



LANCELOT CLUES. COPYRIGHT (C) 1988 LEVEL 9 COMPUTING

This clue sheet starts with lists of things from each part of "Lancelot", first the adventures to become best knight in the land and complete the Round Table, and second the Grail Quest.

Each section has General Hints, Objects, People and Creatures and finally Places. Look down the appropriate alphabetical list to find what you want to know about, then look up the entry corresponding to the bracketed number following.

If you want to find something, for example, use the number after "where". For details of it, use the number after "dtl" (details).

General Hints for Part 1

- 1 Beginning the game: (664).
- 2 Finding things: (725).
- 3 Finishing part 1: (814).
- 4 Game background: (850).
- 5 Going places: (737).
- 6 Knights to rescue: (683).
- 7 Orders to people: (671).
- 8 Scoring for Part 1: (750).
- 9 Solution of Part 1: (900).

Objects in part 1

- 10 Anvil: where (624), dtl (650).
- 11 Apple Tree: where (570), dtl (707).
- 12 Armour: where (751), dtl (764).
- 13 Arrows: where (758), dtl (774).
- 14 Bars: where (123), dtl (620).
- 15 Bath: where (386), dtl (811).
- 16 Battering Ram: where (624), dtl (700).
- 17 Beacon: where (562), dtl (955).
- 18 Bed (G's in Castle Meliagaunt): where (334), dtl (851).
- 20 Bed (Guenever's Room): where (335), dtl (582).
- 21 Bed (Lancelot's Room): where (342), dtl (606).
- 22 Bed (Merlin's): where (362), dtl (651).
- 23 Bed (Meliagaunt's Guest Room): where (361), dtl (582).
- 24 Bed in Perilous Bedroom: where (370), dtl (701).
- 25 Bed, Straw: where (363), dtl (642).
- 26 Beetroot: where (346), dtl (665).
- 27 Blood Stain: where (712), dtl (740).
- 28 Boat: where (808), dtl (852).
- 29 Books: where (383), dtl (561).
- 30 Briers: where (625), dtl (652).
- 31 Bushes: where (367), dtl (881).
- 35 Cage: where (390), dtl (971).
- 36 Candle: where (281), dtl (800).
- 37 Cask: where (340), dtl (583).
- 38 Cart (Camelot): where (595), dtl (954).
- 39 Cart (Cornwall): where (601), dtl (889).
- 40 Cauldron: where (53), dtl (653).
- 41 Chest (Guest Suite): where (361), dtl (583).
- 42 Chest (Orkneys): where (605), dtl (717).
- 43 Cloth: where (302), dtl (622).
- 44 Coals: where (53), dtl (726).
- 45 Collection Bowl: where (292), dtl (606).
- 46 Crossbow: where (377), dtl (981).
- 47 Crystal: where (281), dtl (781).
- 50 Dead Wood: where (312), dtl (654).
- 51 Drawbridge: where (360), dtl (602).
- 52 Elm Tree: where (592), dtl (703).
- 53 Fire: where (275), dtl (583).
- 54 Flag: where (346), dtl (853).
- 55 Food: where (87), dtl (560).
- 56 Footstool: where (335), dtl (623).
- 57 Glass Wine: where (626), dtl (708).
- 58 Cloves: where (41), dtl (780).
- 59 Grail: where (817), dtl (838).
- 60 Hammer: where (10), dtl (704).
- 61 Hand: where (100), dtl (659).
- 62 Harp: where (224), dtl (615).
- 63 Hat: where (41), dtl (859).
- 64 Hedge: where (346), dtl (882).
- 65 Holy Grail: where (817), dtl (838).
- 66 Horn: where (351), dtl (705).
- 70 Inscription: where (754), dtl (576).
- 71 Keyhole: where (387), dtl (606).
- 72 Lamp: where (291), dtl (746).
- 73 Lever: where (390), dtl (628).
- 74 Lift Cage: where (390), dtl (971).
- 75 Loose Planks: where (328), dtl (854).
- 76 Lunes: where (182), dtl (703).
- 80 Manor: where (563), dtl (974).
- 81 Mirror: where (716), dtl (752).
- 82 Oat Cakes: where (624), dtl (665).
- 83 Panel: where (370), dtl (887).
- 84 Pile, Sails: where (106), dtl (755).
- 85 Pillow: where (24), dtl (727).
- 86 Planks, Loose: where (328), dtl (854).
- 87 Plate: where (217), dtl (583).
- 88 Plough: where (797), dtl (957).
- 89 Poison: where (226), dtl (706).
- 90 Portcullis: where (388), dtl (972).
- 91 Pot of Stew: where (391), dtl (606).
- 92 Potion: where (57), dtl (57).
- 93 Pyre: where (596), dtl (729).
- 94 Relic: where (100), dtl (659).
- 95 Ring: where (226), dtl (760).
- 96 River: where (565), dtl (606).
- 97 Round Table: where (270), dtl (710).
- 100 Sack: where (753), dtl (786).
- 101 Sails: where (106), dtl (755).
- 102 Sandwich: where (616), dtl (820).
- 103 Secret Panel: where (328), dtl (873).
- 104 Seige Perilous: where (97), dtl (627).
- 105 Seiges: where (97), dtl (582).
- 106 Ships: where (275), dtl (789).
- 107 Shutters: where (119), dtl (566).
- 108 Snare: where (346), dtl (756).
- 109 Soup: where (40), dtl (606).
- 110 Stain: where (712), dtl (740).
- 111 Stool: where (335), dtl (623).
- 112 Sword: where (751), dtl (764).
- 115 Table Room: where (270), dtl (582).
- 116 Tree, Elm: where (592), dtl (703).
- 117 Tree, Apple: where (570), dtl (707).
- 118 Turquin's Manor: where (563), dtl (974).
- 119 Turret: where (625), dtl (730).
- 120 Weapons: where (764), dtl (764).
- 121 Willow: where (340), dtl (855).
- 122 Winch: where (390), dtl (971).
- 123 Window: where (324), dtl (620).
- 124 Wine: where (626), dtl (708).
- 125 Wood, Dead: where (312), dtl (654).

Creatures and People in Part 1

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

159 Damosel: Turquin's: where (961), dtl (791).
 160 Donkey: where (624), dtl (793).
 161 Dragon: where (828), dtl (606).
 162 Druid: where (624), dtl (883).
 165 Ector de Maris: where (350), dtl (856).
 166 Ector of Forest Sauvage: where (667), dtl (733).
 167 Elaine: where (16), dtl (973).
 168 Fox: where (797), dtl (567).
 170 Galahad: where (598), dtl (959).
 171 Gareth: where (350), dtl (86).
 172 Garlon: where (670), dtl (891).
 173 Gawain: where (680), dtl (904).
 174 Geheris: where (350), dtl (856).
 175 Ghost: where (975), dtl (975).
 176 Giant Nabon: where (387), dtl (841).
 177 Gnomes: where (655), dtl (906).
 178 Green Knight: where (332), dtl (634).
 179 Guard: where (388), dtl (955).
 180 Guenever: where (930), dtl (912).
 181 Hare: where (52), dtl (567).
 182 Hawk: where (52), dtl (703).
 183 Hawks: where (830), dtl (846).
 184 Hellawes: where (302), dtl (893).
 185 Herald: where (639), dtl (618).
 186 Horses: where (768), dtl (768).
 190 Ingrid: where (906), dtl (655).
 191 Invisible Knight: where (670), dtl (591).
 192 Kay: where (327), dtl (824).
 193 King Alfred: where (270), dtl (840).
 194 King Arthur: where (270), dtl (913).
 195 King Mark: where (385), dtl (633).
 196 King Pellam: where (827), dtl (839).
 197 Knight, Black: where (284), dtl (634).
 198 Knight, Green: where (332), dtl (634).
 199 Knight, Magic: where (568), dtl (835).
 200 Knight, Red: where (373), dtl (842).
 201 Knight, White: where (346), dtl (634).
 202 Knights, Queen's: where (656), dtl (668).
 203 Knights, Thirty: where (302), dtl (715).
 205 Lady near Elm: where (312), dtl (857).
 206 Lady in Carriage: where (309), dtl (618).
 207 Lamorak: where (673), dtl (904).
 208 Lancelot: where (632), dtl (831).
 209 Lionel: where (350), dtl (856).
 210 Locusts: where (346), dtl (961).
 211 Lynet: where (349), dtl (218).
 215 Magic Knight: where (568), dtl (835).
 216 Mark: where (385), dtl (633).
 217 Maiden in Prison: where (294), dtl (952).
 218 Maledisant: where (349), dtl (713).
 219 Man-Snakes: where (568), dtl (631).
 220 Marhaus: where (350), dtl (856).
 221 Meliagant: where (360), dtl (994).
 222 Meliot: where (355), dtl (909).
 223 Merlin: where (657), dtl (833).
 224 Mermaid: where (374), dtl (976).
 225 Nabon: where (387), dtl (841).
 226 Nimue: where (332), dtl (604).
 230 Old Man: where (368), dtl (631).
 231 Orkney People: where (285), dtl (990).
 232 Peasants: where (391), dtl (582).
 233 Palomides: where (716), dtl (894).
 234 Pedivere: where (395), dtl (904).
 235 Pellam: where (827), dtl (839).
 236 Phelot: where (690), dtl (985).
 240 Queen Eastlands: where (294), dtl (635).
 241 Queen Guenever: where (930), dtl (912).
 242 Queen Morgan: where (294), dtl (998).
 243 Queen Northgales: where (294), dtl (635).
 244 Queen Outisles: where (294), dtl (635).
 245 Queen's Knights: where (656), dtl (668).
 246 Red Knight: where (373), dtl (842).
 247 Residents: where (285), dtl (990).
 248 Rience: where (382), dtl (961).
 250 Sentries in Cornwall: where (896), dtl (907).
 251 Sentries in Orkneys: where (285), dtl (955).
 252 Sessoinnes: where (136), dtl (136).
 253 Someone Invisible: where (670), dtl (591).
 254 Soothsayer: where (716), dtl (833).
 255 Thirty Knights: where (302), dtl (715).
 256 Toad: where (797), dtl (567).
 257 Town Crier: where (290), dtl (584).
 259 Tristram: where (311), dtl (920).
 260 Turquin: where (953), dtl (962).
 265 Whale: where (716), dtl (836).
 266 White Knight: where (346), dtl (634).

Places in Part 1

270 Arthur's Castle: where (290), dtl (944).
 271 Arthur's Hall: where (270), dtl (950).
 272 Arthur's Seat: where (716), dtl (837).
 273 Astolat: where (797), dtl (926).
 275 Beach: where (585), dtl (941).
 276 Bedroom/Boudoir: where (296), dtl (956).
 277 Bedroom, Guest Room: where (296), dtl (939).
 278 Bedroom, Guenever's: where (923), dtl (963).
 279 Bedroom, Lancelot's: where (861), dtl (935).
 280 Bedroom, Merlin's: where (569), dtl (651).
 281 Bedroom, Morgan's: where (716), dtl (939).
 282 Bedroom, Perilous: where (305), dtl (743).
 283 Bishop's Gate: where (290), dtl (901).
 284 Black Launds: where (586), dtl (634).
 285 Brooch: where (367), dtl (986).
 290 Camelot: where (707), dtl (918).
 291 Canterbury: where (797), dtl (936).

292 Cathedral: where (290), dtl (851).
 293 Castle, Arthur's: where (290), dtl (944).
 294 Castle Chariot: where (570), dtl (951).
 295 Castle Lyonesse: where (351), dtl (960).
 296 Castle Meliagant: where (575), dtl (1010).
 297 Castle of Forest Sauvage: where (625), dtl (863).
 298 Castle Pellam: where (932), dtl (937).
 301 Castle, Walling: where (866), dtl (692).
 302 Chapel Perilous: where (641), dtl (919).
 303 Clearing with Apple Tree: where (570), dtl (707).
 304 Coast Road: where (571), dtl (658).
 305 Corbin Castle: where (306), dtl (1001).
 306 Corbin Village: where (969), dtl (1020).
 307 Cornwall: where (625), dtl (925).
 308 Country Junction: where (862), dtl (658).
 309 Crossroads: where (608), dtl (843).
 310 Dungeon of Castle Chariot: where (294), dtl (952).
 311 Dungeon of Tintagel: where (385), dtl (942).
 312 Elm Tree: where (592), dtl (703).
 320 Folly: where (716), dtl (863).
 321 Ford: where (572), dtl (634).
 322 Forest Road: where (625), dtl (658).
 323 Forest Maze: where (785), dtl (770).
 324 Garden: where (844), dtl (620).
 325 Gate, Bishop's: where (290), dtl (901).
 326 Gate, King's: where (290), dtl (901).
 327 Gate, Seris: where (607), dtl (910).
 328 Gateway of Turquin's Manor: where (978), dtl (999).
 329 Gaul: where (590), dtl (1018).
 330 Glastonbury: where (336), dtl (964).
 331 Grail Launds: where (989), dtl (989).
 332 Green Launds: where (660), dtl (634).
 333 Guardroom: where (302), dtl (915).
 334 Guenever's Room, Castle Meliagant: where (296), dtl (956).
 335 Guenever's Bedroom: where (923), dtl (936).
 336 Isle of Avalon: where (796), dtl (716).
 337 Isle of Servage: where (996), dtl (1000).
 340 Joyous Gard: where (716), dtl (742).
 341 King's Gate: where (290), dtl (901).
 342 Lancelot's Bedroom: where (861), dtl (935).
 343 Launds, Black: where (845), dtl (634).
 344 Launds, Green: where (660), dtl (634).
 345 Launds, Red: where (610), dtl (634).
 346 Launds, White: where (716), dtl (634).
 347 Library: where (587), dtl (561).
 348 Lintinoise: where (625), dtl (966).
 349 Logris: where (794), dtl (794).
 350 Lower Prison: where (971), dtl (997).
 351 Lyonesse: where (776), dtl (295).
 355 Manor, Meliot's: where (661), dtl (943).
 356 Manor, Turquin's: where (563), dtl (974).
 357 Marsh: where (573), dtl (932).
 358 Marsh Road: where (625), dtl (967).
 359 Maze: where (785), dtl (770).
 360 Meliagant's Castle: where (575), dtl (1010).
 361 Meliagant's Guest Room: where (360), dtl (979).
 362 Merlin's Guest Room: where (569), dtl (651).
 363 Mews: where (609), dtl (642).
 364 Mosaic: where (716), dtl (815).
 365 Nabon's Tower: where (379), dtl (1002).
 366 Northgales: where (790), dtl (790).
 367 Orkneys: where (643), dtl (1003).
 370 Perilous Bedroom: where (305), dtl (743).
 371 Prison, Lower: where (971), dtl (997).
 372 Prison, Upper: where (816), dtl (1011).
 373 Red Launds: where (610), dtl (634).
 374 Rock: where (931), dtl (968).
 375 Round Table Hall: where (270), dtl (710).
 376 Sea: where (777), dtl (1004).
 377 Secret Passage: where (812), dtl (1019).
 378 Serfs' Gate: where (607), dtl (910).
 379 Servage: where (996), dtl (1000).
 380 Sessoinne Ship: where (275), dtl (789).
 381 Shore: where (847), dtl (1004).
 382 Stepping Stones: where (340), dtl (813).
 383 Study: where (829), dtl (1014).
 385 Tintagel: where (864), dtl (1025).
 386 Tower, Elaine's: where (306), dtl (1007).
 387 Tower, Nabon's: where (379), dtl (1002).
 388 Tower in Orkneys: where (367), dtl (986).
 389 Turquin's Manor: where (563), dtl (974).
 390 Upper Prison: where (816), dtl (1011).
 391 Village: where (607), dtl (606).
 395 Walling Castle: where (866), dtl (692).
 396 Warship: where (275), dtl (789).
 397 Westminster Meadows: where (575), dtl (1017).
 398 Windmill: where (716), dtl (1009).
 399 Windsor: where (817), dtl (970).

General Hints for the Grail Quest

400 Beginning the quest: (734).
 401 Finding things: (725).
 402 Finding the Holy Grail: (938).
 403 Game background: (759).
 404 Going Places: (737).
 405 Orders to people: (867).
 406 Score: (911).

407 Solution of Grail Quest: (938).

Objects on the Grail Quest

410 Altar: where (547), dtl (663).
 411 Bed: where (440), dtl (735).
 412 Boat: where (513), dtl (895).
 413 Body: where (645), dtl (849).
 414 Brooch: where (466), dtl (688).
 415 Cakes: where (467), dtl (745).
 416 Chalice: where (495), dtl (1013).
 417 Cheese: where (647), dtl (665).
 418 Cross (near Vagon): where (572), dtl (576).
 419 Cross (in wasteland): where (762), dtl (576).
 420 Crown: where (418), dtl (644).
 421 Cup: where (809), dtl (739).
 425 Dagger: where (818), dtl (797).
 426 Dead Body: where (645), dtl (849).
 427 Dune: where (577), dtl (1024).
 430 Fire Wall: where (541), dtl (1030).
 432 Holy Grail: where (1005), dtl (838).
 433 Horn: where (412), dtl (684).
 434 Key: where (511), dtl (1006).
 435 Mead: where (421), dtl (588).
 436 Misticoe: where (506), dtl (1022).
 440 Pavilion: where (810), dtl (877).
 441 Plate: where (467), dtl (691).
 442 Potato: where (616), dtl (782).
 443 Purse: where (466), dtl (802).
 444 Sand: where (427), dtl (1032).
 445 Shield: where (510), dtl (801).
 446 Sickle: where (797), dtl (874).
 447 Sword: where (412), dtl (801).
 450 Thicket: where (612), dtl (695).
 451 Thorn Tree: where (589), dtl (806).
 452 Tomb: where (510), dtl (772).
 453 Wall of Fire: where (541), dtl (1030).
 454 Water: where (1015), dtl (1038).
 455 Well: where (579), dtl (672).
 456 Wind: where (693), dtl (693).

Creatures and People on the Grail Quest

460 Adder: where (716), dtl (749).
 461 Angel: where (531), dtl (875).
 462 Black Dragon: where (720), dtl (803).
 463 Black Knight: where (526), dtl (686).
 464 Bors de Ganis: where (511), dtl (748).
 465 Cleric: where (578), dtl (696).
 466 Dagonet: where (647), dtl (718).
 467 Damosel: where (540), dtl (763).
 468 Devils: where (682), dtl (876).
 469 Dragon, Black: where (720), dtl (803).
 470 Dragon, Red: where (720), dtl (803).
 471 Dust Elemental: where (1012), dtl (1012).
 472 Dwarf: where (527), dtl (721).
 475 Ector de Maris: where (527), dtl (721).
 476 Elementals: where (1012), dtl (1012).
 477 Fiend: where (452), dtl (804).
 478 Fiends: where (679), dtl (798).
 479 Fire Elemental: where (1012), dtl (1012).
 480 Follower of Nacien: where (518), dtl (637).
 481 Galahad: where (880), dtl (890).
 482 Hermit: where (532), dtl (646).
 483 Joseph of Arimathea: where (531), dtl (648).
 485 Knight, Black: where (526), dtl (686).
 486 Knight, Woodland: where (805), dtl (738).
 487 Knights, Barbarous: where (676), dtl (722).
 488 Lancelot: where (632), dtl (831).
 489 Lions: where (880), dtl (807).
 490 Maiden: where (527), dtl (721).
 491 Monks: where (578), dtl (696).
 492 Mordred: where (716), dtl (723).
 495 Nacien the Hermit: where (532), dtl (646).
 500 Percival: where (511), dtl (748).
 501 Pilgrim: where (613), dtl (672).
 502 Preacher: where (515), dtl (769).
 503 Priests: where (613), dtl (696).
 506 Red Dragon: where (720), dtl (803).
 507 Swan: where (647), dtl (858).
 508 Water Elemental: where (1012), dtl (1012).
 508 Woodland Knight: where (805), dtl (738).

Places on the Grail Quest

510 Abbey: where (579), dtl (788).
 511 Antechapel: where (589), dtl (1012).
 512 Avalon: where (796), dtl (716).
 513 Bleak Shore: where (871), dtl (886).
 514 Castle, Vagon: where (699), dtl (663).
 515 Church: where (766), dtl (929).
 516 Clearing with Dragon: where (546), dtl (803).
 517 Clearing with Pavilion: where (810), dtl (877).
 518 Cliff Path: where (1037), dtl (637).
 519 Courtyard: where (647), dtl (701).
 520 Cross near Vagon Castle: where (572), dtl (576).
 521 Cross in Wasteland: where (762), dtl (576).
 522 Dark Shore: where (933), dtl (1027).
 523 Dark Valley: where (933), dtl (1023).
 525 Fair: where (647), dtl (800).
 526 Ford: where (614), dtl (686).
 527 Forest Ride: where (594), dtl (721).
 530 Glades: where (1026), dtl (1031).
 531 Heaven: where (647), dtl (872).
 532 Hermitage: where (724), dtl (815).
 533 Hillock: where (546), dtl (768).
 534 Horses: where (768), dtl (768).
 535 Isle of Sand: where (1029), dtl (649).
 536 Isle of Turnance: where (927), dtl (1033).
 537 Lindisfarne: where (647), dtl (773).
 540 Pavilion: where (810), dtl (877).
 541 Sand Isle: where (1029), dtl (649).

542 Sea: where (674), dtl (681).
543 Shore, Bleak: where (871), dtl (886).
544 Shore, Dark: where (933), dtl (1027).
545 Temple: where (647), dtl (787).
546 Turnance Isle: where (927), dtl (1033).
547 Vagon Castle: where (699), dtl (663).
548 Valley: where (658), dtl (1023).
550 Well: where (579), dtl (672).
551 White Abbey: where (579), dtl (788).
552 Woodland: where (658), dtl (1023).

Answers

560 Best ignored; contains a potion.
561 Read the Books for clues.
562 Atop an Orkney mountain.
563 North from the Junction, west of the Crossroads.
564 Wave to open the Drawbridge.
565 Flows across the Ford.
566 Use against the Invisible Knight. See (580).
567 Follow it.
568 Appears when Lancelot lies on the Bed (24).
569 North of Merlin's Study (383).
570 Beyond the Briers (30).
571 East of the Crossroads.
572 East of where Lancelot starts.
573 North of the Marsh Road (357).
574 Wait and she turns back from rock.
575 South from the Bishop's Gate.
576 Examine it for a hint.
577 Beyond the Fire Wall. See (621).
578 Wandering about.
579 South of Cross in the Wasteland.
580 All are equal in the dark (599).
581 Worn for protection against arrows.
582 Takes no part in the game.
583 Examine for its contents.
584 Follow for sentries (250).
585 Beyond the Sentries (250).
586 North of the Country Junction.
587 East of Merlin's Study (383).
588 Honey wine. Can be drunk.
589 East of the Bleak Shore.
590 Corbin's Land. Use the Boat (28).
591 A murderer, who attacked while invisible. But his power could be countered. See (580).
592 North, past Turquin's Manor.
593 Can only be slain by a woman.
594 East from Wasteland Cross (520).
595 Traveled between Camelot and Castle Meliagant.
596 In Camelot, after Meliagant has challenged Lancelot.
597 Invading Sessioines, who block Lancelot. Deal with their source of supply. See (275).
598 Son of Lancelot and Elaine (167).
599 In the Turret, close the (107).
600 Drink to be healed.
601 Travels to and from the Beach.
602 Closed up in this part, after the May celebrations.
603 In the western Sea (619).
604 The Damsel of the Lake, loved by Merlin. She lures him under a Rock.
605 Downstairs in the Broch - Orkney Tower (285).
606 Just Scenery.
607 East of the Ford (321).
608 In Logris, north of the King's Gate.
609 In Camelot, east and north of the Serf's Gate.
610 North of the Green Launds.
612 Southeast of the Cross (418).
613 Wanders about.
614 East of the Pavilion.
615 Needed by a Harpist (259).
616 Not invented yet.
617 Travels between Camelot and Castle Meliagant.
618 Appears but briefly.
619 Not in this game.
620 Desperate strength is needed to bend the Bars. See (636).
621 Co-operation is needed to extinguish it. See (662).
622 Take to Meliot to cure him. (302).
623 The only weapon to hand. (977).
624 Not in this game.
625 West from the Crossroads.
626 Keep when Queen Morgan offers it in the Dungeon. Then see (640).
627 Galahad's seat at the Round Table. Plays no part in the game.
628 Pulled to release the chains of the prisoners below.
629 East of the Country Junction.
630 Travels to/from the Beach (250).
631 Apparition described by Mallory.
632 Here. You play Lancelot.
633 Bad King, not directly in the game. See (259).
634 Fight and spare the knight.
635 Do not choose any Queen.
636 Lancelot could enter once Guenever had invited him for the night.
637 The people with warnings were only illusions.
638 King who ruled after Arthur.
639 Met on the road.
640 Offer the Wine to (217).
641 South of the Manor (355).
642 Not the best place to sleep. (362).
643 North from the Crossroads.
644 Avoid temptation by leaving it.
645 Discovered once the Fiend had fled.
646 Ignore him on the path - this was but an illusion. Visit his hermitage for advice.
647 Not in this game.
648 Said to have brought Christianity to Britain.
649 Tackle the Fire to reach (444).
650 Used to forge the Grail Sword.
651 Sleep here, not in the Mews.
652 Blocks Castle Chariot. See (669).
653 Used to carry the Coals.

654 Has a use. See (666).
655 Gnome Ranger and Ingrid's Back!
656 Turn up in Castle Meliagant.
657 In his house in Camelot.
658 Scenic location.
659 Use to defeat the Giant. See (698).
660 North of the Black Launds.
661 Follow the Brachet.
662 Fill two containers with water. (416) and (421). See (675).
663 Show respect before leaving (678).
664 Fight/spare the knight. Then (677).
665 Feed to the (160).
666 Use to defeat Phelot. See (698).
667 In the Castle of Forest Sauvage.
668 Guarding Guenever.
669 You need help to cut them (685).
670 Near the Turret (119).
671 Rescued knights obey you, also the Red Knight, if spared. See (683).
672 Htl (416) to get water. See (689).
673 Imprisoned in the Broch (285).
674 East of the Bleak Shore.
675 Get Galahad to repeatedly fill and throw a container. Simultaneously, Lancelot does this too.
676 Arrive and capture Galahad.
677 To Camelot and find somewhere to sleep, e.g (22). Then (687).
678 Pray.
679 Often disguised. They are (467), (502) and more powerful. (477).
680 Imprisoned in Castle Chariot.
681 Lake Morte, in the original. May be death, purgatory. Sail in Boat. (412), to (546), (541) and (544).
682 In the detail. See (679).
683 They are (246), (143), (173), (207), (222) who leaves, (234), (259), (170) who you cannot yet meet, and nine imprisoned in (389).
684 Blow to summon wind for the (412).
685 Get someone to repeatedly cut the Briers. Simultaneously, Lancelot does this too.
686 To get past, see (694).
687 Visit Arthur, then (697).
688 Take this treasure and see (689).
689 Give it to the Pilgrim.
690 Arrived when Hawk had been freed.
691 Does nothing in itself.
692 Kill Breunis to free Pedivere.
693 Blow the Horn to summon one.
694 Do not carry anything.
695 Scenery, difficulties of faith. To make the place occupied.
697 Free imprisoned knights in Logris.
698 Throw it at him.
699 Where Lancelot starts.
700 Hit the Drawbridge with it.
701 Lie on this several times.
702 Push off the trapdoor. See (717).
703 Climb and free the Hawk. Then worry about Phelot.
704 Needed to use the Anvil.
705 Blow at Lyonesse to summon the Captain. When blown, this can be heard from a distance. See (711).
706 Pour into the Wine and see (250).
707 Scenery. But see Queen Morgan (242).
708 Take but don't drink. See (719).
709 Evil knight. Follow and kill him.
710 Not used directly, but you must free the knights to sit here.
711 Use to regain your bearings (357), and to synchronise actions, e.g by knight's watch for horn.
712 After Lancelot breaks the bars.
713 Follows and reports back your deeds to Arthur.
714 Blow the Horn.
715 Ignore their threats.
716 Not in this game.
717 Two must push simultaneously.
718 King Arthur's Jester.
719 Offer to the Damsel.
720 In a clearing on Turnance (731).
721 Immediately rescue the captives, going after the (490) first.
722 Fight on regardless.
723 Arthur's illegitimate son.
724 Up the Cliff Path. See (637).
725 Enter eg FIND THING, GO TO PLACE, RUN TO PLACE, or FOLLOW SOMEONE.
726 Burning hot. See (736).
727 Take to swap later. See (379).
728 Defeat Meliagant to free Guen.
729 Home of the Invisible Knight and where he can be defeated.
731 Three locations from the Hillock, one is north and the other south.
732 Refuse to bargain away honour until she lowers her price.
733 Visit for information.
734 Consider the (410). Then (744).
735 Avoid temptation, leave it alone.
736 Carry them in (40). Then see (747).
737 EXITS tells you which directions you can go, and EXITS ON does this after every move. To move, enter compass directions, eg NORTH, or see (725).
738 Honesty is best. Then see (722).
739 Container to fill with (444)/(454).
740 From Lancelot's injury; proves someone slept here. Cannot be hid.
741 Can only enter at Guenever's specific request.
742 Lancelot's own island castle.
743 Lie on the Bed and apparitions appear. See (215), (230).
744 Chapel in Corbin. Visit the Church (502). Then see (478).
745 If you like, eat just one.
746 Light robs power from the Fiends.
747 Put them on the (101).
748 Grail knight. Helped get Key.
749 Bit to start Arthur's last battle.
750 You score 200 each for; ensuring all the Round Table knights can join and are not imprisoned. see (6); reaching places listed

in (761); and solving puzzles associated with (771).
751 Worn by Lancelot.
752 Look in it when fighting (184).
753 Below Nabon's head. To get it, see (765).
754 Outside Tower in Corbin.
755 Tinder dry. See (767).
756 Put on the ground to catch (181).
757 Wanders in the Forest Maze.
758 Westminster Meadows after Guenever invites Lancelot to celebrate May. Lancelot must avoid all sins if he is to reach the Holy Grail.
760 Wear it to see invisible things.
761 Marsh Isle, Meliagant's Prison. (119), (271), (275), (276), inside (285), (310), (332), (335), (337), (342), (347), inside (356), inside (360), (370), (375), (378), (383) and (395).
762 East, past the Woodland Knight.
763 Do not trust her. See (775).
764 Always with Lancelot, except when he climbs the Elm, see (709) or say farewell at the end (785).
765 Replace it instantly see (778).
766 NE and N from the Cross (521).
767 Put the (44) on them.
768 There when needed.
769 Do not trust him. See (783).
770 Don't explore. Just slay (146).
771 finishing the part, (93), (275), (276), (305), (312), (321), (347), (350) and (351).
772 Don't open it yourself. See (784).
773 Holy Island, off northeast England.
774 Cannot be avoided. Afterwards use alternative transport (38).
775 Eat a cake if you like, then (791).
776 For game purposes, placed in North Wales, beyond all the Launds.
777 Beyond the Shore.
778 Replace with (85); see (792).
779 Use a different weapon. See (50).
780 Wear to hide any wound. See (27).
781 Give to the Damsel to escape.
782 Coe the Fire and eat it.
783 Leave the Crown alone then (791).
784 Galahad can. Then tell him to kill the occupant.
785 North of the Forest Road.
786 Once obtained (765) look inside.
787 Dig to find the Relic.
788 Heed the warnings on objects here.
789 To defeat the invaders, see (799).
790 For game purposes, assumed to be North Wales (where there are many Arthurian sites).
791 Tell someone to wait and put the replacement under him. Then take the Sack, simultaneously.
793 Ride this if your horse is slain.
794 Arthur's Realm. Use King's Gate.
795 dtl (56) and see (335).
796 Mythical Isle in the west; valley in northeast Somerset.
797 Not in this game.
798 In disguise. To banish, see (791).
799 Destroy them using (44).
800 Source of fire; to light (50).
801 Get Galahad to take it.
802 Offer to the Preacher.
803 Do not fight. See (821).
804 Too powerful to dispell in the usual way (791). Lancelot cannot defeat it, but see (784).
805 South of the Thicket.
806 Scenery, but the real Glastonbury Thorn may be grown from a cutting of the tree sprouted from Joseph's staff. It flowers near Christmas.
807 Trust in the Lord and pay no heed.
808 Shore, east of the Coast Road.
809 Reward for slaying the Dragons with minimum effort. See (821).
810 Beyond the Woodland Knight.
811 Kept Elaine on the boil. See (167).
812 Beyond the Secret Panel.
813 Causeway to the Isle.
814 "Free" the knights (683), and return to Arthur. Then see (823).
815 Visit for advice.
816 In the Middle of Turquin's Manor.
817 Complete this part and the action continues with the quest for it.
818 Floating on the River.
819 Between London and Winchester.
820 Curling at the edges.
821 It seems the Red and Black Dragons predate the Morte D'Arthur (like many of its tales) and originate in the Mabinogion. They dislike each other. See (832).
822 Defeated by Arthur, when he took Rome. Lancelot was a commander.
823 Rescue Guenever from Meliagant, accept her invitation and rescue her again. Then see (834).
824 Arrogant knight. Ignore him.
825 To defeat Nabon needs (100).
826 See details of his cart.
827 In a hidden castle in the Marsh.
828 Chapel in Corbin.
829 In Merlin's house in Camelot. From the Serf's Gate, E.E.N.N.W.W.W.N.U.
830 Hidden in the Mews; sleep there to discover them.
831 Best knight for most of Arthur's reign.
832 Bring them together. See (848).
833 Provider of hints and rescues.
834 Visit Guenever to say goodbye and defeat the ambushing knights.
835 Fight him. To win, see (83).
836 Leviathan who pretends to be an Island. See (337).
837 Impressive summit in Edinburgh.
838 Item of dinnerware at Last Supper.
839 Wounded "fisher" king (one of four in Morte D'Arthur: probably a bug).

Visit him for a hint.
 840 King, who ruled much later than Arthur but with similar problems.
 841 Evil giant who must be slain. The means is found in (100).
 842 Fight and spare him. He helps later.
 843 Central point on the map.
 844 Beside Castle Meliagant.
 845 North of the Country Junction.
 846 Why to sleep somewhere else.
 847 East of the Coast Road.
 848 From the Hillock, enter: GALAHAD, N.N.N.S.S then S.S.N.N.N.
 849 Focus for the Fiend. Leave alone.
 850 The historical Arthur was a fifth century war leader in southwest Britain. Tales grow and change in the telling, and when Malory came on the scene, a millenium later, there was a great diversity of stories in Britain and France. Malory imposed his own structure, where Arthur is the still centre to whom tales are told. Lancelot, in contrast, is the active knight supreme in combat, tragic lover of Queen Guenever, and the only worldly knight to touch the Holy Grail. See (860).
 851 Basically scenery.
 852 Get in, then just move as normal to travel by water. And see (869).
 853 Wave to confuse your opponent.
 854 Trigger the Crossbow trap when anyone goes north. See (873). If asked if Lancelot wants to jump back, see (899).
 855 Look in its branches.
 856 Round Table Knight. See (865).
 857 Do as she asks. See (182).
 858 Get Elaine to kiss it.
 859 Don't wear it, you'd look silly. Lancelot was the obvious hero for this game and I stuck as near as possible to MD'A. But three types of change were desirable. Firstly, MD'A is a collection of several 'books' in some of which Lancelot does not appear. To avoid missing them out, I've given a few of the deeds of other knights to Lancelot. Secondly, I've emphasised the theme of completing the Round Table. And finally, the game stops at its high point, the achievement of the Holy Grail, rather than continuing to the Death of Arthur. Having said this, the game is as faithful as I could manage; almost every event is taken from the book. Lancelot was returned here once the Round Table was complete.
 862 North from the Elm Tree.
 863 Go inside for a chat.
 864 Cornwall, beyond the Army (597).
 865 Cannot be freed unless Lancelot has first dealt with (73). There is no time to free all the knights here individually. See (879).
 866 In the Forest Maze follow Breunis.
 867 Galahad will obey orders once the mainland is free of evil. See (878). Knights in the Antechapel accept some orders later.
 868 Just before the Grail.
 869 When anyone moves in the boat, it moves. This helps with the (224).
 870 Midway between the Dragons (821).
 871 East of the Forest Ride.
 872 Destination of all Grail Knights.
 873 To destroy the trap, you need to get through the Secret Panel (885) to the Secret Passage (377).
 874 Use to get the (436).
 875 Help if Galahad attacks the Fiend.
 876 Necessary consequence of unfettered free will.
 877 Take care of the Damocel. See (763).
 878 Avoid sins and solve the problems associated with (515), (508), (540), (495), (550), (490), (464) and (487).
 879 Free one knight; tell him to free the next four; tell one of these to free the next three and so on. Then see (888).
 880 Wandering about.
 881 Hide when the Guard passes to (18).
 882 Can only be cut with the Axe.
 883 Merlin in disguise.
 884 Comic anti-heroine.
 885 Tell someone to wait and hold the panel, so that it doesn't close. Then stand on the planks to trigger the trap, and go inside. Sail in the Boat. See (895).
 886 Opens to admit the Magic Knight.
 887 To defeat him, see (891).
 888 The only way out is in the Cage. You should first have arranged for someone to wait above and turn the Winch at the right time. See (66).
 889 Get inside and wait. Eventually it arrives on the Beach.
 890 New best knight and the only one worthy to solve several problems. See (867) to recruit him and (898) for a more information.
 891 While it is open, he can be healed, so see (897).
 892 Meliagant's Prison.
 893 Ignore her threats and take (43).
 894 Infidel knight. Accept his gift.
 895 Works as earlier boat but Lancelot is not worthy to move it himself see (481). For wind, see (433). Do not take the sword.
 896 Block the way to the Sessoin's ships. To pass see (39).
 897 Keep closing it until it shuts.
 898 Get him to solve problems linked with (551), (412), (536), (535), (511).
 899 The floor is one end of a see-saw and tips up unless someone is waiting in (377).
 900 East to the Ford (634), then go to Camelot. Ignore Kay and see (908).
 901 Closed on the first day; find somewhere to sleep, then return.
 902 North of the Upper Prison.
 903 Tends wounded Meliot.
 904 Round Table Knight. Once freed, can be asked to help.
 905 Defeat him, see (914).
 906 Go out and buy a copy! (C&VG).
 907 Get past, using (39).
 908 Find Merlin and somewhere to sleep (22). Then to the Library (29) and find Arthur. See (916).
 909 Round Table Knight. Bring the Cloth to cure him.
 910 Provides access to Camelot.
 911 You score 100 for reaching places listed in (922); 200 for solving puzzles associated with (945) and 100 for reaching the Grail. There are penalties for committing sins.
 912 The Queen, Arthur's wife, who was loved by Lancelot. For what to do at the start see (921), when invited to celebrate May see (928) in Castle Meliagant see (940), when challenged over her honour see (948).
 913 King of England, but he plays no great part in the game.
 914 Get a weapon (56) and hit him.
 915 Keep clear.
 916 To Logris and ensure all the Round Table knights are free to join it, see (683). Then see (924).
 917 Escape from Prison, see (157), and defeat the Queen. Then see (729).
 918 Arthur's Capital.
 919 Ignore all threats; take the Cloth.
 920 Round Table knight and expert musician. Take him the (62).
 921 Visit Arthur and Guenever in the Castle, then ride off through the King's Gate to Logris, there to rescue (etc) Arthur's knights and complete the Round Table. Then return to Guenever.
 922 (517), (540), (521), (532), (551), (535), (536), (544), (499), and the corridor leading to the Grail.
 923 Visit at the end from Lancelot's Bedroom, to say 'Goodbye'.
 924 Back to Arthur, accept Guenever's offer and rescue her (948), then see (935).
 925 Defeat Sessoin's; enter Tintagel.
 926 Town near Reading, where another Elaine lived.
 927 At sea, southeast of the Shore.
 928 Go south from Camelot. Past the archers (74) and into Castle Meliagant. See (934).
 929 Look at the Preacher. See (769).
 930 Various places.
 931 At sea, SE and S from the Shore.
 932 Castle Pellam is hidden in the Marsh. For orientation, get a knight to move away and see (66).
 933 At sea, east of the Bleak Shore.
 934 Spare Meliagant and go straight to Guenever.
 935 Visit Guenever to say goodbye. Escape the resulting difficulty, see (335), and that's it.
 936 Chief cathedral city of Logris.
 937 Visit for a clue.
 938 Begin the quest (400) and solve the problems to prove your worth to Galahad (867). Then see (949).
 939 Consider the contents of the Chest.
 940 When Guenever invites Lancelot to return that night, go around and in by the (324) in the morning, leave immediately and see (947).
 941 Destroy the Ships, see (44).
 942 All can be freed by Tristram (920).
 943 Help Sir Meliot. See (909).
 944 If locked, see (901). Visit to be knighted and return when when Lancelot is best knight.
 945 (502), (467), (490), (475), (501), (542), (412), (536), (434) and (511).
 946 Consider the objects here.
 947 Avoid the injury being seen (58) and return to Guenever. See (948).
 948 When she is led away start to leave the castle. See (917).
 949 Solve the problems associated with (551), (412), (536), (535) and (511). Then head steadfastly to the Grail.
 950 Visit to meet Arthur or Guenever.
 951 Wait outside, not choosing any of the Queens. Then see (310).
 952 Accept Morgan's gift. See (708).
 953 Challenges you outside his Manor.
 954 Alternative transport. See (965).
 955 Light the Beacon to decoy the Broch's guard. See (285).
 956 Room commandeered by Guenever in castle Meliagant. See (940).
 957 Constellation in northern sky.
 958 Wife of Alisander le Orpelin.
 959 This adventure is unusual in that it spans many years, long enough for Lancelot's son Galahad to be conceived, born and come to see. He is essential to complete the Round Table, so bear this in mind when meeting his mother (167).
 960 Deal with the army, see (66), then enter to meet Dame Lyonesse.
 961 Not in this game.
 962 Fight him, then go inside (356).
 963 A group of knights, led by Mordred seized their opportunity to catch Lancelot with Guenever and prove his adultery. Lancelot was not armed but had to fight, see (977).
 964 Site of the former most important monastery in Britain.
 965 Get into it and wait to be taken past the Archers to the castle.
 966 Land of mists and marshes.
 967 The Marsh is north. See (357).
 968 You need the Harp, see (224).
 969 East of the Sea. Use the Boat (28).
 970 Where a hermit lived, in the book.
 971 The cage travels between the Upper and Lower Prisons when the Winch is turned. See (980).
 972 Lure the guard away with (18).
 973 Rescued by Lancelot, as long as he has achieved enough to be worthy. Accept her invitation, see (982).
 974 Turquin has captured nine knights. Defeat him first, then solve the Gateway problems (328), and descend to the Lower Prison (350).
 975 Look out for 'Scapeghost'.
 976 Fake her Harp. See (984).
 977 Let in just one knight. See (991).
 978 In the Manor. Defeat Turquin first.
 979 Visit to get the Glove.
 980 Get into the Cage to travel with it. See (987).
 981 Triggered by the loose Planks. You need to destroy it, so see (873).
 982 When inside Corbin Castle, remember Lancelot's honour (988).
 983 Remember Lancelot's honour (993).
 984 Move away instantly; get someone else to arrange it. See (869).
 985 Improvise a weapon, see (50).
 986 Circular stone tower with passages within its thick walls. To enter, see (18). Once inside, see (995).
 987 Travel down is simple, but to go back up you must have left someone behind to turn the Winch. See (888).
 988 Sleep in the Perilous Bedroom (743).
 989 Finish this part, see (3).
 990 Attack if Lancelot stays in their Tower (Broch) for too long.
 991 Tell Guenever to wait and close the door. Then open it. One knight is trapped, see (914).
 992 The loose floor works as a see-saw. Jump back unless there is someone to balance it, in (377).
 993 Wait until she no longer requires Lancelot to give up Guenever. Then kiss her.
 994 False knight, but do not kill him until the meeting in Camelot. See hints for Castle Meliagant and the rooms and objects therein.
 995 Descend to the cellar, free the captive and escape, see (42).
 996 At Sea, roughly NE of the Shore.
 997 Free the knights, see (865).
 998 Do not choose her and refuse her offers. See (708).
 999 Disable the Crossbow trap (981) and then go north (992).
 1000 Kill Nabon and free his Prisoner.
 1001 Cannot enter unless invited by Elaine. Then see (982).
 1002 Defeat Nabon, see (841), having first obtained the (85).
 1003 Rescue a knight from the Broch (Tower).
 1004 Travel in the Boat (28).
 1005 Beyond the Antechapel.
 1006 Needed to open the east door from the Antechapel. See (1012).
 1007 Rescue Elaine, if worthy.
 1008 Someone must wait here to balance the floor beyond the Gateway (328).
 1009 Hardly common at this date.
 1010 Closed until late on the game, after Guenever's invitation to celebrate May. See (928).
 1011 Avoid the Guardroom to the north, but travel to the Lower Prison and rescue the knights there.
 1012 When Lancelot takes the key, elementals appear and these must be negated. See (1021).
 1013 A container. Can be filled with (444) or (454) but, before this, give it to (501).
 1014 Room in Merlin's house.
 1015 Sea etc.
 1016 Wait here for the Dwarf to return.
 1017 To pass the Archers, see (774).
 1018 Where Corbin lies.
 1019 Smash the Crossbow and see (1008).
 1020 Read the Inscription and visit Elaine, to rescue her if your score is good enough. After this, enter Corbin Castle (305).
 1021 This requires co-operation; tell the grail knights to wait and do the right things when Lancelot takes the Grail. See (1028).
 1022 Magical plant. A sign of the Grail. Basically just scenery.
 1023 Fill container with sand.
 1024 Castle of King Mark. To enter, see (136). To leave, Tristram will help.
 1025 North and South of Forest Ride.
 1026 Look around.
 1027 Throw water (from a container) at the Fire Elemental and see (1034).
 1028 At sea, roughly NE of the shore.
 1029 Extinguish it. See (1036).
 1030 Visit the right one first (721).
 1031 Fill container; throw it at (507).
 1032 Dragons live here. See (803).
 1033 Throw (444) at the Water Elemental and finally use the (433).
 1035 Polish it to summon (175).
 1036 Give a container, (416) or (421), to Galahad and tell him to fill it and throw the water repeatedly. Meanwhile, Lancelot does similarly.
 1037 North of Cross in the Wasteland.
 1038 Use to extinguish Wall of Fire.
 1039 Fill container; throw at (479).
 1040 Yippee! It's finished.
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