

All-New Format!

CONQUESTS OF CAMELOT

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY





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CONQUESTS OF CAMELOT

HINT BOOK

INTRODUCTION

Sheathe your sword, lay down your shield and read on. If you're here, you've undoubtedly been playing *CONQUESTS OF CAMELOT I: King Arthur and the Search for the Grail*. And you have some questions.

If you've gone to all the trouble to buy a Hint Book, it could mean that you're stuck at some point in the game and need some guidance to get through a particular puzzle or plot point. Or it could mean that you've finished the game and you want to pick up on the details and game points that you may have missed. Either way, this book is written to help you.

CONQUESTS OF CAMELOT was designed to challenge you on three levels: skill, wisdom and soul. Your skill is tested by the various combat or arcade sequences built into the game. This sometimes only requires good reflexes, but just as often it requires that you think about your opponent's tactics and what strategy to employ against it.

Testing your wisdom is a major element of the game. This means gathering knowledge by observation and especially by asking about things and questioning the other characters you meet. Then you must think about the knowledge you've gained and put it to use where needed.

Soul refers to your spiritual purity and moral behavior. In every legend of a sacred cup or grail, it judges the worth of the one who tries to possess it. That worth is based on courage, goodness, compassion, faithfulness and so on — the positive qualities of humankind. Those are the qualities for which you will be rewarded and your soul judged in this game.

One more suggestion: as you play the game, whether you are male or female, try to think as King Arthur would think and to behave as though you really are in an ancient land that is part history, part legend. Your title as "king" doesn't make you an absolute ruler. You must earn the respect of your people and knights in order to keep their respect, and lead by examples of virtue and valor. But remember that your title means nothing in a foreign land where you are just a stranger, alone and in constant danger.

IF YOU HAVEN'T FINISHED THE GAME

To get the fullest playing pleasure from your game, only use the Hint Book when you're really stuck. Don't skip ahead, reading all the hints ahead of where you're going. That will ruin all the fun and challenge of being surprised and figuring things out for yourself. I strongly urge you not to read the Points List or the Walkthrough ahead of time, for that will really give away everything before you've had a chance to enjoy finding it for yourself.

Use the hints selectively. Find the location in which you're having a problem and locate a question or comment that is the most like your problem. Even then, I've tried to give you levels of hints before giving an outright answer. Read only the first hint or two and try to solve your problem with that extra tidbit before you give up and read the final answer.

To read the hints, hold the red "Adventure Window" beneath the question you want answered. The question will disappear and the hint will appear in the area below it. Every now and then, I may lead you astray with a fake hint, just to see whether you're paying attention to the game or taking the easy way out by scanning everything. Remember that perseverance, determination and ingenuity are qualities of a good adventure game player.

Don't be afraid to save games, especially when you think you're coming up on a problem that could be dangerous. Read your documentation book for instructions on how to save games.

IF YOU HAVE FINISHED THE GAME

You now know at least one way of getting through the game, but of course there are variations, sometimes more than one way of solving a puzzle, more points to be gained, or maybe you just want to find all the goodies that game creators love to sneak in.

For you, I recommend reading the section entitled *AFTER THE END OF THE GAME* which is like a series of hints for things to try that you may have missed. Try new things when you play the game to see how it affects your points before you finally look at the Points List. Use the Points List and the Walkthrough only as a way of expanding additional game play, rather than using it to cheat and get through the game the easy way.

ENGLISH COINS

AMOUNT	WHERE USED	WHAT YOU GET
1000	United Kingdom	1000 British Pounds
100	United Kingdom	100 British Pounds
10	United Kingdom	10 British Pounds
1	United Kingdom	1 British Pound
100	United States	100 American Dollars
10	United States	10 American Dollars
1	United States	1 American Dollar
100	Canada	100 Canadian Dollars
10	Canada	10 Canadian Dollars
1	Canada	1 Canadian Dollar

AMOUNT

WHERE USED

WHAT YOU GET

AMOUNT	WHERE USED	WHAT YOU GET
1000	United Kingdom	1000 British Pounds
100	United Kingdom	100 British Pounds
10	United Kingdom	10 British Pounds
1	United Kingdom	1 British Pound
100	United States	100 American Dollars
10	United States	10 American Dollars
1	United States	1 American Dollar
100	Canada	100 Canadian Dollars
10	Canada	10 Canadian Dollars
1	Canada	1 Canadian Dollar

ARAB COINS

AMOUNT	WHERE USED	WHAT YOU GET
1000	Arab World	1000 Arab Dinars
100	Arab World	100 Arab Dinars
10	Arab World	10 Arab Dinars
1	Arab World	1 Arab Dinar

AMOUNT

WHERE USED

WHAT YOU GET

AMOUNT	WHERE USED	WHAT YOU GET
1000	Arab World	1000 Arab Dinars
100	Arab World	100 Arab Dinars
10	Arab World	10 Arab Dinars
1	Arab World	1 Arab Dinar

ARCADE POINTS

The Arcade Difficulty (located in the menu under SPEED) has three settings: HARD, NORMAL, EASY. The lowest points are for EASY and the highest number of points are given for using the HARD setting.

Arcade points show up under SKILL in the score categories. The points are given below for each setting.

THE BOARS

HARD NORMAL EASY

AMOUNT	WHERE USED	WHAT YOU GET
1000	Arab World	1000 Arab Dinars
100	Arab World	100 Arab Dinars
10	Arab World	10 Arab Dinars
1	Arab World	1 Arab Dinar

THE JOUST

HARD NORMAL EASY

AMOUNT	WHERE USED	WHAT YOU GET
1000	Arab World	1000 Arab Dinars
100	Arab World	100 Arab Dinars
10	Arab World	10 Arab Dinars
1	Arab World	1 Arab Dinar

Copper	5 copper = 1 silver	25 copper = 1 gold
Silver	5 silver = 1 gold	1 silver = 5 copper
Gold	1 gold = 5 silver	1 gold = 25 copper

1 silver or 1 gold	Chapel of the Two Gods	Mithras' Blessing
1 silver or 1 gold	Chapel of the Two Gods	Mithras' Blessing and Visions of Three Missing Knights
1 silver or 1 gold	Chapel of the Two Gods	Christ's Blessing
1 copper 1 silver	Widdershins Hunter, Forest Perilous	Christ's Blessing and Vision of Grail Safe passage Hunter's pelts
1 gold 5 silver	Hunter, Forest Perilous Altar of the Old Ones	Boar Spear Iron Key
1 silver	Southampton	fare to Dublin
2 silver	Southampton	fare to Rennes
1 gold	Southampton	fare to Rome
2 gold	Southampton	fare to Thessalonica
3 gold	Southampton	fare to Gaza
4 copper	Mercenaries at the Zion Gate	Safe passage
or 1 silver	Mercenaries at the Zion Gate	Safe passage

Minimum coins needed: 5 copper, 7 silver, 4 gold

Fals = copper	Dirham = silver	Dinar = gold
Fals	4 fals = 1 dirham	16 fals = 1 dinar
Dirham	4 dirhams = 1 dinar	1 dirham = 4 fals
Dinar	1 dinar = 4 dirhams	1 dinar = 16 fals

Coins received in Mohammed's purse:
18 fals (copper) 4 dirhams (silver) 2 dinars (gold)

2 dirhams	Pottery Merchant's shop	Mirror
6 fals	Meat Merchant's shop	Lamb
1 fals	Felafel seller	Felafel
1 dinar	Seeress	Green apple
2 fals	Lamp Merchant's shop	Charcoal
1 dirham	Lamp Merchant's shop	Herbs
1 dinar	Relic Merchant's shop	Relic
3 fals	Grain Merchant's shop	Grain

For each boar killed.....	3	2	1
Maximum points	9	6	3

Each blow to the Black Knight.....	6	4	2
Winning the joust	6	4	2
Each blow from Black Knight	-6	-4	-2
Maximum points	24	16	8

FIGHTING THE MAD MONK

HARD NORMAL EASY

ask about the Mad Monk				
ask about the Mad Monk				
ask about the Mad Monk				
ask about the Mad Monk				

THE SARACEN

HARD NORMAL EASY

ask about the Saracen				
-----------------------	--	--	--	--

GENERAL POINT LIST

MERLIN'S ROOM

ACTION SKILL WISDOM SOUL

ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			

KING'S ROOM

ACTION SKILL WISDOM SOUL

ask about the Mad Monk			
ask about the Mad Monk			

TREASURY

ACTION SKILL WISDOM SOUL

ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			

QUEEN'S BOWER

ACTION SKILL WISDOM SOUL

ask about the Mad Monk			
ask about the Mad Monk			

CHAPEL OF THE TWO GODS

ACTION SKILL WISDOM SOUL

ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			
ask about the Mad Monk			

COURTYARD

ACTION SKILL WISDOM SOUL

ask about the Mad Monk			
ask about the Mad Monk			

WIDDERSHINS

ACTION SKILL WISDOM SOUL

ask about the Mad Monk			
ask about the Mad Monk			

THE MAD MONK

	3	2	1
Each blow to the Mad Monk.....	3	2	1
Killing the Mad Monk.....	3	2	1
Each blow from Mad Monk.....	-3	-2	-1
Maximum points.....	15	8	3

THE SARACEN

Killing the Saracen.....	40	30	20
--------------------------	----	----	----

ACTION

study map of England.....	1		
look at scroll.....	1		
read the scroll.....	1		
get lodestone.....	3		
ask about Grail.....	1		
ask about Gawaine.....	1		
ask about Launcelot.....	1		
ask about Galahad.....	1		
ask about symbol/pentacle.....	1		
ask about Ot Moor.....	1		
ask about Glastonbury Tor.....	1		
ask about Southampton.....	1		

ACTION

change clothes.....	3	1	
get purse.....	3		

THE TRESURER

	1	1	1
get copper.....	1	1	
get silver.....	1	1	
get gold.....	1	1	
ask Treasurer about Gawaine.....		2	

ACTION

get rose.....	1		
ask Gwenhyver about Launcelot.....		2	

ACTION

give silver to Christ.....	1		
give gold to Christ.....	1	3	
give silver to Mithras.....	1		
give gold to Mithras.....	1	3	
ask about symbols.....		1	

ACTION

ask Guard about Galahad.....		2	
give money to Guard.....			1

ACTION

give copper.....	1		
ask about Cemunnos.....		1	

THE HUNTER

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

2000
 1000
 1000
 1000
 1000

THE CROW

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

THE BLACK KNIGHT

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

GAWAINE

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

FOREST WITCH

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

BASE OF TOR

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

GLASTONBURY TOR

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

OT MOOR

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

SOUTHAMPTON

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

GAZA

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

THE SCHOLAR

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

1000
 1000
 1000
 1000
 1000

THE HILL

ACTION	SKILL	WISDOM	SOLD
give money to Hunter.....			3
ask Hunter about Black Knight.....		1	
buy spear.....	3		
buy skins.....			2

THE CAVE

ACTION	SKILL	WISDOM	SOLD
accept challenge.....			1
get sleeve.....	1		
talk to Father Tree.....		1	

THE PLAIN

ACTION	SKILL	WISDOM	SOLD
agree to joust.....			5

THE CASTLE

ACTION	SKILL	WISDOM	SOLD
ask Gawaine about Grail.....		1	
save Gawaine.....			50

ROCKY WEDGE

ACTION	SKILL	WISDOM	SOLD
give sleeve to Witch.....	5		1
read runes.....		1	

WATER OF LIFE

ACTION	SKILL	WISDOM	SOLD
solve riddles (3 pts. each).....		15	

THE TOWER

ACTION	SKILL	WISDOM	SOLD
ask about Old Ones.....			1
ask about altar.....			1
ask Old Ones about mother-moon.....			1
give silver.....	1		1
get key.....	1		
get crystal heart.....	5		

THE ROAD

ACTION	SKILL	WISDOM	SOLD
recite Message of Rose..... (or use heart)		2	
cross ice maze.....	10		
give heart to Ice Maiden.....	10		
accept Ice Maiden's challenge.....			5
solved riddles (5 pts. each).....		15	
Launcelot freed.....			50

THE SEA

ACTION	SKILL	WISDOM	SOLD
ask Harbourmaster about Galahad.....		1	
ask about destinations.....		1	
pay fare to Gaza.....	5		

THE FORT

ACTION	SKILL	WISDOM	SOLD
go with Hazm.....		1	

THE CASTLE

ACTION	SKILL	WISDOM	SOLD
ask Scholar about Galahad.....		1	
ask Scholar about Grail.....		1	

ask scholar about goldfish	1		
ask scholar about goldfish	7		

DESERT

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

ask merchant about watermelon	1		
drink from Pool of Silence			1
ask about El-Ghul			1

WALLS OF JERUSALEM

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

ask the guards			
ask old Yehon about Golem	1		

BAZAAR

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

sell zircon to Mohammed			10
ask Baruch about Golem			1
ask merchant about Colchian			1
buy 7 iron nails	5		0
buy mirror	5		0
give money to Han	5		0
get coin from Han	5		0
give nail to Ibrahim	5		1
buy herbs	5		0
give herbs to Hayven	5		5
buy gold	7		0
buy leaf	5		0
give bottle to Ibrahim			2
give jarck to Sara	5		5
buy robe	5		0
give robe to Turalul Ibrahim	10		4
buy charcoal	5		0
give broom to Achmed	5		5
give money to beggar	5		0

ask merchant about goldfish	1		
ask scholar about goldfish	7		

FATIMA

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

ask merchant about goldfish			10
ask merchant about goldfish			10
ask about Colchian			1
ask about El-Ghul			1

CATACOMBS

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

ask merchant about Golem			
ask merchant about Colchian			
ask about Colchian			
ask about gold of Ibrahim			
ask about gold of Ibrahim			
ask about spirit			
ask about spirit of Ibrahim			
ask about Golem			
ask about Sophia			
get necklace			5
get golden apple			5
get letter of Colchian			10
give apple to Han			5
give golden apple to Han			10
buy gold from beggar street			10
buy gold from			5

TEMPLE OF APHRODITE

ACTION	SKILL	WISDOM	SOUL
--------	-------	--------	------

ask about goldfish			
ask about goldfish			
ask about goldfish	10	10	10
ask about goldfish			

ask Scholar about guardians.....	1		
ask Scholar about six goddesses	6		
STOLEN			
ask Merlin about skeleton/camel.....	1		
drink from Pool of Siloam	1		
ask about Hezekiah	1		
TOWN			
bribe guards	1		
scare off Yasser (Jaffa Gate).....	1		
ACTION			
sell mule to Mohammed.....	10		
ask Seeress about Grail	1		
ask Seeress about Galahad	1		
buy Truth apple	5	5	5
buy mirror.....	5		
give mirror to Mari.....	5		
get veil from Mari	5		
give veil to Ibrahim	5		5
buy herbs	5		
give herbs to Hayyam	5		5
buy grain.....	5		
buy lamb.....	5		
give felafel to urchin			20
give lamb to Sara.....	5		5
buy relic.....	5		
give relic to Tariq/get broom.....	10		5
buy charcoal	5		
give broom to Achmed	5		5
give charcoal to beggar	5		5

give money to beggar.....			5
capture doves.....	5	5	5
TOWN			
say no to Fatima once.....		10	10
say no to Fatima again.....		10	10
ask about Goddess.....		1	
pass Test of Symbols		30	
ACTION			
ask hierophant about Grail		1	
ask hierophant about Galahad		1	
get elixir/enter catacombs.....	5		
ask about mural of Adonis		1	
read inscription on sarcophagus.....		1	
ask about mural of Hippolytus		1	
ask about spirals		1	
ask about mural of Pygmalion		1	
ask about Gnostic		1	
ask about Sophia		1	
get medallion	5		
get golden apple	5		
give elixir to Galahad			50
give apple to statue	5		
pass question test/get dove		20	
secret door opens.....	5		
TOWN			
use dove.....	5		
ask about spiral.....		5	
find Grail	100	100	100
show mercy to thief.....			5

TOTAL POSSIBLE POINTS..... 362* 293 358

*The Total of 368 Skill points shown on the game Score is incorrect. 362 is the highest score in the Skill category.

refuse to joust.....		-50
let Gawaine die (after joust).....		-50
leave Launcelot frozen.....		-50
give money to Yasser (Jaffa Gate).....	-2	
ignore Merlin/return to desert.....	-25	
give mule to Mohammed.....	-10	
sell lamb to Sara (Felaful Seller).....		-5
sell veil to Ibrahim (Textile Merchant).....		-5
sell herbs to Hayyam (Fishmonger).....		-5
sell broom to Achmed (Innkeeper).....		-5
fall through Fatima's trap.....	-10	
let Galahad die.....		-50

See also under Arcade Points.

This is the printed document book that comes with your game. You'll need to consult it to solve various parts of the game and this is my way of nudging you to have it handy.

If Merlin is the only character available in that location who can answer you, then Merlin will always answer. If there's another character present, he or she will always answer a simple "ask about..." question. If you specifically want Merlin to answer when another character is present, then you need to use "ask Merlin about..." as a command.

Also, if you just want to see if Merlin can help you a little, you can type "ask Merlin for advice." If he has special advice, he'll give it to you.

The corner designs and borders are purely decorative. Except for those which are also visual clues.

To check your points, go to the menu, select "Information," then select "Show score."

The points are divided into three categories: Skill, for the fighting sequences; Wisdom, which is for asking the right questions and seeking information; and Soul, which is for making the right moral decisions.

You can. But things must be done in a proper order. Pay attention to Merlin's guidance.

The very first thing you have to do is change your clothes. The rest follows automatically after that.

Because they belong to Merlin.

You can. But only if he says you can.

Doesn't that at least tell you what it's going to do? Things he does it's what he is. He's not just a dog, he's got the dog's mind.

Am I destined to go through the rest of my life as a dog?

Well, you've got to live with it.

That isn't funny. I've got fleas.

So you do.

And you're worried about people thinking you're dirty?

Yes, I'm very worried about that.

I give up! I can't find the lodestone.

Are you sure you're looking for the right lodestone?

Yes, Merdri says it's right.

Does he?

Why won't the Treasurer give me money?

He will. But you have to find some things on which to spend it. All you have to do is find a really nice Treasurer. If you don't have it, he won't.

I changed my mind about the coins I chose. Am I stuck with them?

Well, at all. Since he gave them to the Treasurer, and he'll take them away from you.

I can't find my purse!

Well, you probably left it lying somewhere. Look around.

Can't you give me a new purse, like you've got?

Why does Gwenhyver want to sell me a portrait of Launcelot?

She doesn't. She's just been reading your mind. The same.

Am I supposed to do anything with Gwenhyver besides talk to her?

You could kiss her, if you like.

That you could, but don't do it.

But do take care of her purse.

What is the Message of the Rose?

It's a piece of your Life, or your mind.

How do I use it?

But what does the Message of the Rose mean? How do I use it?

All right, you've got the Message of the Rose, and you've got the Message of the Rose. The Message of the Rose is the most important one, but you've got the Message of the Rose, and you've got the Message of the Rose. The Message of the Rose is the most important one, but you've got the Message of the Rose, and you've got the Message of the Rose.

How do I receive the blessings I need in the Chapel of the Two Gods?

First, you must be kneeling. When you get up, you must say, "God, please give me your money, from your Treasury."

A silver coin on each side will give you the blessing of that god.

A gold coin on each side will give you victory, in addition to the blessing.

Why won't the portcullis open for me?

Maybe it's because you're not ready to open it. Are you getting attention to that?

You must be properly prepared to leave the castle.

You must be wearing your armor and incense in your house.

I get killed every time I try to leave Camelot!

That's not the Chapel of the Two Gods.

While in the Chapel, you must receive the blessings of both gods.

I'm on my horse, I'm riding away, but my mule doesn't follow me. How do I lead her?

Don't worry, when you get home, she'll follow you, and when you get home, she'll follow you.

FOREST PERILOUS

What does this Widdershins character want?

Oh, what he says he wants — a horse or two.

You don't have any, do you? Give him a couple more.

You don't have any more, do you? You'll have to return to a sword game for the Treasury and your gold and silver. This time, make the sea like a very deep sea.

I've got nothing in my purse but pebbles and copper! What'll I do now?

Try getting Widdershins what he wanted in the first place.

Give him a horse or two, and he'll make his request.

Do I have to go through this every time I pass the shrine?

I'm afraid so. For you should be passing the shrine all the time, anyway.

You can look at things all you want. It's trying to take things he doesn't want you to have that will get you in trouble.

Woof. Woof. Arf bow wow rowrf.

So you do.

Don't panic. Merlin will accept any reasonable apology.
Type "I'm sorry," "forgive me" or "I apologize."

Are you sure you looked at everything in the room?

Ask Merlin about his chest.

Open the chest.

He will. But you have to have something in which to carry it.

If you have your purse, give it to the Treasurer. If you don't have it, go find it.

Not at all. Give the purse back to the Treasurer and he'll start over again for you.

Well, you probably left it lying somewhere. Look around.

Go to your own King's Room and look on the table.

She doesn't. You've just been caught reading a fake hint. For shame.

You could kiss her goodbye a few times.

Then you could ask about her roses.

Pick the last rose in her garden.

It's on page 7 of your Liber ex Doctrina.

"Love is my shield."

As Gwenhyver told you, she's placed a spell of guidance and protection on the rose. The Message of the Rose is the exact words that will activate the spell. The trick is to figure out where and when to use the rose.

First, you must be kneeling. Then you can leave a coin on the altar, provided you've gotten money from your Treasury.

A silver coin on each altar will give you the blessing of that god.

A gold coin on each altar will give you visions, in addition to the blessings.

Merlin tells you why if you try to open it. Are you paying attention to him?

You must be properly prepared to leave the castle.

You must be wearing your armour and mounted on your horse.

Did you visit the Chapel of the Two Gods?

While in the Chapel, you must receive the blessings of both gods.

Don't worry about your mule. She's well trained and will follow you at her own pace.

Just what he says he wants — copper or tin.

You don't have any tin, so give him a copper coin.

You didn't bring copper coins? You'll have to return to a saved game in the Treasury and start again from there. This time, make sure you take some copper coins.

Try giving Widdershins what he wanted in the first place.

Give him a copper coin and he'll undo his mischief.

I'm afraid so, but you shouldn't be passing the shrine all that often anyway.

How do I get this Hunter to loosen his tongue?

Do you talk to him? Has a pony that
has a long mane and a tail that's not tangled he said

Why can't I take the skins with me?

Because you don't have a knife to cut them and there's no one to help you
cut. You should see the skinning boys in the town of the great wicker Hunter.

I gave the Hunter gold, but he hasn't given me the spear!

It's not the gold you want, it's the spear
you want. You're not a boy, you're a man. You should see the
other boys in the town of the Hunter, you'll see.

But I don't have any gold for the Hunter!

Get a job, the Hunter will give you gold
if you work for him. He'll give you gold if you work for him. He'll
give you gold if you work for him. He'll give you gold if you work
for him. He'll give you gold if you work for him.

How do I get past the boars if my sword isn't long enough?

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar.

I can't get past these boars! I've tried and tried and I keep on getting killed.

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

Can I use the harp to lull the boars to sleep?

You can't lull the boars to sleep. You can't lull the boars to sleep.
You can't lull the boars to sleep. You can't lull the boars to sleep.

I'm stuck in the joust! I can't get out.

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

How do I free Gawaine?

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.

How do I get this Hunter to loosen his tongue?

Now that I've freed Gawaine, what do I do with him?

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

What does the Forest Witch want from me?

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

How do I get past the sorcerous barrier?

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

Why won't my mule come to me?

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

What does it mean when the stones glow?

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

I can't solve all five of these riddles!

You need a long sword, a long sword
to kill the boar. You need a long sword to kill the boar. You need
a long sword to kill the boar. You need a long sword to kill the boar.
You need a long sword to kill the boar. You need a long sword to kill
the boar. You need a long sword to kill the boar.

Listen to his hints. He's a poor man.
Give him a coin and he'll answer any question he can.

Because you don't really need them and they would be an inconvenience to you. You mainly buy the skins as a way of helping out the impoverished Hunter.

He has to know that you want the spear.
Simply type "Buy the spear" and as long as you've given him gold (or the equivalent in other coins), he'll give you the spear.

He'll accept the equivalent in silver or copper.
But you're going to need silver and gold later. If you didn't bring enough money, you should restore to an earlier game in Camelot, get the right coins from your Treasurer and continue on from there.

You need to have the right weapon to kill boars.
Go back to the Hunter and buy the boar spear from him.

Go to the menu bar at the top of the screen, select SPEED, and under that select ARCADE DIFFICULTY. Set your level of difficulty on EASY.
If you're already playing on EASY, all I can say is...keep at it. Either practice or luck will get you through eventually.

Tsk-tsk. There is no harp in this game. You're reading any old hint you come across, aren't you?

Once you begin the joust, it continues until either you or the Black Knight is defeated, preferably not you. If you're having trouble winning the joust, make sure your ARCADE DIFFICULTY setting is on EASY. It's in the menu under the heading SPEED.

Try something simple and straightforward, like using what you have with you.

Dismount, walk over to Gawaine and type "cut shackles."

He's badly injured and needs to be sent back to Camelot. He can't very well walk and you don't have the time to spare to carry him. What does that leave you?
Type "put Gawaine on horse" or "send Gawaine to Camelot."

She wants something you should have found earlier in the forest.
It was on the dead knight propped against the boulder where the crow challenged you.
She wants the lady's sleeve that is on the dead knight's armour.

The barrier is held in place by the five stones. There's a clue about these stones on the witch's pedestal.
The five stones all used to be poets. The witch turned them into stone, but didn't take away their ability to speak.
You have to talk to each stone or ask each stone for a riddle and solve all five riddles before the sorcerous barrier will be gone.

She'll come when she's good and ready. That's how it is with mules.
Once you've completed your tasks on the top of Glastonbury Tor, your mule will once again be glad to follow you.

Merlin told you what it meant. You need to pay attention to what Merlin tells you.
It means you've solved the riddle of that stone and need to go on to the next one. When all five are solved, you may pass.

If you leave the room and come back again, you'll get a new set of riddles that may be easier to solve.
Or you can take the cowardly...ahem...I mean the easy way out and read the answers to the riddles given below.

THE STONE RIDDLES

"Three lives have I, Gentle enough to soothe the skin, Light enough to caress the sky. Hard enough to crack rocks, What am I?"

What is it? It is gentle when it is warm, and a cloud in the sky.
Answer: Water

"Lighter than what I am made of, More of me is hidden than is seen. What am I?"

Think of something that is a portion of itself.
Answer: Iceberg

"When I am filled I can point the way, When I am empty nothing moves me, I have two skins, One without and one within. What am I?"

Think of something you might wear on a cold day.
Answer: Glove

"If a man carried my burden He would break his back. I am not rich, but leave silver in my track. What am I?"

It is a creature that lives in the gutter.
Answer: Flea

"My life can be measured in hours, I serve by being devoured. Thin, I am quick. Fat I am slow, Wind is my foe. What am I?"

It can be used for roasting and it is used as a pin in the light.
Answer: Candle

"To unravel me you need a simple key, No key that was made by locksmith's hand, but a key that only I will understand. What am I?"

It is the thing you are seeking.
Answer: Needle

"Weight in my belly, Trees on my back, Nails in my ribs, Feet I do lack. What am I?"

It is a thing that is always on the ground.
Answer: Snake

"If you break me I do not stop working, If you touch me I may be snared, If you lose me nothing will matter. What am I?"

It is in your hand.
Answer: Hammer

"I turn around once, What is out will not get in. I turn around again, What is in will not get out. What am I?"

There are two possible answers. I and neither of the two things I am always had key and without the other.
Answer: Door

"I am only useful when I am full, yet I am always full of holes. What am I?"

A fishbowl I am a creature that is full of holes.
Answer: Fish

"You can see nothing else when you look in my face, I will look you in the eye And I will never lie. What am I?"

What would you use to look through the eye?
Answer: Mirror

"I drive men mad for love of me, Easily beaten, Never free. What am I?"

I can be used to make a man's life better.
Answer: Gold

"Glittering points that downward thrust, Sparkling spears that never rust. What am I?"

Think of something you find in winter.
Answer: Icicle

"When set loose I fly away, Never so cursed as when I go astray. What am I?"

There are two possible answers. One is a key from the other is a hammer.
Answer: Hammer

"When young, I am sweet in the sun. When middle-aged, I make you gay. When old, I am valued more than ever. What am I?"

It can be used to make a man's life better.
Answer: Gold

"I am always hungry, I must always be fed, the finger I lick will soon turn red. What am I?"

I am used to make a man's life better.
Answer: Hammer

What is a gas when heated, a liquid when normal and a solid when cold?
water

Think of something that is a floating mountain.
iceberg

Think of something you might wear on a cold day.
gloves

It's a creature that lives in the garden.
snail

It can be used for measuring time as well as giving light.
candle

It is the thing you are solving.
riddle

It also floats.
ship or boat

It is in your body.
heart

There are two possible answers and neither of the two objects that are answers is of any use without the other.
key or lock

A fisherman finds it especially useful.
net or sieve

What would you use to look yourself in the eye?
mirror

Coins and jewelry are made of it.
gold

Think of something you'd see in winter.
icicles

There are two possible answers. One is in your head; the other has feathers.
arrow or tongue

It can be eaten or drunk.
wine or grape

It gives off light and heat.
fire or flame

"Each morning I appear to lie at your feet, All day I follow no matter how fast you run, Yet I nearly perish in the midday sun. What am I?"

Each morning I appear to lie at your feet,
All day I follow no matter how fast you run,
Yet I nearly perish in the midday sun.
What am I?

"Bright as diamonds, Loud as thunder, Never still, A thing of wonder. What am I?"

Bright as diamonds, loud as thunder,
Never still, a thing of wonder,
What am I?

"You heard me before, Yet you hear me again, Then I die, 'Til you call me again. What am I?"

You heard me before, yet you hear me again,
Then I die, 'til you call me again.
What am I?

"Lovely and round, I shine with pale light, grown in the darkness, A lady's delight. What am I?"

Lovely and round, I shine with pale light,
Grown in the darkness, a lady's delight,
What am I?

"Until I am measured I am not known, Yet how you miss me When I have flown. What am I?"

Until I am measured I am not known,
Yet how you miss me when I have flown.
What am I?

All about, but cannot be seen, Can be captured, cannot be held, No throat, but can be heard. What am I?"

All about, but cannot be seen,
Can be captured, cannot be held,
No throat, but can be heard.
What am I?

"I am seen in the water if seen in the sky, I am in the rainbow, A jay's feather, And lapis lazuli. What am I?"

I am seen in the water if seen in the sky,
I am in the rainbow, a jay's feather,
And lapis lazuli.
What am I?

"I go around in circles but always straight ahead, Never complain no matter where I am led. What am I?"

I go around in circles but always straight ahead,
Never complain no matter where I am led.
What am I?

"At the sound of me, men may dream or stamp their feet At the sound of me, women may laugh or sometimes weep. What am I?"

At the sound of me, men may dream or stamp their feet,
At the sound of me, women may laugh or sometimes weep.
What am I?

GLASTONBURY TOR

I keep wandering around, but nothing seems to happen.

I keep wandering around, but nothing seems to happen.
I keep wandering around, but nothing seems to happen.
I keep wandering around, but nothing seems to happen.
I keep wandering around, but nothing seems to happen.
I keep wandering around, but nothing seems to happen.

Help! I can't get off the Tor! I keep going around in circles.

Help! I can't get off the Tor! I keep going around in circles.
Help! I can't get off the Tor! I keep going around in circles.
Help! I can't get off the Tor! I keep going around in circles.
Help! I can't get off the Tor! I keep going around in circles.
Help! I can't get off the Tor! I keep going around in circles.

Every time I try to talk to the Monk, he walks away from me.

Every time I try to talk to the Monk, he walks away from me.
Every time I try to talk to the Monk, he walks away from me.
Every time I try to talk to the Monk, he walks away from me.
Every time I try to talk to the Monk, he walks away from me.

I've talked to the Monk. Now what?

I've talked to the Monk. Now what?
I've talked to the Monk. Now what?
I've talked to the Monk. Now what?
I've talked to the Monk. Now what?
I've talked to the Monk. Now what?

How do I talk to the Old Ones?

How do I talk to the Old Ones?
How do I talk to the Old Ones?
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How do I talk to the Old Ones?
How do I talk to the Old Ones?

It also disappears on a cloudy day.
shadow

There are several acceptable answers and all have to do with water.
waterfall, ocean, sea or wave

It comes when you yell, if conditions are right.
echo

No, not the moon. But it resembles the moon.
pearl

There is never enough of it.
time

Considered one of the four, primary elements.
air or wind

Also seen in sapphires and on very rare occasions in the moon.
blue

Humankind's earliest invention.
wheel

It is a universal form of communication.
music or song

First, you have to find the Monk who lives on the Tor and talk to him. You will find him at the south end of the Tor, next to a covered well and a thorn tree. Ask him about things. Then when he goes mad, follow him. After he goes mad, you won't get any further along in the game until you kill him.

That's because you're caught in the Spell of Circular Entrapment. There is an object of power holding this spell in place. You must do several things before you can find this object. The first thing you must do is question the Monk until he goes mad. Then you must face him in combat.

Yes, he's certainly a cautious fellow. But he will talk to you if you get close, but not TOO close.

Obviously, if he's still talking to you and not trying to kill you, you haven't asked him the right questions. Ask him about places or objects associated with your mission. Get within talking range of the Monk and ask about the Grail or the well. Or draw your sword. That will also drive him mad. If he's gone mad and you don't know where he is, walk around the Tor until you encounter him.

Ask Merlin about the Old Ones for a clue. Merlin tells you that they tend to manifest in a place where they were once worshipped. Go to the north end of the Tor, find the three-part ancient altar and type "talk to Old Ones."

But how do I appease the Old Ones?

It's a good idea to talk to the Old Ones. Ask them if you can do anything to appease them. Ask them if they can help you. Ask them if they can help you. Ask them if they can help you. Ask them if they can help you.

I don't understand what I'm supposed to do at the well.

At the well, you are supposed to do what the Old Ones tell you to do. Do what they say. Do what they say. Do what they say. Do what they say.

How do I get my horse back?

The Old Ones will help you get your horse back. They will help you get your horse back. They will help you get your horse back. They will help you get your horse back.

OT MOOR

How do I get across the ice maze?

There are two ways to get across the ice. One is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice.

There are two ways to get across the ice. One is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice.

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There are two ways to get across the ice. One is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice.

OK, I brought the Ice Maiden the corned beef on rye. Where am I supposed to get the mustard?

The Ice Maiden will help you get the mustard. She will help you get the mustard. She will help you get the mustard. She will help you get the mustard.

There are two ways to get across the ice. One is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice.

How do I appease the Old Ones?

What is the object of power that she wants?

It's hidden in the top of the mountain. It's hidden in the top of the mountain. It's hidden in the top of the mountain. It's hidden in the top of the mountain.

How do I rescue Launcelot?

There are two ways to rescue Launcelot. One is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice. The other is to walk on the ice.

THE LANGUAGE OF THE FLOWERS

"When light is dim and courage fails, When heart against adversity rails, When it seems you will never see the dawn, This alone can drive you on."

William Wordsworth

"If a dream is abandoned, Or a purpose dies, These are left with the dregs of bitterness and sighs."

William Wordsworth

"Surrounded by giants, Your worries were few, Wonders abounded, The world was new."

William Wordsworth

"Wise are they who seek it, Fools are they who believe without it, Scorn those who claim to own it."

William Wordsworth

"Known to the priest and nun, Who natural pleasures do shun."

William Wordsworth

"It alleviates all pain and sorrows, The final end of all tomorrows, That to which we all must go, Rich or poor, high or low."

William Wordsworth

"For its sweet sake, You suffer in silence, What we both most desire, But will never possess."

William Wordsworth

"It can be sweet on the tongue, Or vile as a curse, To hear it is evil, To believe it is worse."

William Wordsworth

Once you're at the altar, type "talk to Old Ones" and they'll give you a clue as to what they want. Question the Old Ones until you figure it out.
Put five silver coins on the altar. They must be silver. Copper or gold will not work here.

Assuming you've gotten the key from the Old Ones at the altar, assuming you've used the key to unlock the lid and opened the lid, assuming you're looking for something that might be IN the well, do what you would do in a real life situation.
Type "search well".

You don't. Your horse has returned to Camelot. From here on, you travel on foot.

There are two ways to safely cross the ice. You can use the rose or use the crystal heart. Both will work once you have walked out onto the ice beyond the edge of the lake.

To use the rose, type the Message of the Rose. Stay within the protective circle of the petal whirlwind. Don't waste the rose because you can only use it to cross the ice one time.

To use the crystal heart, simply type "use the heart". You'll see a close-up of the heart appear in the lower righthand corner of the screen. As long as the heart is gold, you're on safe ice. The instant the heart turns purple, you're in danger and must step back to a safe point right away. You can cross the ice with the heart as many times as you like.

Be warned! The rose and the heart do NOT use the same safe path across the ice. Don't try to change from one to another when you're halfway through the maze.

The Ice Maiden only eats ice cream, iced tea and popsicles. She wouldn't touch the corned beef on rye.

Corned beef on rye?! Don't be silly.

You're reading fake hints, you naughty person.

It's hidden on the top of Glastonbury Tor.
It's the reason she is behaving in such a heartless fashion.
Give her the crystal heart.

Once you've given the Ice Maiden what she wants, type "free Launcelot" and she'll present you with the test you must take to win his freedom.

Almond blossom = hope

Anemone = withered hopes

Buttercup = childhood

Chrysanthemum (white) = truth

Cornflower = celibacy

Daffodil = death

Forget-me-not = true love

Lily (yellow) = falsehood

"In time of grief, It gives relief, It can lessen fears, Ease the pain of tears."

Elizabethan sonnet

"Oh, it is splendid, It has no peer, It scorns the lesser, And holds itself dear."

Elizabethan sonnet

SOUTHAMPTON

What do I do if I'm out of gold?

The merchant-monger will accept the gold if it is not in a cap.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see,
And the sweetest all made, you that you can see, but you can't see, but you can't see.

Why is there never a ship I can take?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

How do I find out what ship to take or what it will cost?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

IN THE FAR EAST

THE SCHOLAR

I've eaten all his figs and drunk all his qahwah. Now what?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

THE DESERT

How do I find water?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

How do I get through the desert?

How do I get through the desert?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

How do I get past the cobras?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

How do I catch the native girl?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

What am I supposed to find in the tunnel?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

So what do I do with this thing I've found in the tunnel?

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

It is a lie, it is a lie, it is a lie, you have no choice, led to the gate of a shop,
But the sweetest all made, you that you can see, but you can't see, but you can't see.

Poppy (red) = consolation

Sunflower = haughtiness

The Harbourmaster will accept the equivalent in silver or copper.

If you don't have enough money, you have no choice but to restore to a saved game in Camelot and make sure that this time you leave with the right money and don't spend too much of it along the way.

Because you haven't done the two important things you must do before you can leave England.

First, you must find both Gawaine and Launcelot. Only then will you be able to board a ship at Southampton.

Question the Harbourmaster. That's what he's there for.

Ask him about fares and destinations.

You'd better ask him a lot of questions. He has information that will be vital to you later.

Be sure you ask him about the six goddesses.

If you need to see a symbol repeated, you can ask about that individual goddess and he'll show you her symbol again.

There are two places to find water. If you hire Jabir, he'll lead you to a small pool. Notice the skeleton of the camel. Notice what your own mule does. Or rather, what she does NOT do.

Judging from the wisdom of your mule who does NOT drink, you should not drink the water in this pool.

You have to find the Pool of Siloam on the other side of the desert.

There are two ways that will work. Your lodestone will be very handy, if you have it with you. Directions change in the desert and you should consult it often.

If you've hired Jabir he'll lead you to a small pool. If you don't have a guide, starting at the hilltop overlooking the port of Gaza you go north (away from Gaza), then east, south, east and this brings you to the small pool.

Carefully, skirt around the camel skeleton and go east (to the right) behind the rocks. Don't go off the screen to the north (at the top) or you'll be lost in endless desert. Next you'll encounter a ravine called a wadi. Go north and this will bring you to the outside of the Pool of Siloam.

The second method is to head north from the hilltop, turn east, then continue going due east. This can get confusing unless you have the lodestone to help you. If you go due east without going off in any other direction, and do this long enough, you will eventually come to the outside of the Pool of Siloam.

If you don't have the lodestone, you can also tell direction by looking at the shadows. They are always pointing to the east.

As Merlin tells you, the valley of the cobras is a dead end, literally.

You can't. But observing the direction in which she runs gives you a clue about where Jerusalem lies.

Darkness. Water. Not much else.

Aha! You're reading a non-existent hint. That takes all the fun out of the game. You should read only the hints you really need to read to get through a specific difficulty in the game.

Even something like this, which looks like it might be full of information, can be deceiving.

Not to mention irritating.

THE WALLS OF JERUSALEM

I keep getting killed by these thugs!

They should start paying more attention to the road and less to the sky. You're carrying a lot of loot.

How do I get past Yasser?

He'll take any amount of money, but you'll need Yasser's seal to get past him. You'll need to give him a whole lot of money.

How do I get past Yasser?

THE BAZAAR

There must be some way to stop this thief from stealing my purse!

Sorry, but a thief is a thief. He really was caught. He got away, but always he's in the city. You'll never stop him by having a piece of gold in his hand.

I don't have any money and I can't figure out what I'm supposed to do in the bazaar.

Get to the bazaar, find the seeress and learn what she says you should do. Think about what you can do that you could sell and who would want to buy it. Get out of the bazaar and the city and the seeress's house.

How do I find the seeress?

She will reveal herself when you tell her.

How do I get up to Mari's room?

Her seeress is a woman who is a seeress. It's a woman who is a seeress. Find her in the bazaar, south of Jerusalem, in front of the wall. She'll tell you where to go.

What does Mari want?

Where can I find what Mari wants?

Where can I find what Mari wants?

Where can I find what Mari wants?

Where can I find what Mari wants?

OK, I gave Mari what she wanted. Why won't she give me what I want?

She'll give you what she wants, but she won't give you what you want. She'll give you what she wants, but she won't give you what you want. She'll give you what she wants, but she won't give you what you want.

Hey, I can get some of these characters to buy the things they want from me. I've turned a profit. Pretty smart, eh?

How can I get Tariq to sell me the broom?

He'll sell you a broom, but he won't sell you a broom. He'll sell you a broom, but he won't sell you a broom. He'll sell you a broom, but he won't sell you a broom.

How can I get Tariq to sell me the broom?

He'll sell you a broom, but he won't sell you a broom. He'll sell you a broom, but he won't sell you a broom. He'll sell you a broom, but he won't sell you a broom.

Where do I find a relic?

Whose relic am I supposed to buy?

Whose relic am I supposed to buy?

Why does Ismail sell me the Grail so cheaply?

Why does Ismail sell me the Grail so cheaply?

This Nubian meat merchant refuses to serve me. How am I supposed to buy anything from him?

The grain merchant won't stop pacing. How am I supposed to talk to him or buy grain?

How can I help the fishmonger?

How can I help the fishmonger?

How can I help the fishmonger?

How can I help the fishmonger?

How can I help the fishmonger?

How can I help the fishmonger?

How can I help the fishmonger?

How can I help the fishmonger?

How can I help the fishmonger?

You should have paid more attention to the good advice the sea captain gave you.

Bribe them, but carefully. Use four copper coins or one silver coin. Do NOT offer them gold or too much silver.

He'll take any amount of money you give him. That's because he's a con artist. Try a less subtle form of persuasion.

Draw your sword.

Sorry, this is a plot twist and is utterly unavoidable. He will always rob you and always escape in the alley. Turn your attention to finding a way to get more money.

Talk to the characters. Find the Seeress and learn what she wants you to do. Think about what you have that you could sell and who would want to buy it. Sell your mule to Mohammed, then do what the Seeress instructs.

She will reveal herself when you talk to her.

Talk to the old woman selling apples.

Her entrance is somewhere else, well hidden. A stranger like you will never find it in the back roads of Jerusalem. So think of another way to get her attention.

Yell or call for her.

A mirror.

From the man selling "Fictilia," meaning pottery.

Maybe you didn't mention the veil to her yet. If she's gone away from the window, call her to get her back, then either ask about the veil and type "get the veil."

Have you looked at your Soul Points lately?

If you've sold something you should have given away, you will eventually reach a dead end. A very dead end. You may as well restore to an earlier game right now.

He won't ever sell you the broom. But if you take his hints about wanting a relic, he'll trade you for it.

At the shop of Ismail, "Antiquarius Rex."

Anybody you like. Let your imagination run free.

I can see you're not paying attention.

Did you really try to buy the Grail from this fraud?

I guess it's a good thing he didn't have one for you. Just think how ridiculous you'd feel walking around with a fake Grail, wondering why you hadn't won the game yet.

He's upset about the smell of Hayyam's fish from across the street. You'll have to solve Hayyam's problem first.

He's aggravated by the smell from the fishmonger's shop. You'll have to solve the fishmonger's problem first.

Look for something that can cover up the bad smell of the fish.

The inside of Ahmed's inn is sure a mess. What am I supposed to buy from him?

How do I help the Leprous Beggar?

What can I do to help the poor urchin boy?

How can I meet this girl who keeps walking around with the cage of doves?

How do I catch the doves?

Why won't the Seeress give me any more help?

I keep knocking at the door with the star and crescent, but nobody answers.

I'm really enjoying Fatima's dancing, but she won't let me get close to her. What am I supposed to do?

How do I find the hierophant?

THE TEST OF THE SYMBOLS

How am I supposed to know which is the right symbol in the Test of Symbols? They're not even in the Liber ex Doctrina!

"She was the Goddess of Byblos."

"Among her other names were 'Astroarche,' 'Attar-Samayin' and 'Ishtar.'"

"The Israelites burned incense, offered wine and baked cakes in her honor."

"She had a great shrine at Aphaca."

"King Solomon built a sanctuary in her honor in Jerusalem."

"Her priestesses were famous for their skill in astrology."

"She was earlier known as a Goddess in the country of Libya."

"According to Greek legends, she was born from the forehead of Zeus."

Buy the herbs from the lamp merchant and give them to the fishmonger.

If you're seeing the inside of the inn, you're not playing CONQUESTS OF CAMELOT. Go back to reading only the hints you really need to see.

All he wants is a bag of charcoal.
There is only one logical shop to try.
Buy charcoal from Tariq, the lamp merchant.

He'd sure appreciate the gift of a felafel, for starters.
The best thing you can do to help the urchin is to bring the felafel seller what she wants.
Buy lamb from the Meat Merchant, give it to Sarah and enjoy what happens.

Once you've solved enough of the other problems in the bazaar, you will find the girl, Ione, in front of Mohammed's shop. Then you can talk to her.

Think of another place in the bazaar where something was attracting birds.
Buy a bag of grain from the grain merchant and scatter it on the ground next to Ione's empty cage.

She will only help you again when you've completed ALL the tasks she wants you to do in the bazaar.

Then nobody is home.
When the time is right, someone will open the door.
First, you have to complete all the tasks that the Seeress wants you to complete in the bazaar.

You don't have to get close to her to talk to her.

He's someone you've already met in the bazaar.
Go back to the bazaar and talk to the Leprous Beggar.

This is the price you pay for not seeking knowledge earlier.
Did you go with Hazm at Gaza port and visit the Scholar? Shame on you if you didn't.
You must visit the Scholar and ask him about the Six Goddesses. It's up to you to make notes of the symbols.

Astarte

Astarte

Astarte

Astarte

Astarte

Astarte

Athene

Athene

"She was the patron of architects, sculptors, spinners and weavers."

"The element of brimstone was associated with her."

"The name of her major temple meant 'virgin-house.'"

"She was renowned for her wisdom, which was often represented in the form of an owl sitting upon her shoulder."

"To the Romans she was known as 'Mother of the Harvest.'"

"In Greek, her name was 'Kore' or 'Demeter.'"

"She was a guardian of grains and the field."

"Her major festival was celebrated on April 19th."

"She was renowned as 'The Lawgiver' and her priestesses helped to found the legal system of Rome."

"Her sacred women were titled 'Matronae' and ruled Rome for hundreds of years."

"To the Egyptians, she was known as 'Hathor.'"

"Another title for her is 'Giver of Life.'"

"Another title for her is 'The One Who Is All.'"

"She gave birth to the sun and granted immortality to rulers."

"The yearly flood of the Nile was caused by the tears she cried."

"Her priests and servants were known as 'Pastophori.'"

"The Romans knew her by the name 'Aphrodite.'"

"Mirrors are considered her sacred objects."

"The Morning Star and Evening Star are named for her."

"Her sacred day is Friday on which day her followers would eat fish."

"Her sacred element is copper."

"One of her most important shrines was on the island of Cyprus."

"She was known to the Romans as 'Hestia.'"

"In the ancient language of Sanscrit, her name means 'shining.'"

"She is the Guardian of Innermost Things."

"Her sacred fire was tended by six women who took vows of chastity for thirty years."

"Her hearth fire is thought to be the center of the earth."

Athene

Athene

Athene

Athene

Ceres

Ceres

Ceres

Ceres

Ceres

Ceres

Isis

Isis

Isis

Isis

Isis

Isis

Venus

Venus

Venus

Venus

Venus

Venus

Vesta

Vesta

Vesta

Vesta

Vesta

"She is the guardian of home and hearth."

THE CATACOMBS

How do I get into the catacombs?

How do I get out of the catacombs!?

I can't make any sense out of where I'm going in the catacombs.

Where is Galahad?

How can I avoid being bitten by rats?

Then, how can I get the medallion without being bitten by a rat?

How can I avoid being bitten by that rat that jumps down on my neck?

I've been bitten by two or more rats. Would this be a good time to eat the green apple?

I've found Galahad, but nothing I do or use will save him.

The Thing in the sarcophagus grabs me as soon as I get too close!

I can't figure out what I'm supposed to give to the Thing in the sarcophagus.

What am I supposed to do with the bone?

What do I do with the statue of Aphrodite?

Vesta

Ask the hierophant to open the catacombs, but pay attention to his advice.

You must do quite a few things before the way out will be opened for you. Two such things to start with is finding Galahad and getting the pentacle medallion.

True, each room has a different north-east-south-west set of directions. This is where you desperately need your lodestone.

Or consult the map inside this Hint Book. To help you with this, when you first arrive in the room with the Mural of Adonis, you are facing north and the mural wall is to the south.

If you explore enough, you'll find him.

Starting from the room with the Mural of Adonis, go east, then east again, then north.

When you're warned to stay away from them, stay away from them. Keep a safe distance away from the mummies.

You're carrying something long that would be a handy thing to use.

You can use your sword for more than hacking and slashing, you know.

Type "use the sword to get the medallion" or "get the medallion with the sword."

You can't. It's a vital part of the plot of the game and completely unavoidable. Your moral strength and virtue are being tested.

The green apple can only renew your strength, it can't cure the poison of a rat bite. It's up to you, but you should save the green apple until you really, really think you need it.

Use what you were given by the Hierophant.

You should have been given the vial of elixir by the Hierophant. Give the elixir to Galahad.

If you don't have the elixir, you have to restore to a previous game after Fatima tried to seduce you and successfully take her Test of Symbols. Then when you go to the Hierophant to enter the catacombs, he will give you the elixir.

You took the elixir yourself? For shame. There was only enough to save one person. I hope you saved a game before you took the elixir so you can go back to it.

You need something that will protect you from the Thing.

The inscription on the lid will give you a clue and you can safely read that by standing toward that end of the crypt instead of near the open end.

You must be wearing the pentacle medallion. It's hanging around the neck of a child's mummy in another room.

You aren't supposed to give him anything.

There's something inside the sarcophagus you're supposed to get. Look inside. Get the golden apple inside the sarcophagus.

Nothing at all. You should pay more attention to Merlin when he tells you that something is useless.

Of course, you could try giving it to the Thing in the Sarcophagus. Just for fun. It won't help you with the game or win you any points, but if you feel like wasting time, go ahead.

You need to give her something.

It's something connected to her mythology. Look for visual clues.

I've forgotten the directions the statue gave me and it won't talk to me again.

THE STATUE'S QUESTIONS

"What is Aphrodite's sacred number?"

"In the kingdom of Flora, what represents fertility and is sacred to Aphrodite?"

"In the kingdom of Fauna, what represents fertility and is sacred to Aphrodite?"

"To what people was the Goddess well known as Aphrodite?"

"Whom did Aphrodite love that was killed by a boar?"

"Who fell in love with Adonis and refused to release him from the Underworld?"

"Who ended the dispute between Aphrodite and Persephone over Adonis?"

"Who transformed into a boar and killed Adonis?"

"Where did Pygmalion live?"

"Whom did Pygmalion worship?"

"Whose company did Pygmalion disdain?"

"Of what was the statue made, that Pygmalion carved?"

"What did Aphrodite give to the statue to reward Pygmalion?"

"What is the name of the King who was father to Hippolytus?"

"Upon what did Hippolytus ride to go to the hunt?"

"Who did Aphrodite make to fall in love with Hippolytus after he scorned the Goddess?"

"Upon whom did Theseus call for vengeance upon Hippolytus?"

"Who was dragged to death behind his chariot?"

THE TEMPLE OF APHRODITE

I keep wandering around the Temple, but nothing happens.

How do I get into the window in the alley?

But what about that giant head? That must be there for a very special reason.

Help! How do I get out of this fight with the Saracen once I've begun?

Put the golden apple in her hand.

Ask Merlin about directions. He'll give them to you again.
Beginning with the room you're in, you must enter six doors in this order:
west, east, south, east, south, north.

six

apple

dove

Greeks

Adonis

Persephone

Zeus

Ares

Cyprus

Aphrodite

women (or woman, female, girl)

ivory

life

Theseus

chariot

Phaedra (or stepmother)

Poseidon

Hippolytus

You haven't wandered quite enough. Once you've walked through all four sections of the Temple, the Saracen will appear.

You'd need a rope and you don't have one and you aren't going to find one, so forget about it.

It's there because it looked great when the artist drew it.

You don't.

What did you expect? Everything is at stake: the life of Camelot and all your people. There is no other way to win the Grail except to defeat the Saracen. If it's really giving you trouble, make sure your arcade difficulty level is set on "EASY." This is located under the heading "SPEED" in the game menu.

If you still have the green apple, NOW is the time to eat it, immediately BEFORE you put on the helmet that the Saracen offers you.

Use strategy and don't waste your waning strength with mindless blows. Remember to parry. Observe how the Saracen attacks until you see what patterns his techniques follow, then use that to your advantage. Save your Great Blows for when they will really work. Otherwise, using Great Blows will only take your strength away more quickly.

Remember the words of the statue in the catacombs.

She gave you something to use after you'd proven yourself with sword and shield.

Type "use the dove." Then make sure you follow the dove.

By now, you should know her sacred number. Look at the spiral over which she appeared. It's a lunar spiral, meaning it turns to the left.

Turning to your left when facing the spiral, count out the places where a pillar stood until you find the sixth pillar.

If you've found the sixth pillar, push on it.

If it's the right pillar, it will move. If it doesn't move, it isn't the right pillar.

You were warned all along that the Grail would judge whether or not you were worthy. Obviously, you weren't worthy.

You will fail in your mission if you did not save all three of your knights: Gawaine, Launcelot and Galahad. The message or messages that appeared after the Grail zapped you told you what you did wrong.

This is the third, and final, unavoidable plot twist. There's nothing you can do to prevent the Thief from grabbing the Grail when you first find it. But what happens after that is up to your quick reactions.

That's entirely up to you. You have nothing to lose by killing him, though you may have something to gain by showing him mercy.

Enter the KING'S ROOM

Change into your travelling clothes and gear. Get your purse from the table. Leave room.

Go to Merlin's Room.

Talk to Merlin, then ask him about the Grail, Gawaine, Galahad, Launcelot, symbols. Leave room.

Go to the TREASURY.

TREASURY

Look in the Treasury. Ask him about Gaius. Give him your piece and he'll give you the 200 coins. Take your piece and go. Make sure you get the 200 coins. Leave the 200 coins.

CAMELOT

THE GREAT HALL OF THE KING

QUEEN'S BOWER

Look in the Queen's Bower. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

CAMELOT

THE GREAT HALL OF THE KING

CHAPEL OF TWO GODS

Look in the Chapel of Two Gods. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

CAMELOT

THE GREAT HALL OF THE KING

MERLIN'S ROOM

Look in Merlin's Room. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

MAP OF ENGLAND - INFORMATION

Look in the Map of England. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

MERLIN

Look in Merlin's Room. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

CAMELOT

THE GREAT HALL OF THE KING

COURTYARD

Look in the Courtyard. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

GATE

Look in the Gate. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

MAP OF ENGLAND - TRAVEL

Look in the Map of England. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

OT MOOR

Look in Ot Moor. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

ICE PALACE

Look in the Ice Palace. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

OT MOOR

Look in Ot Moor. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

MAP OF ENGLAND - TRAVEL

Look in the Map of England. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

FOREST PERILOUS - WIDDERSHINS

Look in the Forest Perilous. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

FOREST PERILOUS - HUNTER

Look in the Forest Perilous. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

FOREST PERILOUS - BOARS

Look in the Forest Perilous. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

FOREST PERILOUS - CROW & DEAD KNIGHT

Look in the Forest Perilous. Look at the 1000 coins. Take the 1000 coins. Give them to the King. The King will give you the 1000 coins.

Talk to the Treasurer. Ask him about Gawaine. Give him your purse and have him fill it with copper, silver and gold coins. Make sure you get the purse back. Leave through trapdoor.

Go to the QUEEN'S BOWER.

Talk to Gwenhyver and ask her about Launcelot. Pick the last rose. Ask your queen about the Message of the Rose. Leave bower.

Go to the CHAPEL OF TWO GODS.

Look at the altars. Go to Christ's altar, kneel and give a silver coin first, then a gold coin. Stand up, go over to the altar of Mithras, kneel and give a silver coin first, then a gold coin. Stand and leave chapel.

Return to MERLIN'S ROOM.

Ask Merlin about the Liber ex Doctrina. Look at the Liber ex Doctrina. Look at the scroll on his desk, then read Merlin's translation. Look at Merlin's chest. Open the chest and take the lodestone. Go over to the map in the back corner and study it.

Studying the map will give you a close-up of it. Move around the map, study the information, and decide which places to go to search for the Grail. Hit F6 to exit.

Talk to Merlin. Ask him about places on the map. Leave room.

Go to the COURTYARD.

Mount your horse. Don't worry about the mule, she'll follow. Ride over to guard at left of gate and ask him about Galahad. If you feel generous, tip him. Ride out the gate.

Ride on down the road.

Go to Ot Moor.

Look around. Look at the Ice Palace. Travel east until you come to the edge of the lake to your north. You will have to leave your mule and/or horse here. Recite the Message of the Rose then carefully stay within the rose petal whirlwind as it guides you across the ice. Enter the palace.

Talk to the Ice Maiden. She transports you back to the edge of the lake.

Head west until you leave Ot Moor.

Go to FOREST PERILOUS

Put a copper coin in the shrine for Widdershins. Go west.

Talk to the Hunter. Ask him about the spear. Tell him you want to buy the spear and give him a gold coin. Go west.

Hit spacebar to use the boar spear. When you've killed all three boars, go northwest.

Accept the challenge delivered by the crow. Look at the skeleton. Take the lady's sleeve. Go east.

FOREST PERILOUS - BLACK KNIGHT

JOUSTING WITH BLACK KNIGHT

FOREST PERILOUS - GAWAINE

FOREST PERILOUS - FOREST WITCH

FOREST PERILOUS - RIDDLE STONES

GLASTONBURY TOR

FOREST PERILOUS - RIDDLE STONES

MAP OF ENGLAND

OT MOOR

ICE PALACE

OT MOOR

MAP OF ENGLAND - TRAVEL

SOUTHAMPTON

SEA VOYAGE

GAZA PORT

THE SCHOLAR, AL-SIRAT

HILL ABOVE GAZA

DESERT

Accept the Black Knight's challenge to joust.

Unhorse the Black Knight three times before he unhorses you three times.

Look at Gawaine. Dismount and cut Gawaine's shackles. Talk to Gawaine, then give him your horse and send him back to Camelot. Go east.

Give the lady's sleeve to the witch. When she is gone, read the runes that appear on the pedestal. Go northwest.

Talk to each stone to get its riddle. Answer each riddle. Start climbing the Tor.

Go south until you find the Monk standing near a well. Look at the Monk. Talk to the Monk. Ask him about the Grail. After he goes mad and runs off, follow him. When you catch up to the Monk and his illusions, draw your sword and defend yourself. You have no choice but to kill the Monk.

After the Monk is dead and gone, ask Merlin about the Old Ones. Find the altar in the ruins. Talk to the Old Ones and ask them about the mother-moon. Put 5 silver coins on the altar.

Take the key they give you and once more find the well. Use the key to unlock the lid, open the lid, then search the well. Go south out of the ruins.

Leave the Tor and head south. Your mule will follow.

Go back to OT MOOR.

Head east to the edge of the lake again. Use the crystal heart to cross the lake. Continue walking only when it is gold. If it turns purple, stop and return to the safe spot immediately! Enter the Ice Palace.

Give the crystal heart to the Ice Maiden. Let her know you want to free Launcelot and accept her challenge to do so. She will take you into the next room to the Miraculous Bush of Flowers.

Again, accept her challenge to take her test. Answer the three riddles she poses by choosing the correct flower. When you're done, the Ice Maiden will lead you back to Launcelot, set him free and return you to the edge of the lake.

Travel west until you leave Ot Moor.

Go to the port of SOUTHAMPTON.

Talk to the Harbourmaster and ask him about ships, destinations, fares and Galahad. Buy passage to Gaza.

You will travel from Southampton to Gaza. Pay attention to the Captain's advice.

Ignore Jabir. Go with Hazm.

Talk to the scholar. Ask him about the Goddess, the Six Goddesses, the Grail, Galahad, guardians. Carefully take notes of the symbols he shows you. He will show you individual symbols again if you ask by name. You may eat figs and drink qahwah.

Ignore Jabir again. Go straight ahead.

Go east. If you don't know which way east is, use your lodestone. In the next section of desert, go south. In the next section of desert, go east. This will bring you to a pool with a camel skeleton nearby. Jabir will also be waiting for you.

Ignore Jabir and pay attention to what your mule does. Jabir will continue to bother you, so draw your sword. That will send him running, but from here on, watch out! Jabir will try to ambush you. Leave the pool by going around the skeleton and head east. You will skirt a deep wadi (don't fall in!) and head north.

A native girl runs away as you approach the Pool of Siloam. Go down the stairs. At the Pool, drink water. Ask about the pool and the aqueduct. Explore the aqueduct if you like, but it won't get you anywhere, so turn around and leave the pool.

When you come to the top of the stairs, head in the same direction that the girl ran when you frightened her off. If Jabir hasn't ambushed you yet, be especially on your guard when you glimpse the walls of Jerusalem up ahead. Be ready to draw and swing your sword if he should attack. But be sure to sheathe your sword again before you reach the Zion Gate up ahead. Head for the walls.

First, you reach the Zion Gate guarded by four dangerous mercenaries. Bribe them very carefully, not too little and not too much. Whatever you do, don't draw your sword! When they have their bribe, turn left and follow the wall. Continue to follow the walls until you come to the Jaffa Gate. When assailed by Yasser, draw your sword to get rid of him. Then enter Jerusalem.

There is nothing you can do to prevent the thief from stealing your purse. You may chase him into the alley, but you will never catch him. Sell your mule to Mohammed.

You will enjoy the whole bazaar more if you first wander around and talk to as many of the merchants as you can (a few will not be very cooperative and one will not talk to you at all). Wait until last to talk to the Seeress, who is the old woman selling apples. After you talk to her, buy an apple. Give her a gold coin. Pay careful attention to her instructions after you eat the apple.

Go west. Talk to Ibrahim, the textile merchant. Talk to Sarah, the felafel seller. Buy a felafel and give it to the urchin. You may buy and eat a felafel yourself, but be very careful how you spend your money.

Go east, then cross the street and find Farabi, the pottery seller (Fictilia). Buy a mirror.

Go west to Mohammed's shop. Yell for Mari. Ask about the veil. Throw the mirror to Mari. She will throw you the veil. Go across the street and give the veil to Ibrahim.

Go east and continue down this side of the street until you find Fawaz, the meat merchant (Tabulae Lanius). Talk to Fawaz.

Go west, then across the street and find Hayyam, the fishmonger (Cetarius). Talk to Hayyam.

Go across the street to Tariq, the lamp merchant (Lucernae). Talk to Tariq. Buy herbs. Cross the street and give the herbs to Hayyam.

Go back to Fawaz and buy a piece of lamb. Go west and continue down the street until you reach Sarah. Give her the lamb.

Go east on the same side of the street until you come to Ismail, the relic merchant (Antiquarius Rex). Talk to Ismail, then buy a relic.

Go west and return to Tariq. Give him the relic. Take the broom. Go across the street, then east. Go to the inn (Caupona) and knock on the door. Give Achmed the broom. If you feel like it, spend the night there.

Leave the inn and go east. Talk to the leprous beggar.

Cross the street and go west until you come to Tariq. Buy a bag of charcoal. Go back and give the charcoal to the beggar.

Go west along the same side of the street all the way back to Mohammed's shop. Talk to lone (the crying girl).

Go east to Ali, the grain merchant (Horreum). Buy a bag of grain. Return to lone. Scatter the grain on the ground next to the cage.

Cross the street and go east to the Seeress. Talk to the Seeress. She will give you the Strength Apple. Do NOT eat it yet!

Go east until you come to Fatima's door (marked by the star and the crescent). Knock and enter.

Say no to Fatima's first attempt to seduce you. Say no to Fatima's second attempt to seduce you. Ask her about Grail, Test, Galahad, catacombs, hierophant. Give Fatima your purse. Enter the door she's opened for you.

Follow Fatima's instructions and take the test until you pass. Hit F6 to exit.

Leave Fatima's room.

SPECIAL NOTE

If you're having trouble finding a job, you might want to consider a career change. Many people find that switching careers can be a good idea. It can give you a fresh start and help you find a job that you're more interested in. You might also find that you have more skills or experience that you can use in a new career. Consider talking to a career counselor for more information.

HIEROPHANT

The Hierophant is a figure of authority and tradition. He represents the church and the established order. He is a guide and a teacher, showing the way to the sacred and the unknown. He is a figure of power and influence, and he is often seen as a mediator between the divine and the human world.

CATACOMBS

The Catacombs are a series of underground passages and chambers. They were used by early Christians as a place of refuge and worship. The Catacombs are a symbol of the underground world, of the hidden and the secret. They are a place of mystery and intrigue, and they are often associated with the underworld. The Catacombs are a reminder of the struggles and sacrifices of the early Christians, and they are a testament to their faith and their courage.

TEMPLE OF APHRODITE

The Temple of Aphrodite is a place of beauty and desire. It is a place where the forces of love and passion are celebrated. The Temple of Aphrodite is a symbol of the power of love, and it is a reminder of the joys and pleasures of life. It is a place where the heart is free to roam, and where the soul is allowed to find its own path. The Temple of Aphrodite is a place of hope and dreams, and it is a place where the impossible becomes possible.

When you're looking for a job, you might want to consider the Grail. The Grail is a symbol of the Holy Grail, and it is a reminder of the power of the divine. The Grail is a place of mystery and intrigue, and it is a symbol of the sacred and the unknown. The Grail is a place where the forces of the divine are celebrated, and it is a reminder of the power of the Holy Spirit. The Grail is a place of hope and dreams, and it is a place where the impossible becomes possible.

At last, you have found the Grail!

The Grail is a place of beauty and desire. It is a place where the forces of love and passion are celebrated. The Grail is a symbol of the power of love, and it is a reminder of the joys and pleasures of life. It is a place where the heart is free to roam, and where the soul is allowed to find its own path. The Grail is a place of hope and dreams, and it is a place where the impossible becomes possible.

If you fall through Fatima's trap, you'll find yourself in the middle of Hezekiah's Aqueduct. Head for the light until you reach the Pool of Siloam, then retrace your steps all the way back to Jerusalem and to Fatima's door. Knock and enter. Once inside, take the Test of Symbols until you pass. Then leave her house.

Go across the street. Talk to the beggar. Ask him to open the catacombs. If you've passed the Test of Symbols, he'll give you the elixir. Do NOT drink it yet!

The catacombs are very confusing. You will need to use your lodestone to find your way around. Look at the mural. Go east into the next room. Go east again into the next room. Then go north.

No, there's absolutely nothing you can do to avoid being bitten by the rat when you enter this chamber. From now on, your time is limited, so do not delay. Give Galahad the elixir. Leave this room.

Look at the child's mummy. Get close, but not too close, to the right of the child's mummy. Use your sword to get the medallion from the mummy.

Go east, then north. Read the inscription on the lid of the sarcophagus. Go up to the open end of the sarcophagus. Get the golden apple inside the sarcophagus.

Go north, then west. Give the golden apple to the statue of Aphrodite. Answer correctly six of the questions the statue puts to you. Listen carefully and make a note of the directions she gives you. When the secret doors open, use your lodestone and choose the door to the west.

When you come out of the dark passageway, go east, then south, then east, then south. When you come out of this dark passageway, go north. Look at the dead warrior's skull. Take the stairs out of the catacombs.

Walk all around the Temple so that you've seen each part of it. When the Saracen appears and challenges you to a battle, eat the Green Apple. Eat it BEFORE you put on the helmet. This would also be a very good time to save your game. Put on the helmet. Now you are irrevocably locked in battle until one of you is defeated.

When you've defeated the Saracen, use the dove. Follow the dove until Aphrodite appears. Listen carefully to her words. Ask Merlin about the spiral. Facing the spiral on the inside of the Temple (not from the stairs), move to the left. Count the places where each pillar once stood until you come to the remains of the sixth pillar. Push the pillar.

There is nothing you can do to prevent the thief from snatching the Grail. Chase him through the Temple, down the stairs and into the alley.

Once you have him trapped in the alley, you may either kill the thief or show mercy by picking up the Grail. You have now reached the end of the game.

DID YOU...

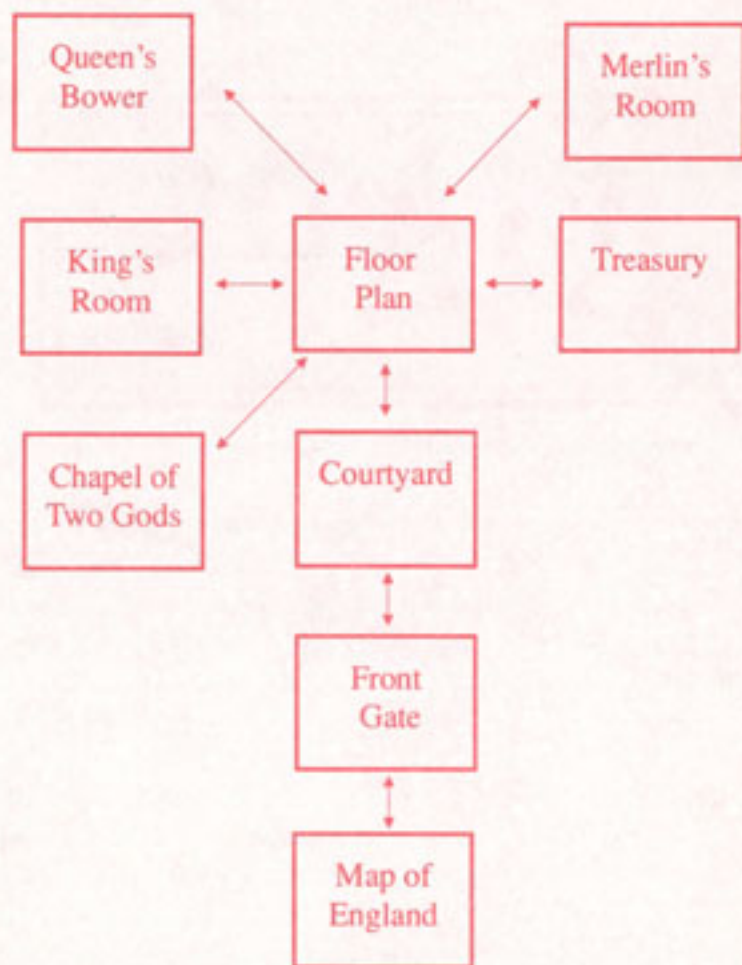
see about Zorbin's whereabouts in the Tower
 of Babel's prison in MURDER HOUND?
 see Zorbin's letter and seal from the Treasurer
 get the keys to the vault in MURDER HOUND
 see the letter in gold box?
 open "Hera and Ann and Zorbin's" in the treasury?
 see the key and three copies of the letter, in "Hera's room"?
 see Hera about the letter?
 look out of her window in the King's Chamber?
 see gold and seal story of the Chamber?
 see how they die Hera?
 see the old family tree at the Forest Dungeon where you encountered the witch
 Old Lady's key?
 see the touchstones in the Forest Dungeon where you encountered the witch (see
 your game log)?
 find the ring on the pedestal after the witch fell?
 ask the Monk about his beliefs?
 ask the Mercantile about the names of the ships?
 see the Sign of the Merchant?
 know how to use a shield, their refusal to drink, and why they leave only
 for a reward in the desert?
 see a letter to the archer?
 see to buy the first from Lard?
 spend the night in the State of Aldin 1000?
 look at Pheon's daughter, the sure to see your game log?
 see Pheon's letter and a game log?
 see leaving Ethern's house you completed the Tale of Symbols? (not really, but a
 long time ago, eh, huh?)
 look at all the murals in the catacombs?
 see the inscription in the top of the catacombs?
 know the thing in the catacombs' tomb?
 draw water to the altar in the alley of the Temple?

MAPS

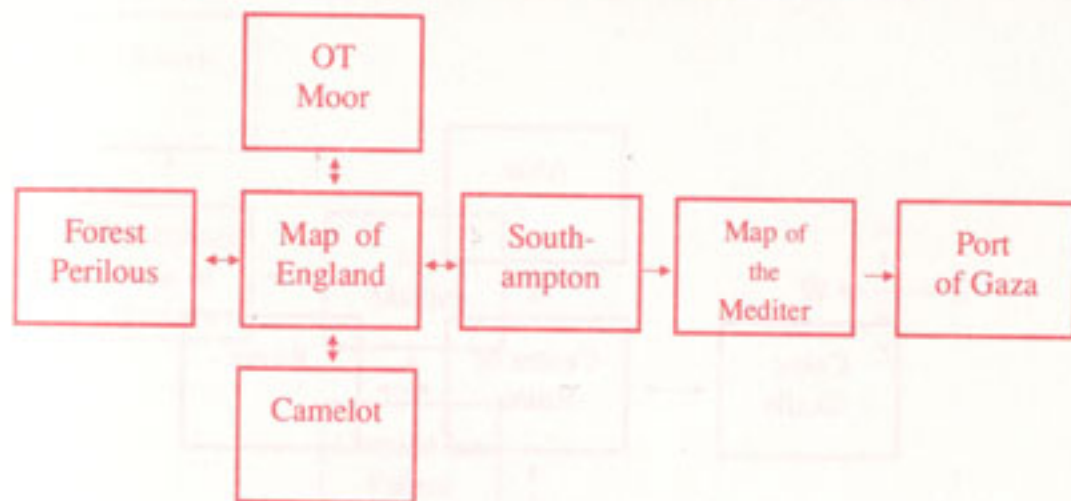
ask about symbols whenever you saw them?
get the lodestone in Merlin's room?
get copper, silver and gold from the Treasurer?
pay attention to the scroll in Merlin's room?
kiss Gwenhyver good-bye?
type "Ham and jam and spam a lot" in the treasury?
try taking any three objects, except the lodestone, in Merlin's room?
ask Merlin about his herbs?
look out of the window in the King's room?
give gold at both altars in the Chapel?
buy skins from the Hunter?
talk to the old Father Tree in the Forest Perilous (where you encountered the crow and the dead knight)?
eat the mushrooms in the Forest Perilous where you encountered the crow (save your game first)?
read the runes on the pedestal after the witch left?
ask the Monk about his beliefs?
ask the Harbourmaster about the names of the ships?
ask the Scholar about qahwah?
follow Jabir to the pool, then refuse to drink until you drive him crazy?
eat a lizard in the desert?
give a felafel to the urchin?
try to buy the Grail from Ismail?
spend the night in the Star of Allah Inn?
look at Fawaz's daughter? (be sure to save your game first)
kiss Fatima? (better save a game first)
try leaving Fatima's before you completed the Test of Symbols? (Get ready for a loooooong walk back!)
look at all the murals in the catacombs?
read the inscription on the lid of the sarcophagus?
throw the Thing in the sarcophagus a bone?
show mercy to the thief in the alley of the Temple?

MAPS

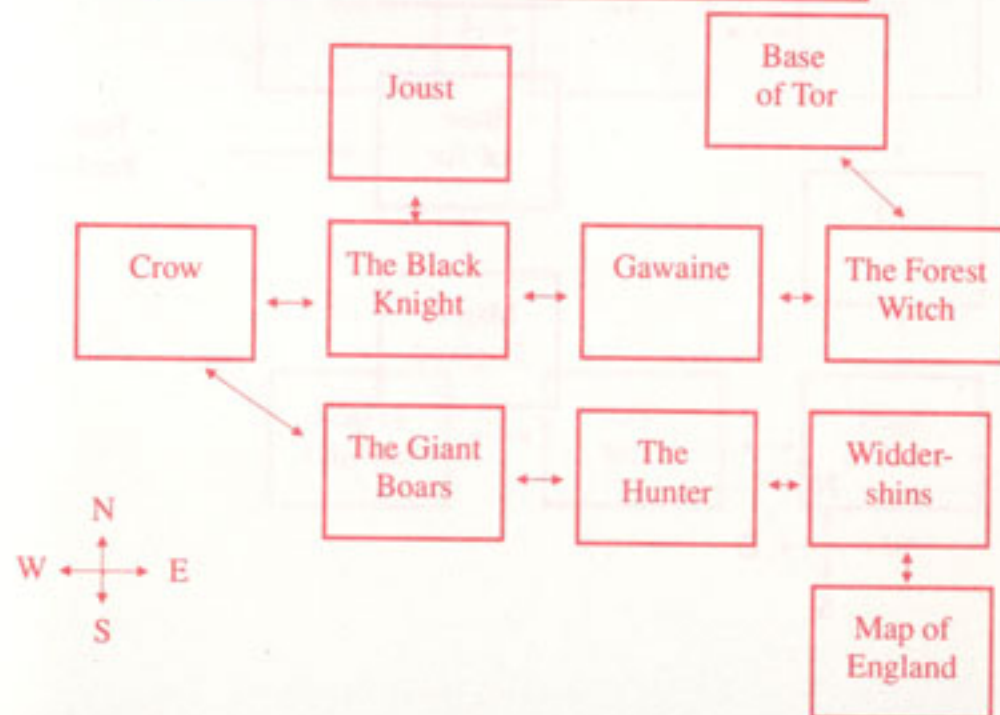
CAMELOT



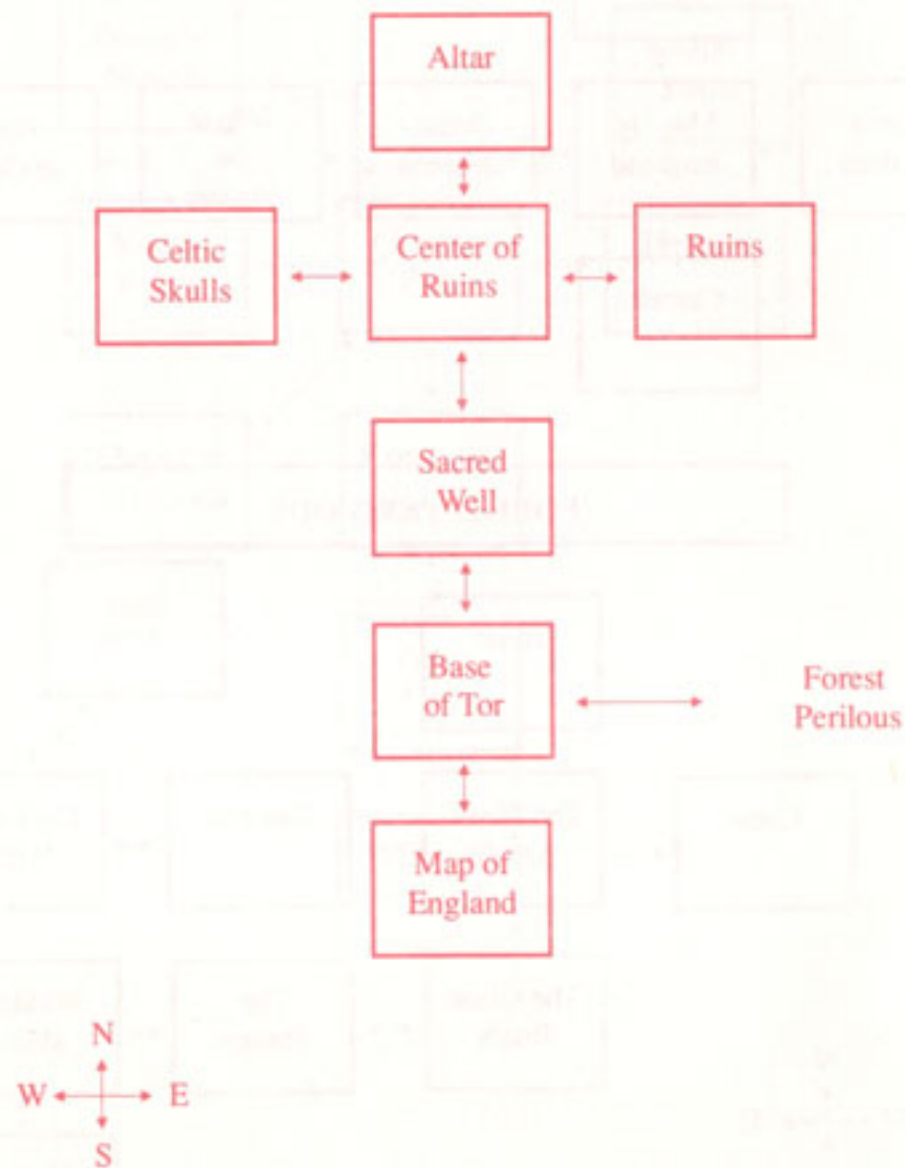
TRAVEL MAPS



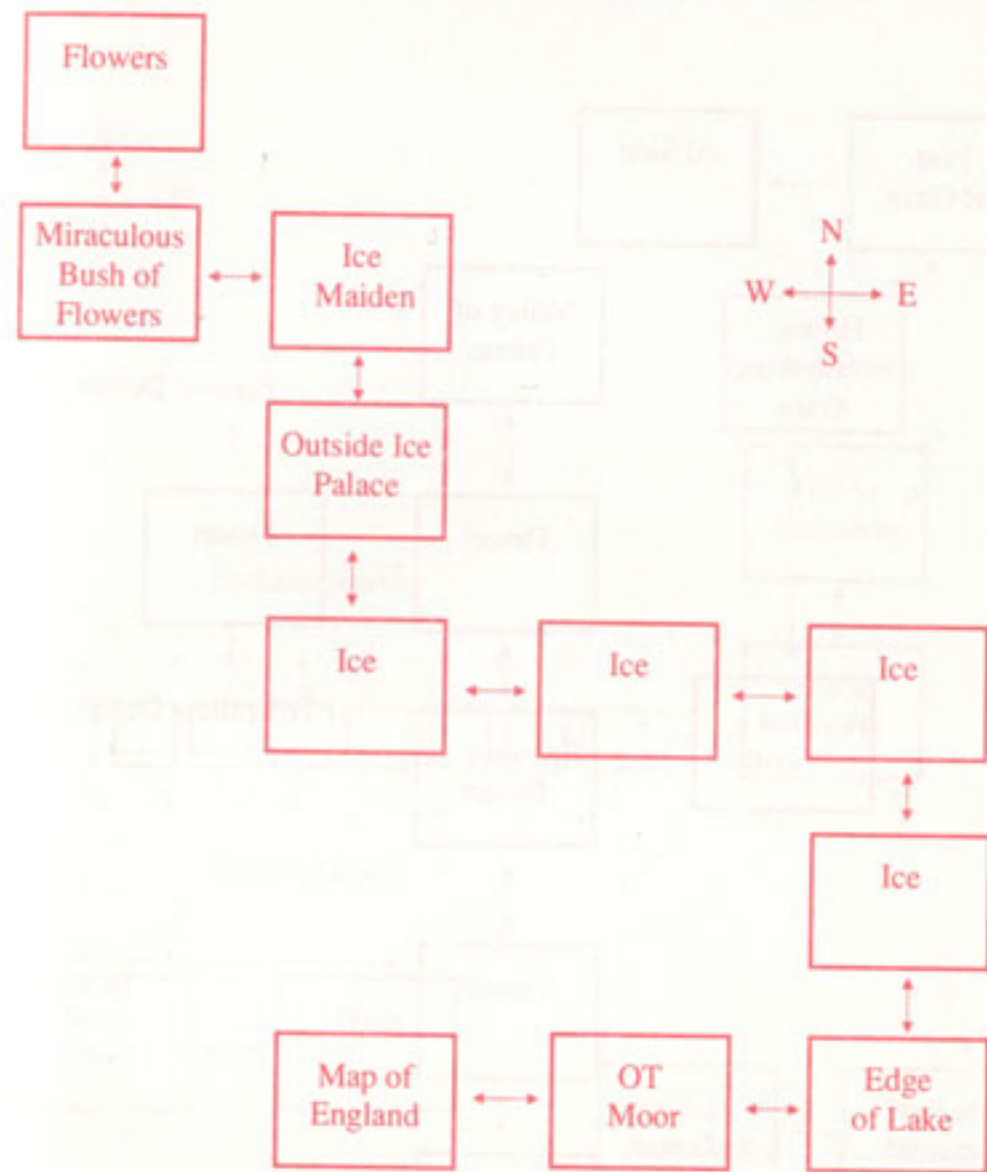
FOREST PERILOUS



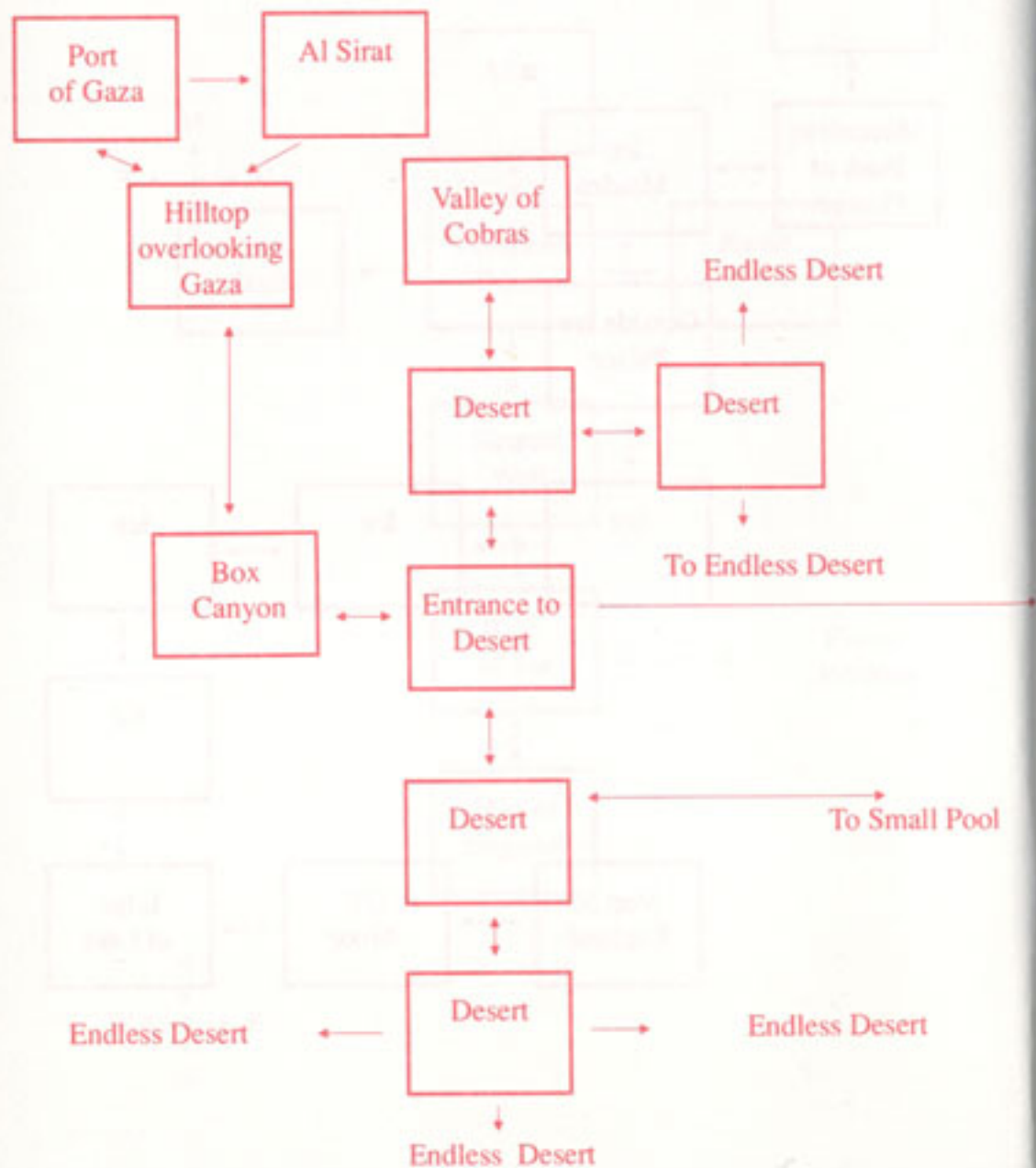
GLASTONBURY TOR



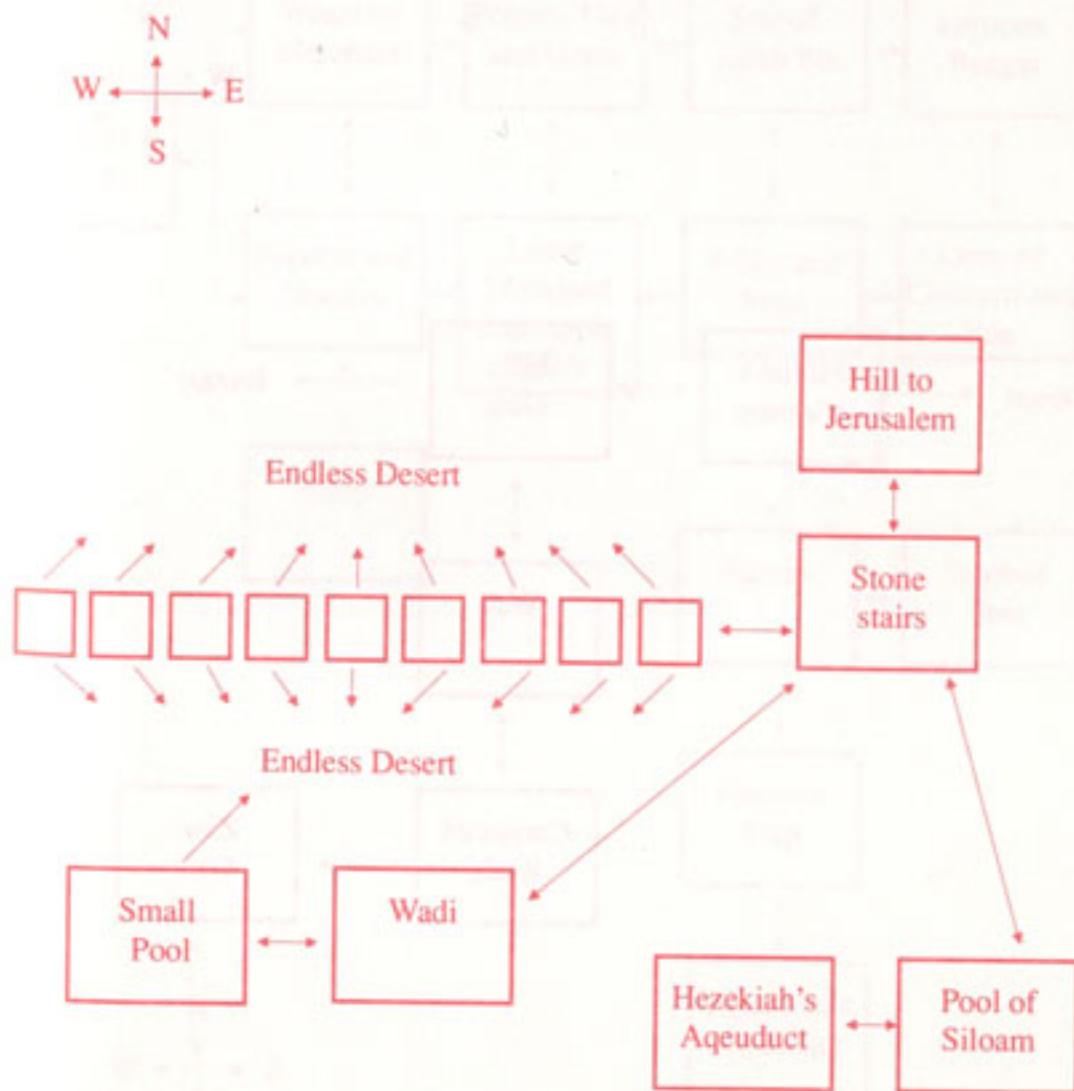
OT MOOR



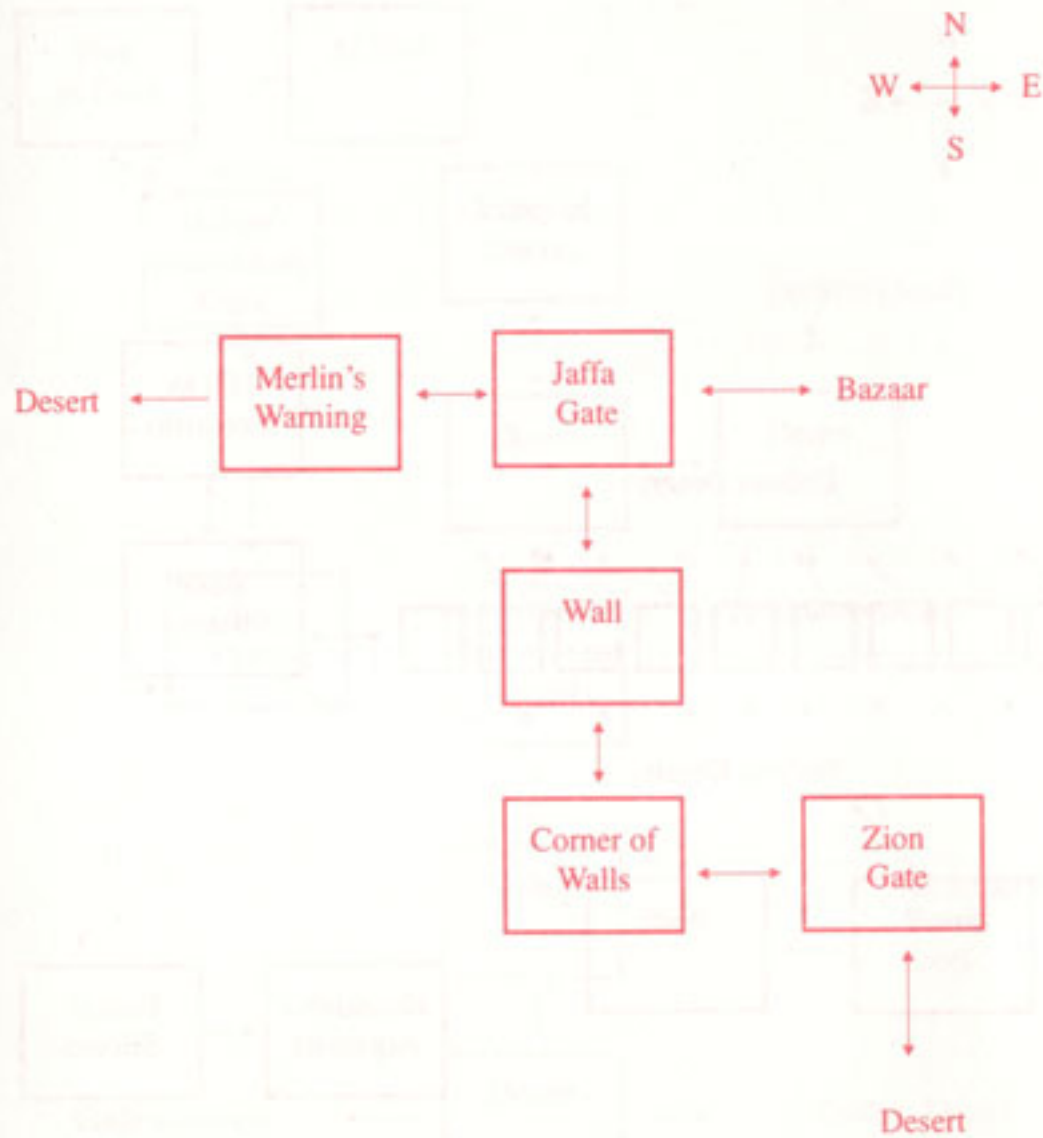
GAZA & DESERT



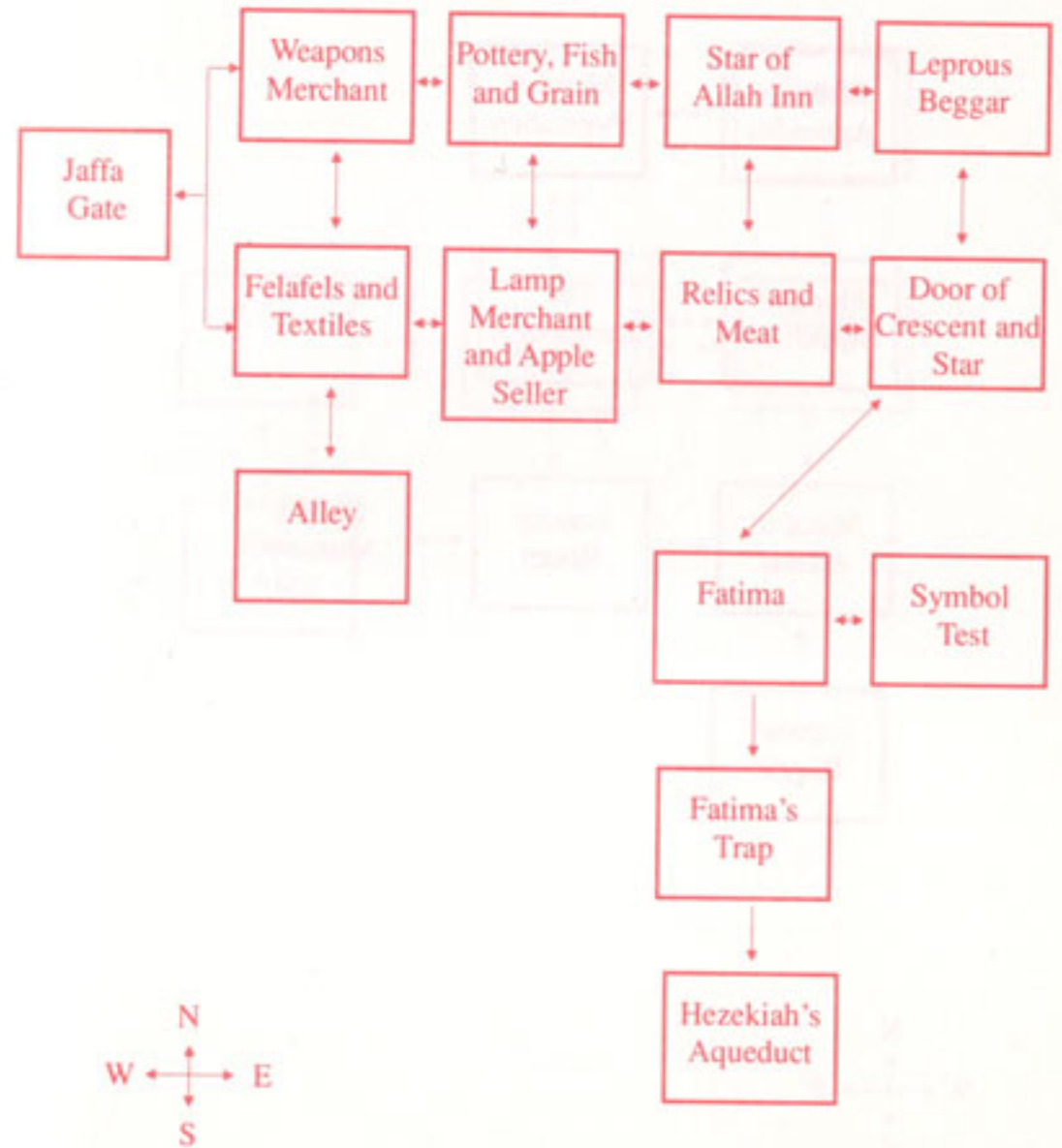
GAZA & DESERT



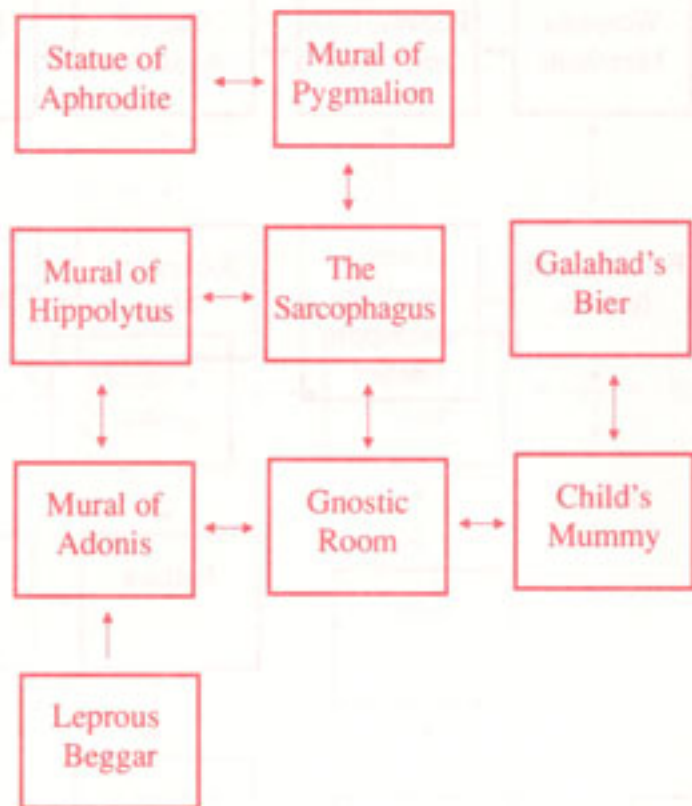
WALLS OF JERUSALEM



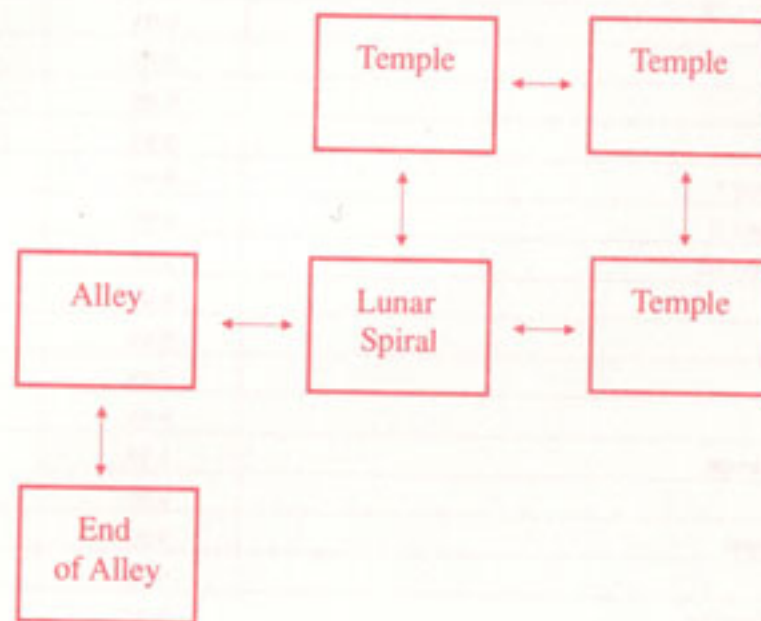
BAZAAR OF JERUSALEM



CATACOMBS



TEMPLE OF APHRODITE





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ADVENTURE WINDOW

*Place the red ADVENTURE WINDOW
over the red patterned areas in your hint
book to reveal the HIDDEN clues.*