turn the winch at the right time. See (66).
- 889** Get inside and wait. Eventually it arrives on the beach.
- 890** New best knight and the only one worthy to solve several problems. See (867) to recruit him and (898) for more information.
- 891** While it's open, he can be healed. See (897).

ANSWERS

- 892** Meliagaunt's prison.
- 893** Ignore her threats and take (43).
- 894** Infidel knight. Accept his gift.
- 895** Works as earlier boat, but Lancelot is not worthy to move it himself. See (481). For wind, see (433). Don't take the sword.
- 896** Block the way to the Sessoines' ships. To pass, see (39).
- 897** Keep closing it until it shuts.
- 898** Get him to solve problems linked with (551), (412), (536), (535), (511).
- 899** The floor is one end of a see-saw and tips up unless someone is waiting in (377).
- 900** East to the ford (634), then go to Camelot. Ignore Kay and see (908).
- 901** Closed on the first day. Find somewhere to sleep, then return.
- 902** North of the Upper Prison.
- 903** Tends wounded Meliot.
- 904** Round Table knight. Once freed, can be asked to help.
- 905** Defeat him. See (914).
- 906** Go out and buy a copy! (C&VG).
- 907** Get past; using (39).
- 908** Find Merlin and somewhere to sleep (22). Then to the library (29) and find Arthur. See (916).
- 909** Round Table knight. Bring the cloth to cure him.
- 910** Provides access to Camelot.
- 911** You score 100 for reaching places listed in (922); 200 for solving puzzles associated with (945); and 100 for reaching the Grail. There are penalties for committing sins.
- 912** The Queen, Arthur's wife, who was loved by Lancelot. For what to do at the start see (921). When invited to celebrate May, see (928). In Castle Meliagaunt, see (940). When challenged over her honour, see (948).
- 913** King of England, but he plays no great part in the game.
- 914** Get a weapon (56) and hit him.
- 915** Keep clear.
- 916** To Logris and ensure all the Round Table knights are free to join it. See (683), (924).
- 917** Escape from prison. See (157) and find the queen. Then see (729).
- 918** Arthur's capital.
- 919** Ignore all threats; take the cloth.
- 920** Round Table knight and expert musician. Take him the (62).
- 921** Visit Arthur and Guenever in the castle. Then ride off through the King's Gate to Logris to rescue Arthur's knights and complete the Round Table. Return to Guenever.
- 922** (517), (540), (521), (532), (551), (535), (536), (544), (499), and the corridor leading to the Grail.
- 923** Visit, at the end, from Lancelot's bedroom, to say "Goodbye".
- 924** Back to Arthur. Accept Guenever's offer and rescue her (948). Then see (935).
- 925** Defeat Sessoines; enter Tintagel.
- 926** Town near Reading, where another Elaine lived.
- 927** At sea, Southeast of the shore.
- 928** South from Camelot, past the archers (774), and into Castle Meliagaunt. See (934).
- 929** Look at the preacher. See (769).
- 930** Various places.
- 931** At sea, SE and S from the shore.
- 932** Castle Pellam is hidden in the marsh. For orientation, get a knight to move away. See (66).
- 933** At sea; east of the bleak shore.
- 934** Spare Meliagaunt and go straight to Guenever.
- 935** Visit Guenever to say goodbye. Escape the resulting difficulty; see (335); and that's it.
- 936** Chief cathedral city of Logris.
- 937** Visit for a clue.
- 938** Begin the quest (400) and solve the problems to prove your worth to Galahad (867). See (949).
- 939** Consider the contents of the chest.
- 940** When Guenever invites Lancelot to return that night, go around and in by the (324). In the morning, leave immediately and see (947).
- 941** Destroy the ships. See (44).
- 942** All can be freed by Tristram (920).
- 943** Help Sir Meliot. See (909).
- 944** If locked, see (901). Visit to be knighted and return when Lancelot is best knight.
- 945** (502), (467), (490), (475), (501), (542), (412), (536), (434), and (511).
- 946** Consider the objects here.
- 947** Don't let the injury be seen (58) and return to Guenever. See (948).

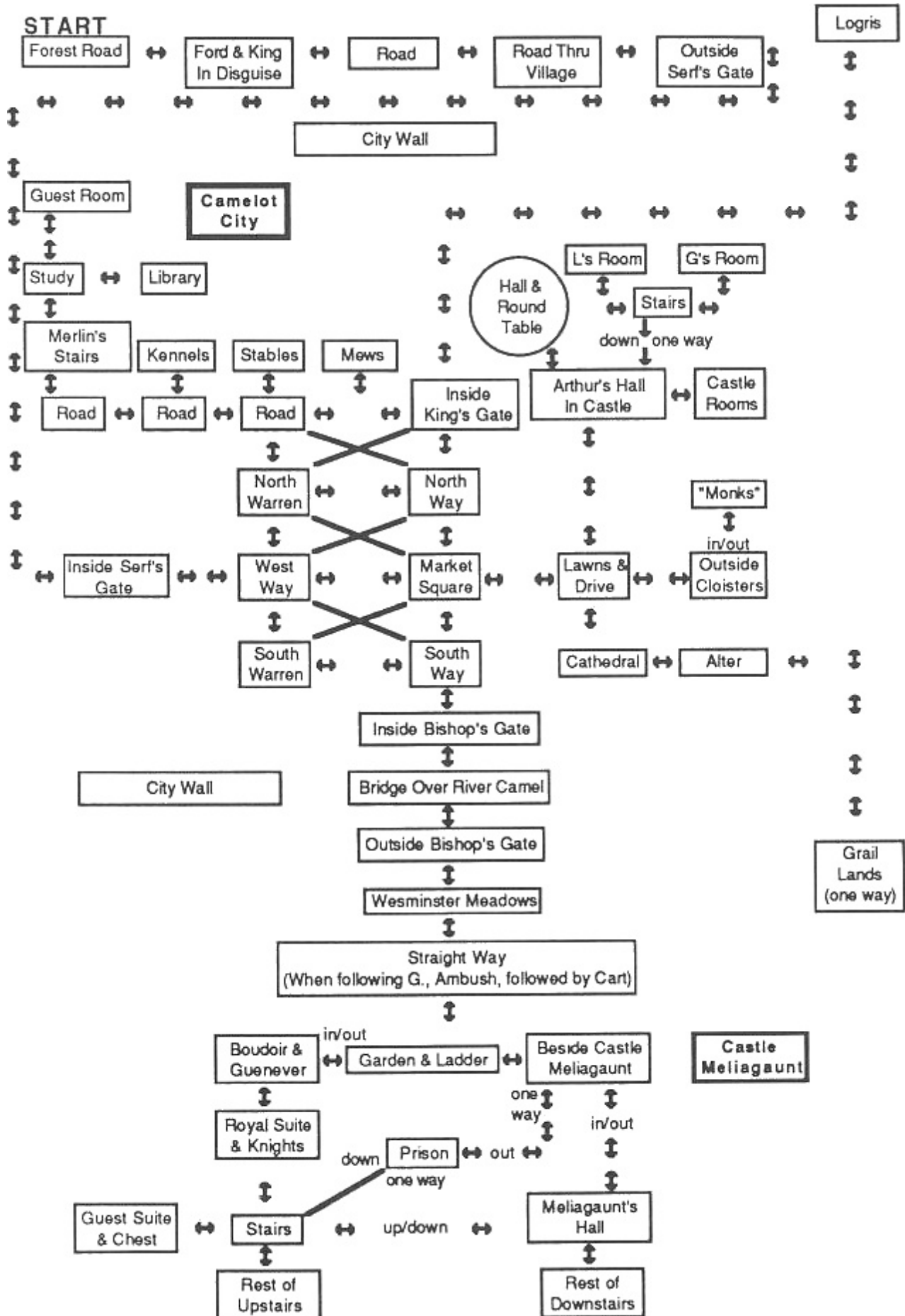
ANSWERS

- 948** When she is led away, start to leave the castle. See (917).
- 949** Solve the problems associated with (551), (412), (536), (535), and (511). Then head steadfastly to the Grail.
- 950** Visit to meet Arthur or Guenever.
- 951** Wait outside, not choosing any of the queens. Then see (310).
- 952** Accept Morgan's gift. See (708).
- 953** Challenges you outside his manor.
- 954** Alternative transport. See (965).
- 955** Light the beacon to decoy the Broch's guard. See (285).
- 956** Room commandeered by Guenever in Castle Meliagaunt. See (940).
- 957** Constellation in northern sky.
- 958** Wife of Alisander le Orphelin.
- 959** This adventure is unusual in that it spans many years; long enough for Lancelot's son Galahad to be conceived, born, and come of age. He is essential to complete the Round Table, so bear this in mind when meeting his mother (167).
- 960** Deal with the army; see (66); then enter to meet Dame Lyonesse.
- 961** Not in this game.
- 962** Fight him, then go inside (356).
- 963** A group of knights, led by Mordred, seized their opportunity to catch Lancelot with Guenever and prove his adultery. Lancelot was not armed but had to fight. See (977).
- 964** Site of the formerly most important monastery in Britain.
- 965** Get into it and wait to be taken past the archers to the castle.
- 966** Land of mists and marshes.
- 967** The marsh is north. See (357).
- 968** You need the harp. See (224).
- 969** East of the sea. Use the boat (28).
- 970** Where a hermit lived; in the book.
- 971** The cage travels between the Upper and Lower Prisons when the winch is turned. See (980).
- 972** Lure the guard away with (18).
- 973** Rescued by Lancelot, if he has achieved enough to be worthy. Accept her invitation. See (982).
- 974** Turquin has captured nine knights. Defeat him first, then solve the gateway problems (328) and descend to the Lower Prison (350).
- 975** Look out for "Scapeghost".
- 976** Take her harp. See (984).
- 977** Let in just one knight. See (991).
- 978** In the manor. Defeat Turquin first.
- 979** Visit to get the glove.
- 980** Get into the cage to travel with it. See (987).
- 981** Triggered by the loose planks. You need to destroy it, so see (873).
- 982** When inside Corbin Castle, remember Lancelot's honour (988).
- 983** Remember Lancelot's honour (993).
- 984** Move away instantly; get someone else to arrange it. See (869).
- 985** Improvise a weapon (50).
- 986** Circular stone tower; passages within its walls. To enter, see (18). Once inside, see (995).
- 987** Travel down is simple; but, to go back up you must have left someone behind to turn the winch. See(888).
- 988** Sleep in the perilous bedroom (743).
- 989** Finish this part of the game. See (03).
- 990** Attack if Lancelot stays in their tower (Broch) for too long.
- 991** Tell Guenever to wait; close the door. Then open it. One knight is trapped. See (914).
- 992** The loose floor works as a see-saw. Jump back, unless there is someone in (377) to balance it.
- 993** Wait until she no longer requires Lancelot to give up Guenever. Then kiss her.
- 994** False knight; don't kill him until the meeting in Camelot. See hints for Castle Meliagaunt and the rooms and objects therein.
- 995** Descend to the cellar; free the captive and escape; see (42).
- 996** At sea; roughly NE of the shore.
- 997** Free the knights; see (865).
- 998** Do not choose her and refuse her offers. See (708).
- 999** Disable the crossbow trap (981); then go North (992).
- 1000** Kill Nabon and free his prisoner.
- 1001** Cannot enter unless invited by Elaine. Then see (982).
- 1002** Defeat Nabon. Get (85), then see (841).
- 1003** Rescue a knight from the Broch Tower.
- 1004** Travel in the boat (28).
- 1005** Beyond the antechapel.

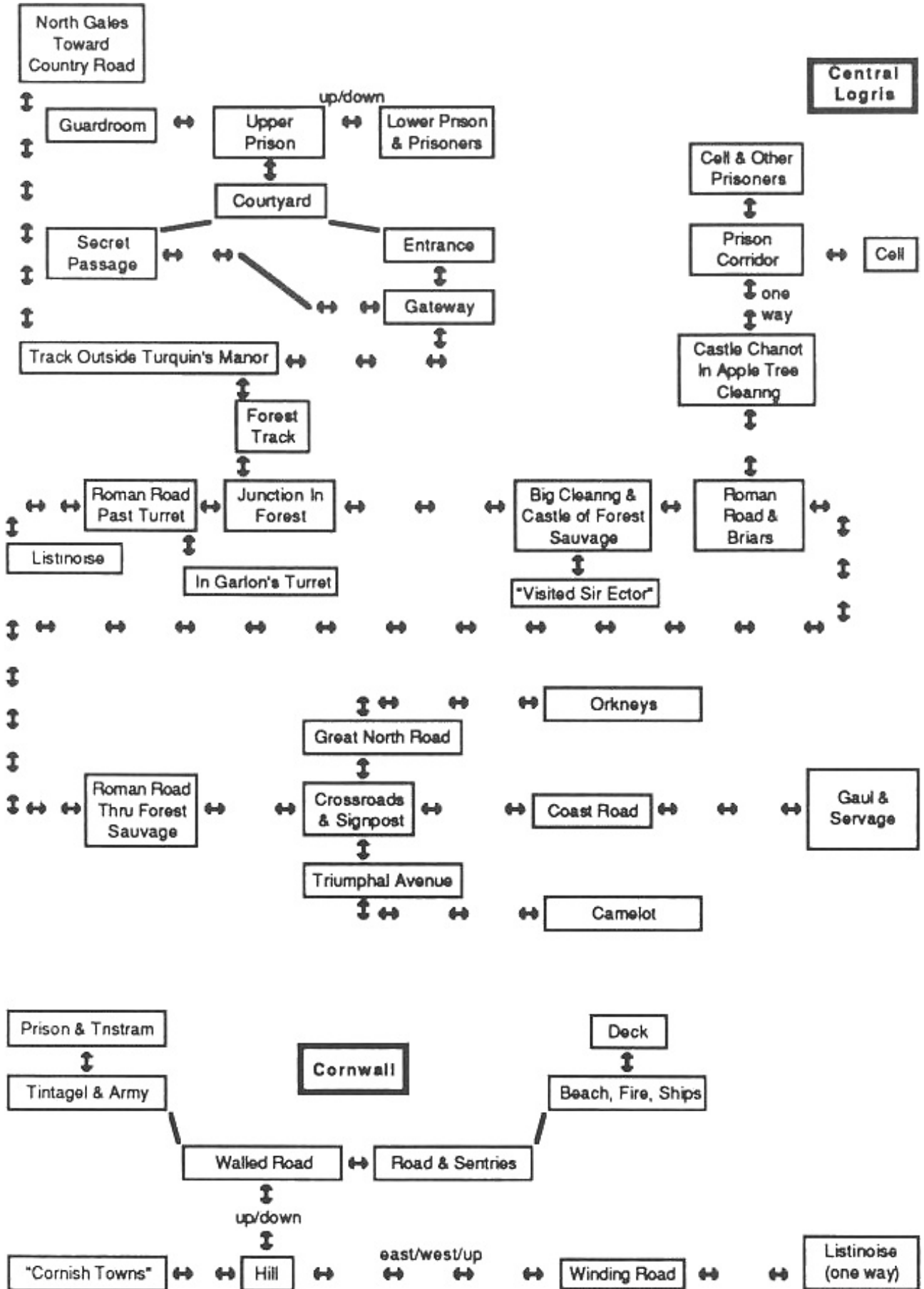
ANSWERS

- 1006** Needed to open the east door from the antechapel. See (1012).
- 1007** Rescue Elaine, if you're worthy.
- 1008** Someone must wait here to balance the floor beyond the gateway (328).
- 1009** Hardly common at this date.
- 1010** Closed until late in the game, after Guenever's invitation to celebrate May. See (928).
- 1011** Avoid the guardroom to the north, but travel to the Lower Prison and rescue the knights there.
- 1012** When Lancelot takes the key. Elementals appear; they must be negated. See (1021).
- 1013** A container. Can be filled with (444) or (454) but, before this, give it to (501).
- 1014** Room in Merlin's house.
- 1015** Sea etc.
- 1016** Wait here for the dwarf to return.
- 1017** To pass the archers, see (774).
- 1018** Where Corbin lies.
- 1019** Smash the crossbow and see (1008).
- 1020** Read the Inscription and visit Elaine. Rescue her if your score is good enough. After this, enter Corbin Castle (305).
- 1021** This requires co-operation. Tell the Grail knights to wait and do the right things when Lancelot takes the Grail. See (1028).
- 1022** Magical plant. A sign of the Grail.
- 1023** Basically just scenery.
- 1024** Fill container with sand.
- 1025** Castle of King Mark. To enter, see (136). To leave, Tristram will help.
- 1026** North and South of forest ride.
- 1027** Look around.
- 1028** Throw water (from a container) at the Fire Elemental; see (1034).
- 1029** At sea, roughly NE of the shore.
- 1030** Extinguish it. See (1036).
- 1031** Visit the right one first (721).
- 1032** Fill container; throw it at (507).
- 1033** Dragons live here. See (803).
- 1034** Throw (444) at the Water Elemental and, finally, use (433).
- 1035** Polish it to summon (175).
- 1036** Give a container - (416) or (421) - to Galahad and tell him to fill it and throw the water repeatedly. Meanwhile, Lancelot does similarly.
- 1037** North of cross in the wasteland.
- 1038** Use to extinguish wall of fire. Fill container; throw at (479).

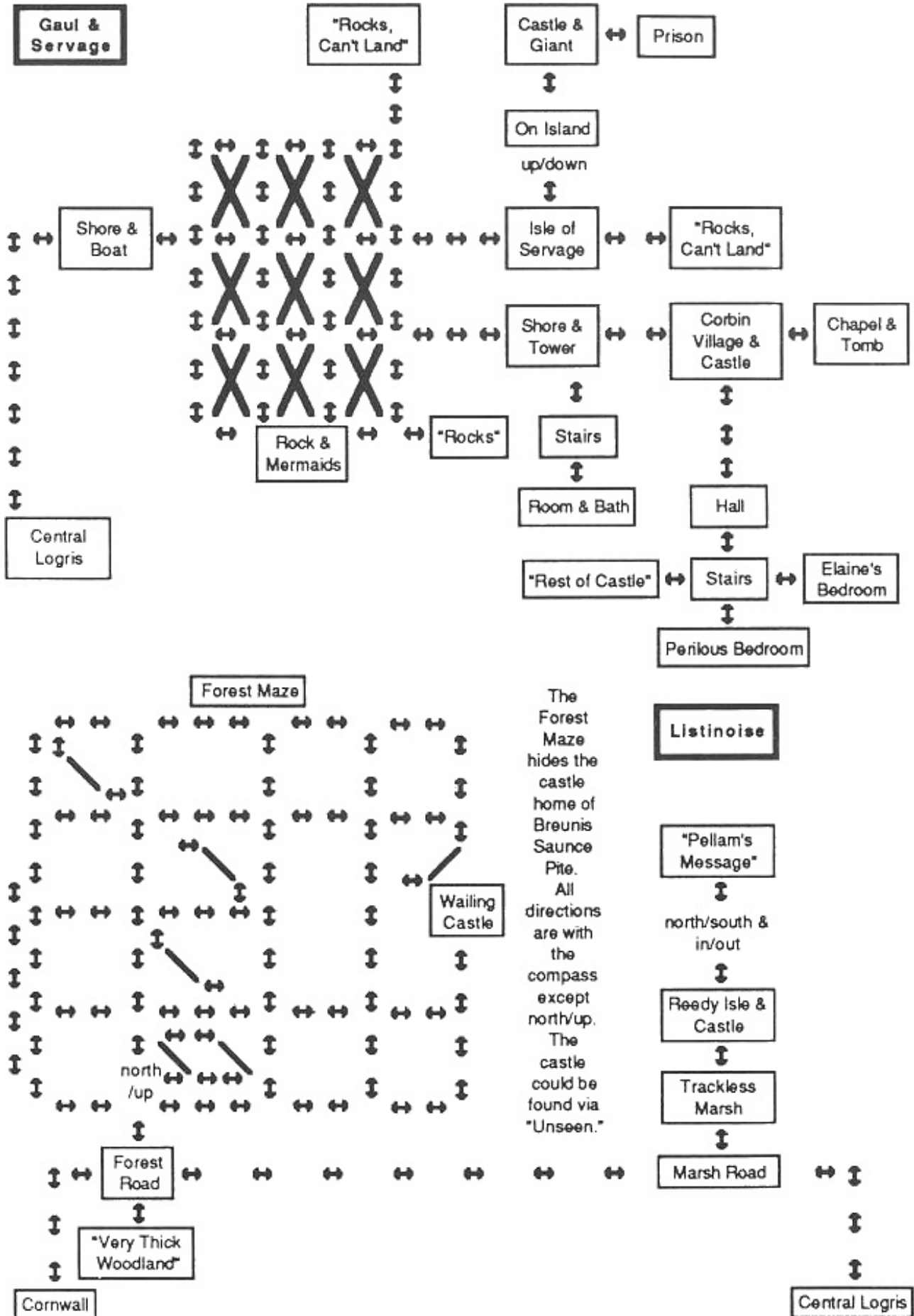
CAMELOT CITY/CASTLE MELIAGAUNT MAPS



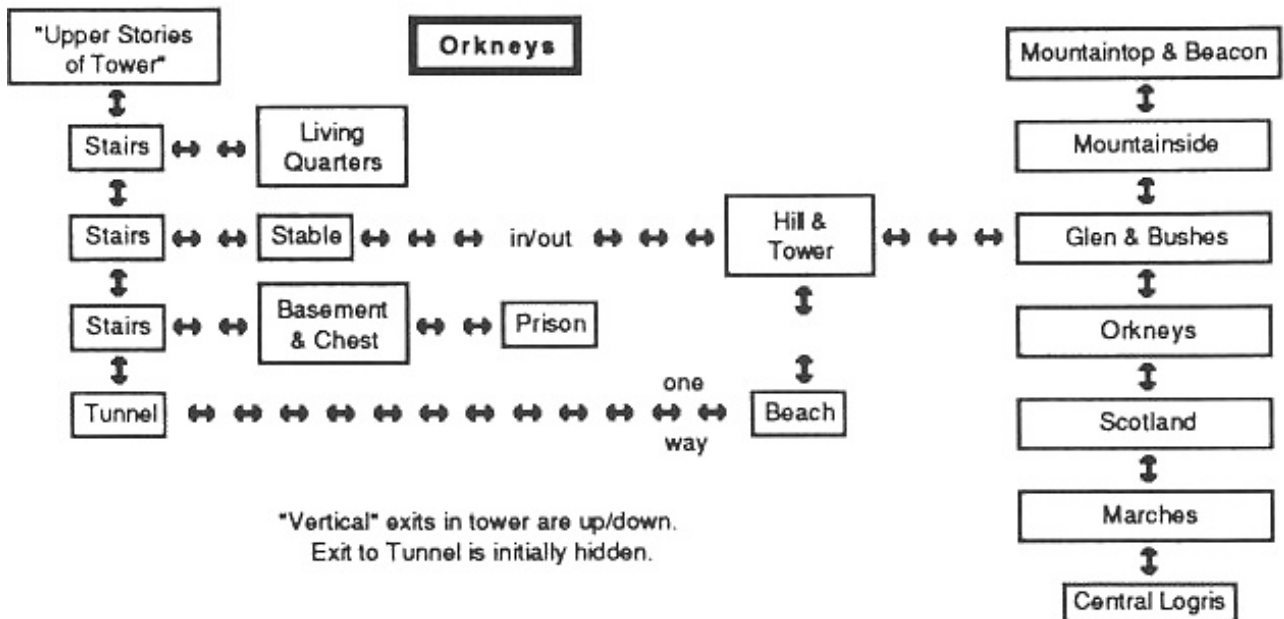
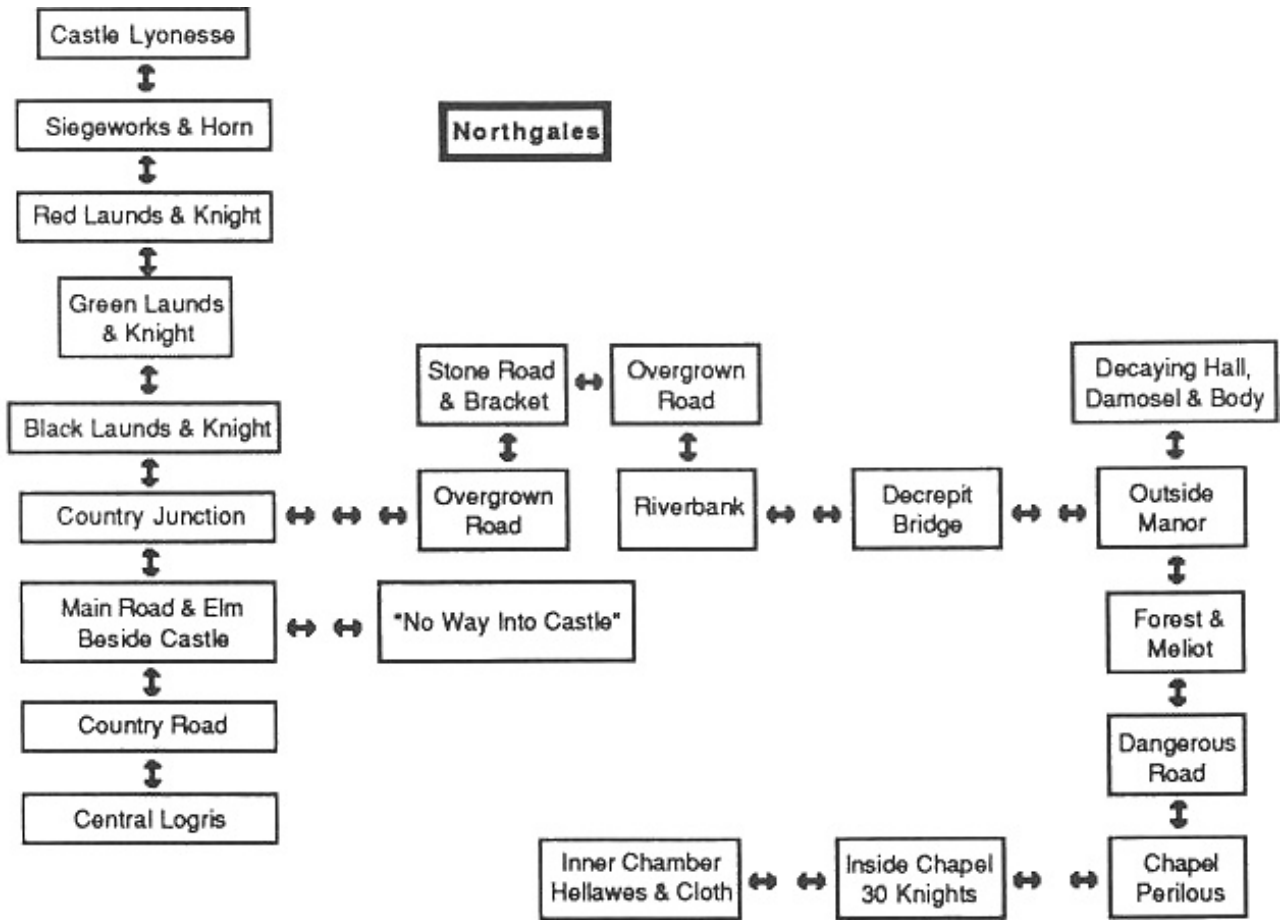
CENTRAL LOGRIS/CORNWALL MAPS



GAUL & SERVAGE/LISTINOISE MAPS



NORTHGALES/ORKNEYS MAPS



GRAIL LANDS

