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 spirtual 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.

If for some reason you have a problem or question that still isn't found in this Hint Book, you can get even more help by calling Sierra's 24-hour automated hint line at 900-370-KLUE (or 900-370-5113 for California residents). It costs 75 cents for the first minute, 50 cents for each additional minute and you must be over 18 or have a parent's permission to call.

It's taken Peter Ledger and me over a year to produce this game, aided and abetted by a talented team of programmers, artists, composer and other creative souls. We all hope you have a great time playing this game and that you will refuse to copy or let others make copies of the game disks or game books. Piracy hurts Peter and I very directly, by depriving us of income that we've worked hard to earn.

I would love to receive your letters on what you liked or didn't like about *CONQUESTS OF CAMELOT I*. You may write to me c/o Sierra On-Line, P.O. Box 485, Coarsegold CA 93614. I will personally read and appreciate them.

Christy Marx

INVENTORY OBJECTS

Although King Arthur has to get his armour, shield and sword, I consider them to be a part of him and are not treated as separate inventory objects. The Horse and Mule (including pack) are treated as possessions and are not listed as inventory objects.

OBJECT	WHERE FOUND	HOW USED

ENGLISH COINS

AMOUNT	WHERE USED	WHAT YOU GET

ARAB COINS

AMOUNT	WHERE USED	WHAT YOU GET

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

THE JOUST

	HARD	NORMAL	EASY

FIGHTING THE MAD MONK

HARD NORMAL EASY

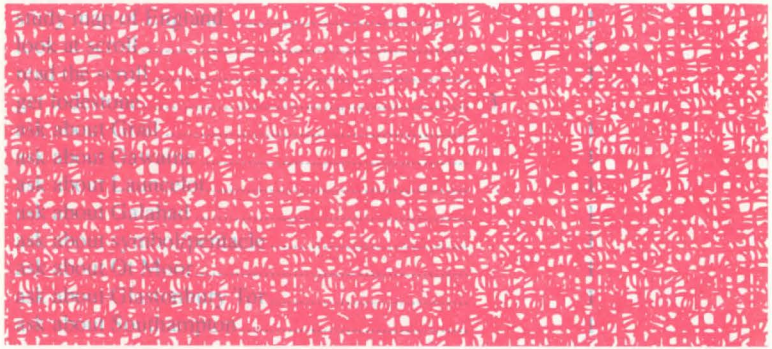
THE SARACEN

HARD NORMAL EASY

GENERAL POINT LIST

MERLIN'S ROOM

ACTION SKILL WISDOM SOUL



KING'S ROOM

ACTION SKILL WISDOM SOUL

TREASURY

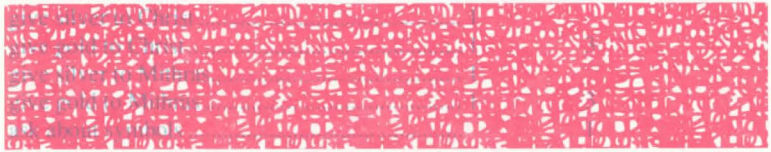
ACTION SKILL WISDOM SOUL

QUEEN'S BOWER

ACTION SKILL WISDOM SOUL

CHAPEL OF THE TWO GODS

ACTION SKILL WISDOM SOUL



COURTYARD

ACTION SKILL WISDOM SOUL

WIDDERSHINS

ACTION SKILL WISDOM SOUL

THE HUNTER

ACTION SKILL WISDOM SOUL

THE CROW

ACTION SKILL WISDOM SOUL

THE BLACK KNIGHT

ACTION SKILL WISDOM SOUL

GAWAINE

ACTION SKILL WISDOM SOUL

FOREST WITCH

ACTION SKILL WISDOM SOUL

BASE OF TOR

ACTION SKILL WISDOM SOUL

GLASTONBURY TOR

ACTION SKILL WISDOM SOUL

OT MOOR

ACTION SKILL WISDOM SOUL

SOUTHAMPTON

ACTION SKILL WISDOM SOUL

GAZA

ACTION SKILL WISDOM SOUL

THE SCHOLAR

ACTION SKILL WISDOM SOUL

DESERT

ACTION SKILL WISDOM SOUL

WALLS OF JERUSALEM

ACTION SKILL WISDOM SOUL

BAZAAR

ACTION SKILL WISDOM SOUL

FATIMA

ACTION SKILL WISDOM SOUL

CATACOMBS

ACTION SKILL WISDOM SOUL

TEMPLE OF APHRODITE

ACTION SKILL WISDOM SOUL

HOW TO LOSE POINTS

ACTION SKILL WISDOM SOUL

GENERAL QUESTIONS

What's the Liber ex Doctrina? Where do I find it? Why does Merlin tell me I already have it when it's not in my inventory?

Sometimes when I "ask about" something, Merlin will answer. So what's the difference between that and "ask Merlin about" something?

What use do the designs in the corners of the screen have?

How do I see my points as I progress?

CAMELOT

Why can't I get my sword and shield?

Why can't I get anything in Merlin's room?

[redacted]

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

[redacted]

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

[redacted]

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

[redacted]

Why won't the Treasurer give me money?

[redacted]

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

[redacted]

I can't find my purse!

[redacted]

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

[redacted]

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

[redacted]

What is the Message of the Rose?

[redacted]

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

[redacted]

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

[redacted]

Why won't the portcullis open for me?

[redacted]

I get killed every time I try to leave Camelot!

[redacted]

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

[redacted]

FOREST PERILOUS

What does this Widdershins character want?

[redacted]

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

[redacted]

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

[redacted]

How do I get this Hunter to loosen his tongue?

Why can't I take the skins with me?

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

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

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

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

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

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

How do I free Gawaine?

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

What does the Forest Witch want from me?

How do I get past the sorcerous barrier?

Why won't my mule come to me?

What does it mean when the stones glow?

I can't solve all five of these riddles!

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?"

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

"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?"

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

"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?"

"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?"

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

"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?"

"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?"

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

"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?"

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

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

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

"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?"

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

"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?"

"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?"

"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?"

"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.

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.

I've talked to the Monk. Now what?

How do I talk to the Old Ones?

But how do I appease the Old Ones?

[redacted]

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

[redacted]

How do I get my horse back?

[redacted]

OT MOOR

How do I get across the ice maze?

[redacted]

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

[redacted]

[redacted]

What is the object of power that she wants?

[redacted]

How do I rescue Launcelot?

[redacted]

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."

[redacted]

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

[redacted]

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

[redacted]

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

[redacted]

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

[redacted]

"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."

[redacted]

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

[redacted]

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

[redacted]

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

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

SOUTHAMPTON

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

Why is there never a ship I can take?

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

IN THE FAR EAST

THE SCHOLAR

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

THE DESERT

How do I find water?

How do I get through the desert?

How do I get past the cobras?

How do I catch the native girl?

What am I supposed to find in the tunnel?

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

THE WALLS OF JERUSALEM

I keep getting killed by these thugs!

[redacted]

How do I get past Yasser?

[redacted]

THE BAZAAR

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

[redacted]

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

[redacted]

How do I find the seeress?

[redacted]

How do I get up to Mari's room?

[redacted]

What does Mari want?

[redacted]

Where can I find what Mari wants?

[redacted]

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

[redacted]

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

[redacted]

How can I get Tariq to sell me the broom?

[redacted]

Where do I find a relic?

[redacted]

Whose relic am I supposed to buy?

[redacted]

Why does Ismail sell me the Grail so cheaply?

[redacted]

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

[redacted]

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

[redacted]

How can I help the fishmonger?

[redacted]

The inside of Achmed'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.

FATIMA

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."

"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 knowns 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."

"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?

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 Pgymalion 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?

[redacted]

I've killed the Saracen, but I can't figure out what to do next.

[redacted]

I can't figure out Aphrodite's riddle.

[redacted]

I've followed Aphrodite's instructions, but I still can't find the Grail.

[redacted]

Wait a minute! Why did I get zapped by the Grail?!

[redacted]

No, not the Thief again! How do I stop him?

[redacted]

Which would be a better move, to kill the Thief or show him mercy?

[redacted]

Total Game Walkthrough

This step-by-step walkthrough of the entire game is designed to show only the minimum steps needed to get through the game, but I've laid it out to also show some of the alternatives that can happen.

NORTH/SOUTH/EAST/WEST DIRECTIONS: Any time I give a north, south, east or west direction, I'm referring to LODESTONE directions. Once you have the lodestone, you can determine where true north is for each scene by typing "use lodestone" and it will appear in the upper righthand corner and show you which way is north. This is especially important in such mazes as the Desert and the Catacombs where directions are shifted deliberately to confuse you. Watching the directions of the shadows in the Desert will also help.

WALKTHROUGH

CAMELOT (FLOOR PLAN OF CASTLE FOR TRAVELLING FROM ROOM TO ROOM)

[redacted]

KING'S ROOM

[redacted]

CAMELOT

[redacted]

MERLIN'S ROOM

[redacted]

CAMELOT

[redacted]

TREASURY

CAMELOT

QUEEN'S BOWER

CAMELOT

CHAPEL OF TWO GODS

CAMELOT

MERLIN'S ROOM

MAP OF ENGLAND - INFORMATION

MERLIN

CAMELOT

COURTYARD

GATE

MAP OF ENGLAND - TRAVEL

OT MOOR

ICE PALACE

OT MOOR

MAP OF ENGLAND - TRAVEL

FOREST PERILOUS - WIDDERSHINS

FOREST PERILOUS - HUNTER

FOREST PERILOUS - BOARS

FOREST PERILOUS - CROW & DEAD KNIGHT

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

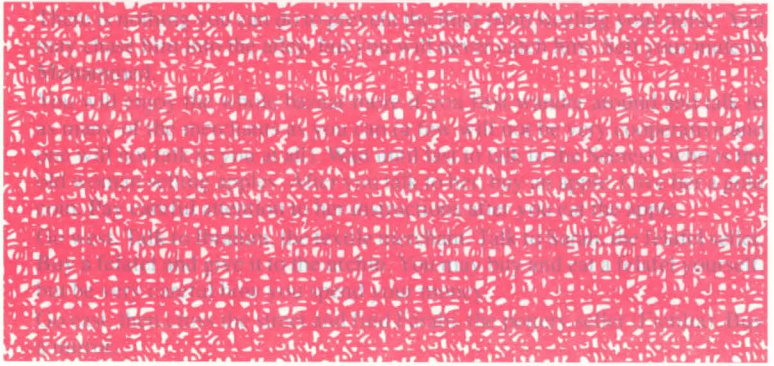
DESERT

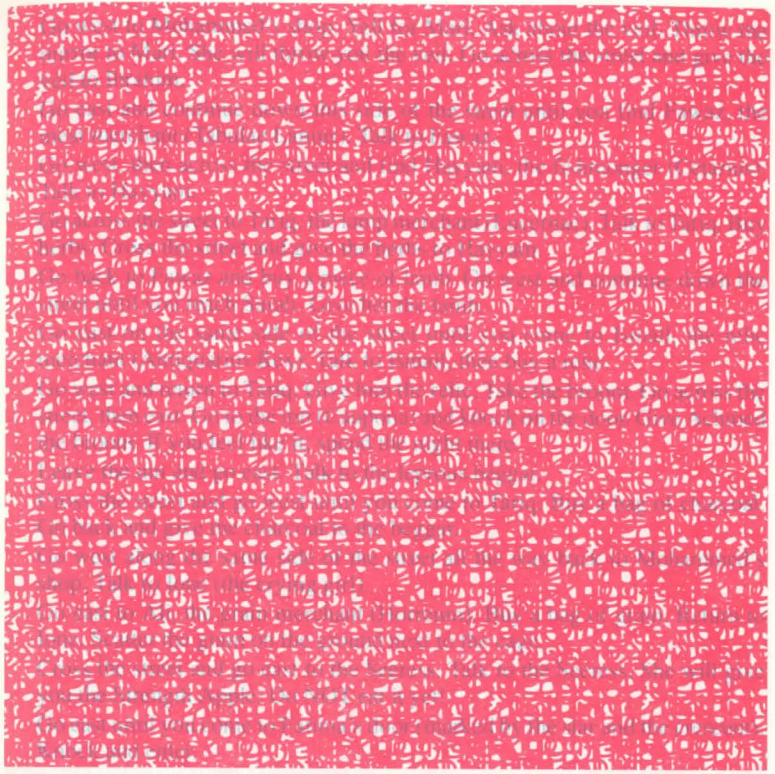
THE POOL OF SILOAM

DESERT

WALLS OF JERUSALEM

BAZAAR





FATIMA

TEST OF SYMBOLS

FATIMA

SPECIAL NOTE

HIEROPHANT

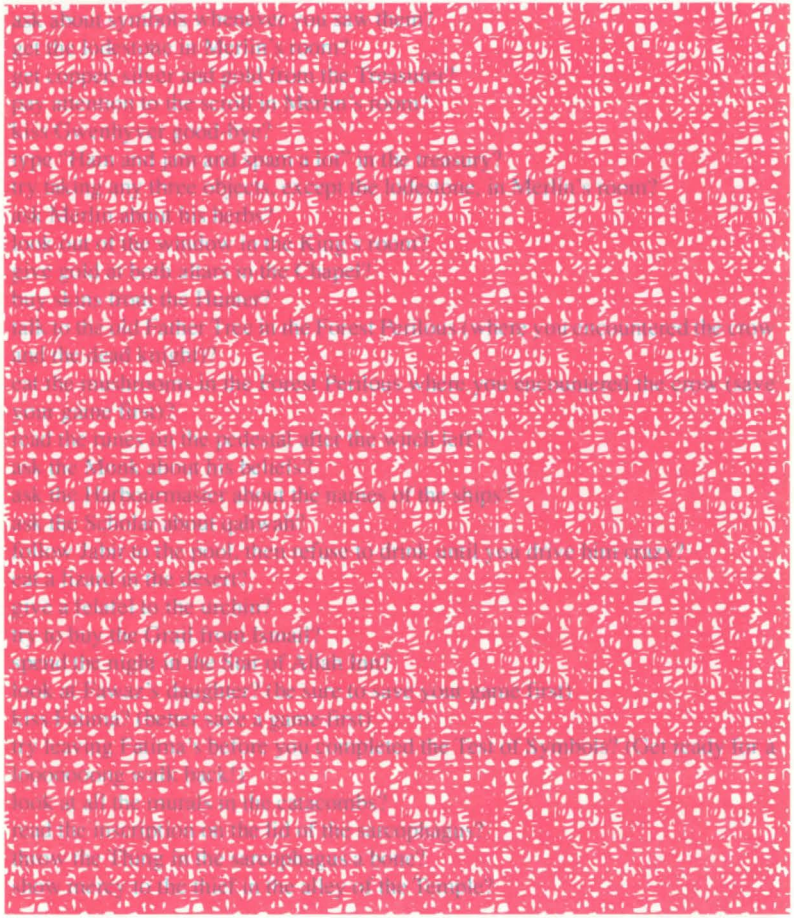
CATACOMBS

TEMPLE OF APHRODITE

At last, you have found the Grail!

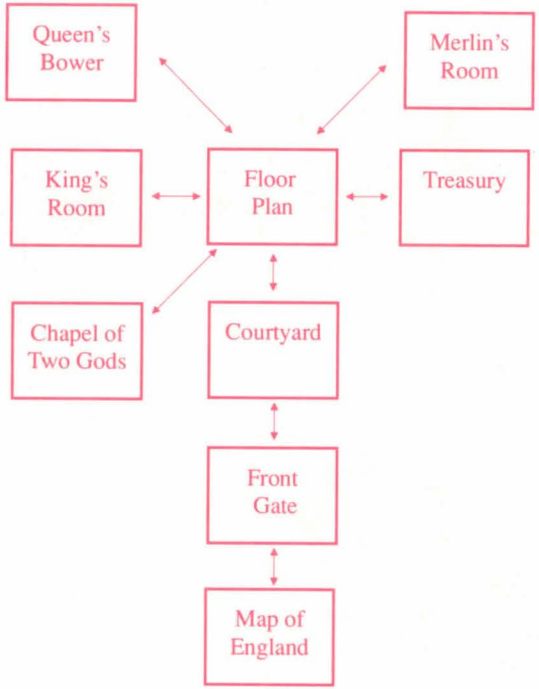
AFTER THE END OF THE GAME

DID YOU...

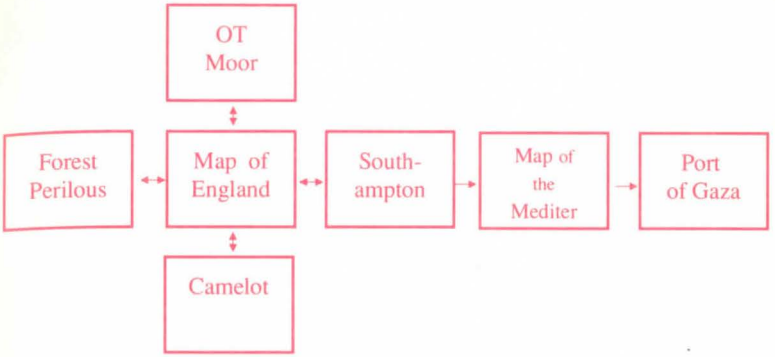


MAPS

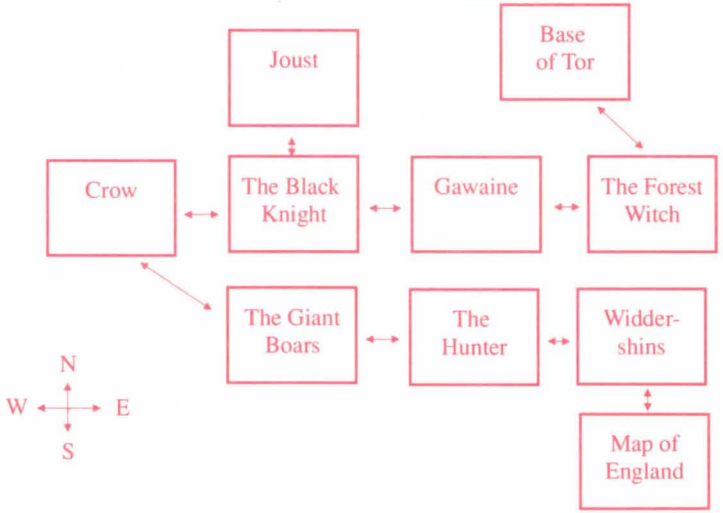
CAMELOT



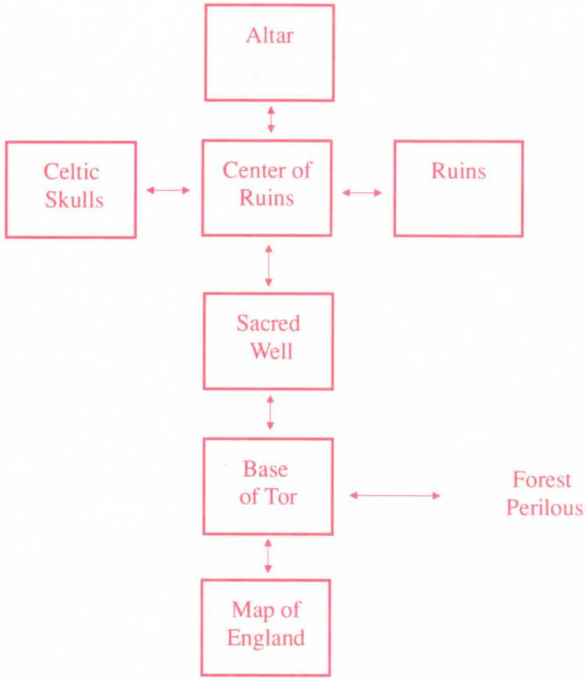
TRAVEL MAPS

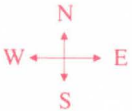


FOREST PERILOUS

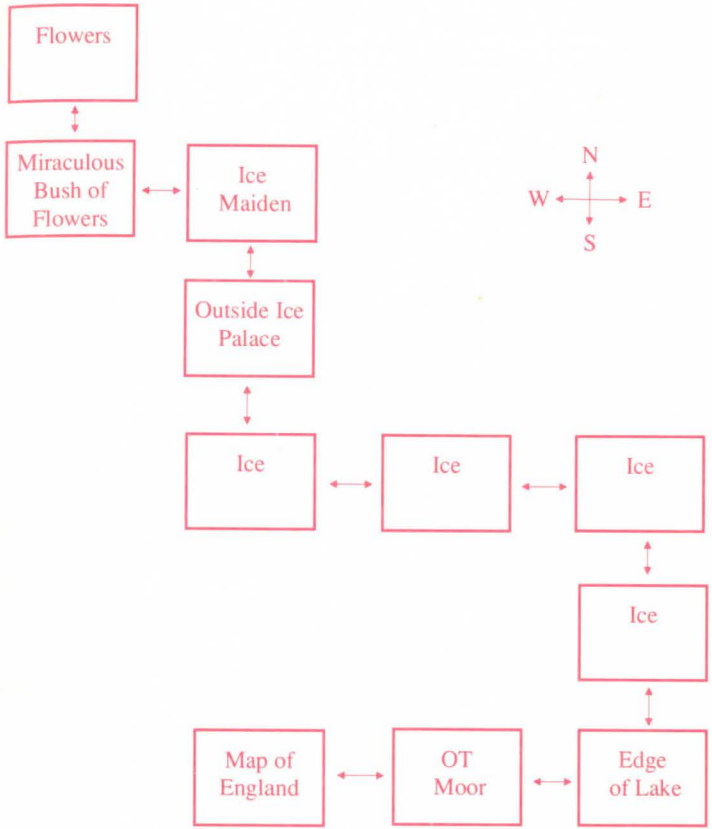


GLASTONBURY TOR





OT MOOR



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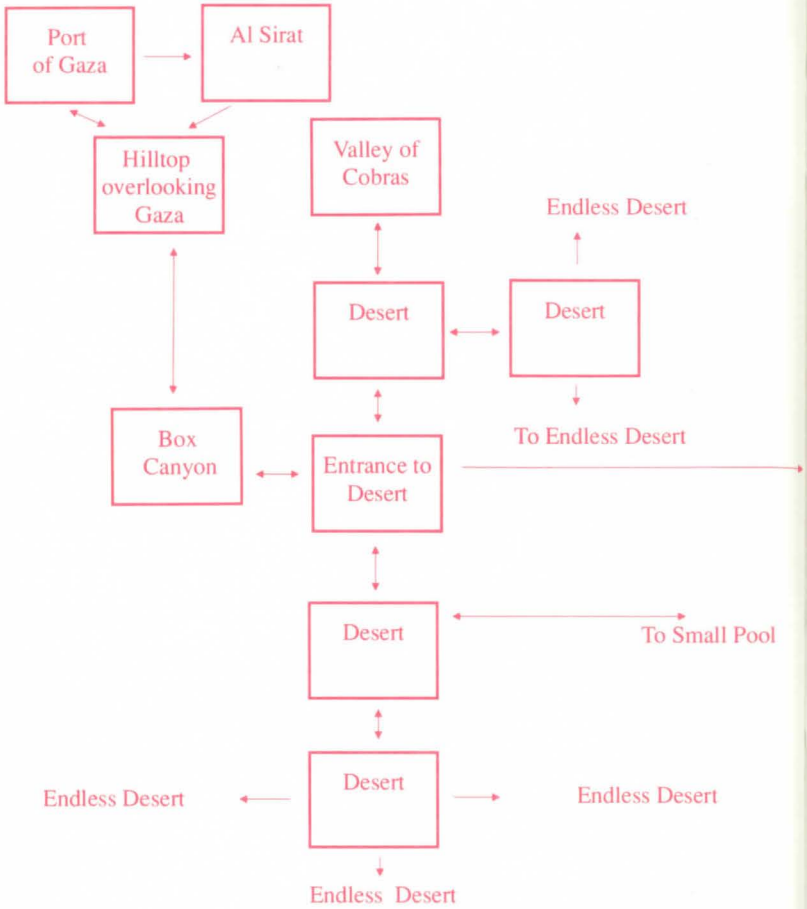

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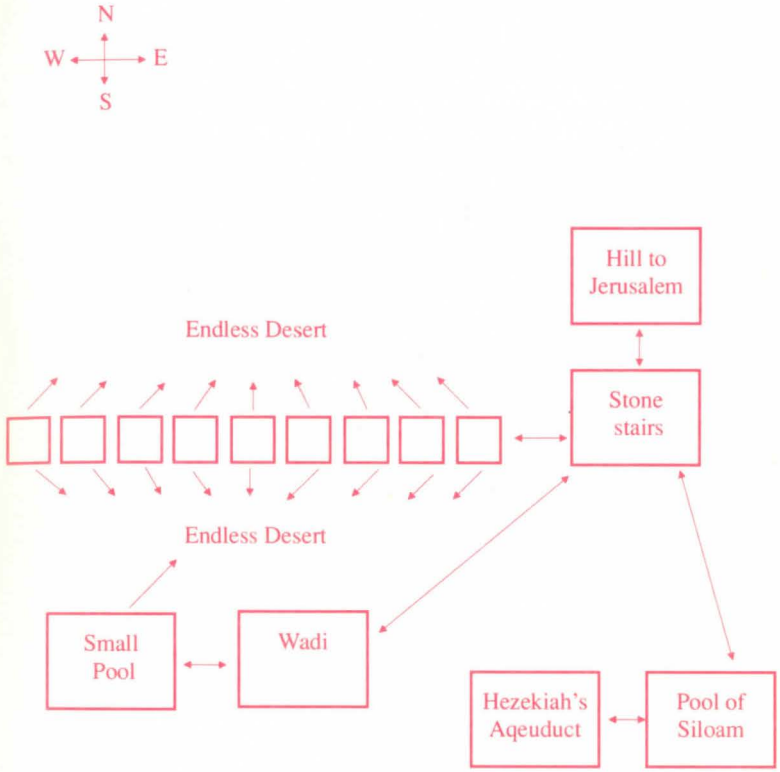

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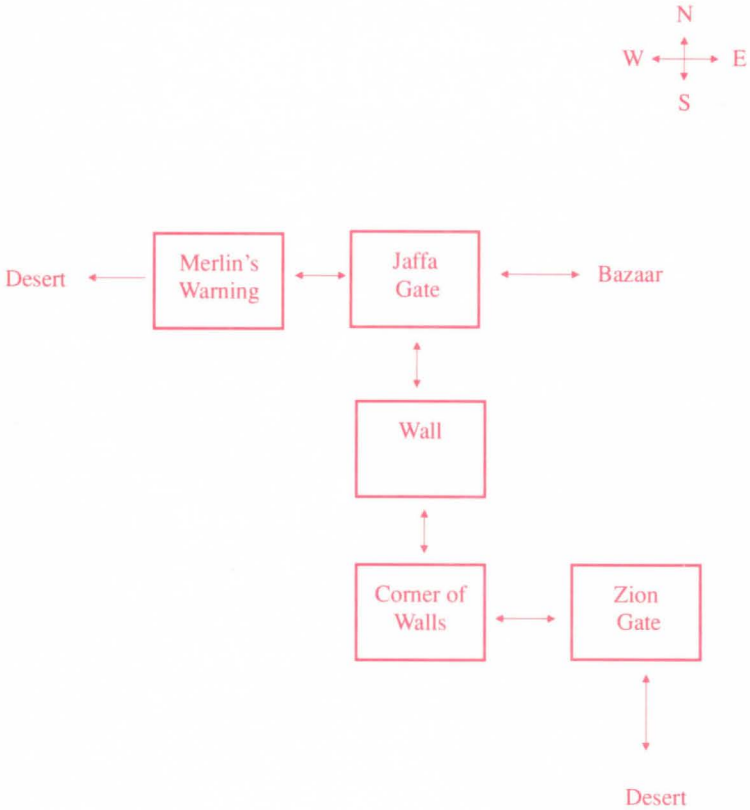

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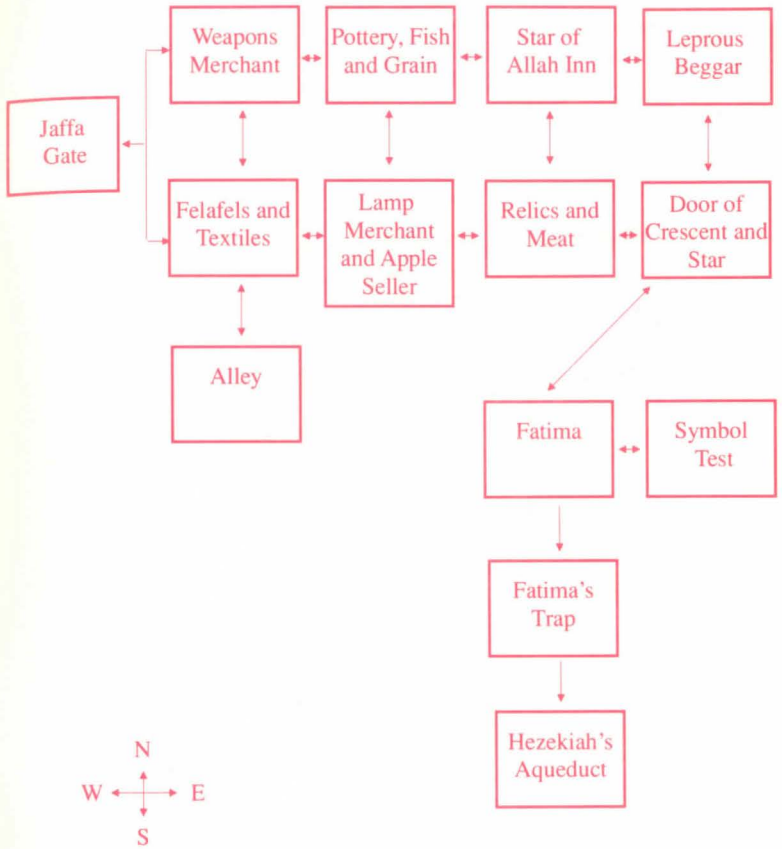
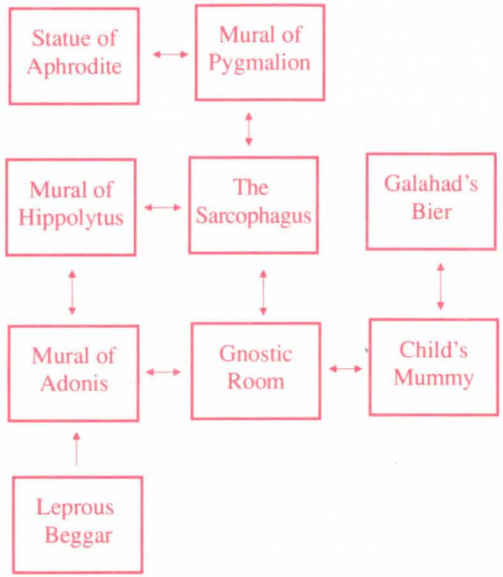
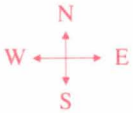
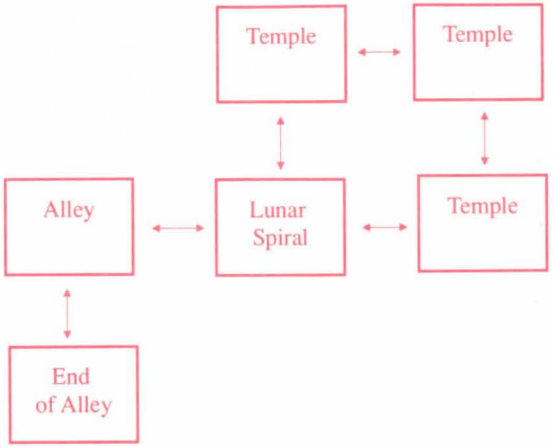


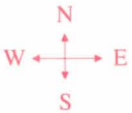
CATACOMBS





TEMPLE OF APHRODITE





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