

CONQUESTS OF CAMELOT!!!!

To start out you enter your room and GET PURSE, and CHANGE CLOTHES. Now leave your room and continue up to passage to the garden where the queen hangs out. Talk to her. ASK ABOUT FLOWER, GET FLOWER, ASK ABOUT LANCELOT, and ask her about anything else she talks about if you want. Now exit the room and continue down the passage to the next tower where the treasury and Wizards room are. To get to the wizards room you continue to go forward in the tower where you see the treasure. The wizards room is that tiny tower next to the treasury. Enter the treasury and ASK MAN ABOUT BUNDLES, ASK ABOUT COINS, and ASK ABOUT GEWAIN. GIVE PURSE TO MAN, GET GOLD, GET SILVER, and GET COPPER. Now GET PURSE back from the man. Leave the treasury and go into the wizard's room. In here you TALK TO WIZARD, ASK ABOUT MAP, GLASTONBURY TOR, OT MOOR. You can also ask a few other things if you want. Now go and take a look at the map in his room, then READ SCROLL, READ TRANSLATION. Go to the chest and open it. GET LODESTONE. Now go down from the wizards room and pass the next tower and do not leave through the exit, but instead walk past it to the last tower you have not been to. This is the chapel of the two gods. Go to each of the alters here and KNEEL. Put a gold coin on each alter. After you have done that, go the exit you passed earlier to the courtyard. ASK GUARD ABOUT GALAHAD AND LANCELOT. MOUNT HORSE and leave the castle.

Now on the map, the first place you go is to Glastonbury Tor. You will see a little forest sprite on the screen as you enter. Give him a copper coin. Now go west and you will see a poor hunter there. Give the poor hunter a copper coin. Ask him about lots of people if you want information. You can ask about Lancelot, Gawain, Mad Monk, Black Knight, and maybe some others. Give the man a gold coin and he will give you the spear you need. Now get back on your horse and continue west. You will fight three boars here. It is real easy. You just press space bar when the boar is real close. Change the arcade sequence to easy if you have trouble with it. Now continue on to the next screen. Talk to the raven. He will ask you if you want to challenge Black Knight, say YES. Now look at the dead guy by the tree. GET SLEEVE. Now go to the next screen where you will joust Black Knight. This is another real easy sequence. Just look where his shield is and don't hit the shield, instead hit his body. After you unseat him three times you will win. Go east and free your friend. Draw your sword and caught the chains with your sword. Talk to him and ask him questions and then put Gawain on your horse and he will be taken back to your castle. Now continue on and you will see a hag. Give the hag the sleeve that you got. This will free her of the curse. Now save your game. Read the writing on the thing where the hag was. Now go east. There are a lot of hard riddles here. This part gave me some trouble. I put down the answers to some of the questions. Keep restoring and there will be different questions each time you come. If you get lucky you will get five questions you know. Here are some of the answers to the questions. I am using parts of the question here. You should be able to figure out which question I am talking about.

1. You here me before, you hear me again... answer is "echo"
2. Sky, feather of a blue jay, water answers is "blue"
3. follow you around answer "shadow"
4. look you in eye... never lies "mirror"
5. young, sweet in the sun, middle ages makes you gay, old makes it valuable answer: wine
6. three lives breaks rock caresses sky answer "water"
7. Carries burden... would break a mans back, leaves silver in its track answer "snail"
8. If you break me... if you lose me answer is "heart"
9. 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 answer is "key"

(Thanks to Lord Darkness for the answer to riddle number9. I got four riddles when I was answering the questions during one time and I needed the fifth. This riddle section was one of the hard parts of the whole game. You will probably have to restore a lot of times until you get 5 riddles that you can answer. These nine answers should help you)

Now that you have passed the riddle section, you will be teleported to the center of Tor. Go north and you will see the monk there. ASK ABOUT GRAIL to him. He will get mad and run north. Follow him north and if he is not in the screen when you follow him north, continue west. You will see two illusions of the monk and one real one. Draw you sword and use space bar to hit the monks with your sword. This section is very easy. You shouldn't have any problems at all. After you beat the monks the servants will say you cannot leave. Look around the ruins for the alter and put five silver coins on it. The servants will allow you to go and give you a key. Take this key and look around the for well which is in the ruins. When you get to the well USE KEY on the well to unlock the lock on the lid of the well. REMOVE LID and REACH IN WELL. Once you get the heart from the well, you have to return to the place where you enter Glastonbury Tor. The directions back, from the screen with the well are south, east, west, west, south, east, east. In this screen the sprite will pop up again. Save your game here just incase he plays a trick on you. When he asks for copper just go south and you will be back to the map and ready to continue on to the next scene.

Now on the map, go to Ot Moor. It will be snowing here. Go around here till you get to the ice. USE HEART when you get on the ice. The heart will guide you across the ice. When the heart is gold you are going in the right direction, and when it is purple the ice will break and you will fall in. This part is very hard, even with the heart. Change the speed to slow. Move one step at a time save your game every few steps. After watching the color change to purple and the ice breaking, and changing to gold and the ice not breaking, you should understand how this works. After a while, you will eventually make it across the ice. You will see an ice palace here. Go inside and you will see the lady of the lake. Talk to here. GIVE HEART to her. She will thank you and give you information. You have to be a good guy now and say FREE LANCELOT. She will give you a

test. Accept the test. You will need page 7 of the doc file for this part. I have included page seven of the doc file with this solve. Go refer to it for this test. I will include some of the answers to the riddles of the flowers to help you out. If you get to a question you can't figure out, you will die, so just restore.

1. It alleviates all pain and sorrows... answer "daffodil"
2. When light is dim and courage fails... answer "almond blossom"
3. Known to the priest and nun, who natural pleasures to shun... answer "cornflower"
4. For its sweet sake, you suffer in silence... answer "forget me not"
5. In time of grief, it gives relief... answer "poppy"
6. It can be as sweet as the tongue, or vile as a curse... answer "yellow lily"
7. Surrounded by giants, your worries are few... answer "buttercup"

Listed next is page seven:

Page 7 of the docs for Conquests of Camelot

The message of the Rose:

Love is my shield

The language of the flowers. From the earliest days of civilization, flowers have been given special meanings. For example, the rose has a long association with love, sexuality and with many goddesses, the virgin mary, and the science of alchemy. Not only the flower itself, but often the color indicated what significance was attached to it. There are many legends of flowers springing up where drops of blood or tears fell to the ground. What follows is a list of flowers and their meanings.

Almond blossom	- hope
Anemone	- afterthought
Buttercup	- memories of childhood
carnation	- heart
columbine	- folly
yellow chrysanthemum	- slighted love
white chrysanthemum	- truth
cornflower	- celibacy
daffodil	- death
forget-me-not	- true love
hyacinth	- sport, game, or play
white lily	- purity
yellow lily	- falsehood
orchid	- seduction
blue periwinkle	- early friendship
white periwinkle	- pleasures of memory
red poppy	- consolation
scarlet poppy	- fantastic extravagance
snowdrop	- hope or consolation
sunflower	- haughtiness
red tulip	- declaration of love
yellow tulip	- hopeless love
violet	- lust

You only need to answer three, so there is a good chance you will get a lot of the questions I just listed here. This part should be a lot easier than that part where they asked five riddles. Now that you have answered these three riddles, you will be set free and teleported before the ice. You will not use half of those flowers listed in the list above. Those are all the flowers listed on page seven. Now go back west two screens to the map and go to Southhampton. Talk to the man near the boat. Ask the man about Galahad and ASK ABOUT PRICES. BUY TRIP TO GAZA. The ticket to Gaza will cost 3gp's. You probably only have two GP's, so give two gold pieces and five silver pieces to the man and you will get your ticket. Now you are off to Gaza.

When you enter Gaza, you will see a man and boy. They will both persuade you to go with the. GO WITH BOY. He will take you to his master. You can ask him questions. Ask Al-Sirat about stuff like the grail, Galahad, the goddesses, and their guardians, and other things you feel necessary. Write down the things he tells you like the names of the goddesses, and symbols. When you are ready to go to the desert, you will see Jabir again. Don't hire him, but just continue into the desert. After you come to the first screen in the desert, go east, south, and east. Don't drink the water because it is poisonous. Jabir will stand in your way to go east now, so draw your sword and he will run. Once Jabir runs, go east and then north. You will see a building here. Go up the stairs in the south of the screen on to the platform. Then take the stairs going down from the platform to the Pool of Siloam. When you get down here, drink from the pool of siloam. Now go back up and leave this building and go north. You will get to the Zion gate if you continue going north. You will see four guards here. Give the one guard you talk to 4 copper pieces. Now go west along the wall until you reach the Jaffa's gate. A man will ask you to give him all your money. Just draw your sword. Now enter through the gate. You will be robbed right when you enter. I found no way to get the money back. Now that you have no money, go to the man Mohammed who is caring for your mule. Sell the mule to him and you will have lots of money again. Mohammed will tell you all the conversions for the money he gives you. Remember them.

You will not enter a very fun part, the bizarre. This is a real fun place. You get to go around and make everyone happy. Go around talking to people if you want. When you find the seeress, buy the best apple she has for one dinar. She will reveal her job, and tell you about the apple you have just eaten. Now go around and make people happy. You will find out that Ibrahim (the textile merchant) needs a veil. Go to the Felafel maker who is cooking felafels. Buy a felafel and give it to the little boy next to the felafel stand. Now go to the pottery seller and buy a mirror from him. Now go to the place where you sold Mohammed your mule. CALL FOR MARI who lived upstairs. THROW MIRROR to Mari. She will go back in, so CALL MARI again. Ask for the veil. She will throw down the veil. Now take the veil back to Ibrahim and give him the veil. He will be happy. Now look for the meat merchant and buy a sheep piece from him. Take the sheep

to the felafel maker and give her the sheep. You have accomplished another good deed. Now look for the fish man and talk to him. He will tell you his problems. Go to the lamp merchant and buy the herbs from him. Now go back to the smelly fish dude and USE HERBS. You will have fixed the problem for him and his neighbors. Tariq talks about a religious relic. Go to the relic guy (Antiquarius Rex) and buy a relic. He will ask you for a name. Type PETER. Don't worry about grail he talks about. Now go back to the lamp merchant and give him the relic. Now buy charcoals from the lamp merchant. Take the charcoals and give them to the beggar. Now, the lamp merchant should have gave you a broom when you gave him the relic. Go to the innkeeper and give him the broom. Enter his inn and stay a night. Now go back to the screen where you sold Mohammed the mule. You will see a woman who is crying. Go to the grain dude and buy grain from him. You should be about broke once you buy the grain. Take the grain back to the girl and DROP GRAIN. The birds will come down and you have performed yet another good deed. You have not passed the test. Go back to the apple lady and talk to her. She will tell you to go to the house with the crescent and moon next, so thats is where you go. She will give you a strength apple. Keep it for later. Now go to the big house with the star and the crescent. Say no to all your seductions. Talk to her and then ask her about things such as Galahad, the grail, and the test. After you ask about the test, she will open the door for you. Go through the door to take the test. Grab the docs and look on page 9 and 10. Using pages 9 and 10 and the symbols that Al Sirat gave you, you can pass this test. Fatima will tell you if you pass the test. Now go to the Hierophant. The Hierophant is the old beggar who you have the charcoals to. Talk to him and ask him to open the catacombs. He will do that and give you an elixir. To find your way around in the catacombs, use the lodestone. Now go around the catacombs and look at the murals. Keep looking around until you find a childs mummy with a medallion on it. Go to the right of the mummy and use your sword to get the medallion. Now go to the sarcophagus and read the inscription on it. Go to the open part of the sarcophagus and get the golden apple. Now you should easily find Galahad. Give Galahad the elixir that you got from the Hierophant. You should get bitten by a rat right now, but don't worry. Just continue on, but hurry now. Now look around for the statue of Aphrodite. Put the golden apple in the palm of her hand. To answer Aphrodite's questions, look on page 9 and 10 of the docs. After you answer all of her questions, she will give you directions on how to get out of the catacombs and a dove. Write down all the directions she gives you. When the secret doors open, use the lodestone determine which doors to take. The lodestone always points north. Follow the directions, and then take the stairs out. Don't forget to take a look at the dead warriors skull.

Now, when you get to the temple, walk all around the temple and check it out. When you encounter the Saracen, eat the strength apple. Put on the helmet that Saracen gives you. Ok now just fight this guy. Change the difficulty level if you are having trouble. You shouldn't have much trouble. (If you die of poison at any time in this whole area, then you have wasted too much time, so restore to the part where you get bitten and do

everything more quickly) After you beat the Saracen, use the dove. Follow the dove until Aphrodite appears. Listen to what she says. Then ask Merlin about the spiral. Now go to the spiral. When you are facing the spiral on the inside of the temple. Now move to the left and count the spaces of the remains of the pillars until you get to the 6th one. Push the 6th pillar, and voila!!! Now get the grail. The grail will be stolen by a thief when you get it. Chase the thief down the stairs and into the alley. He will be trapped in the alley. You can kill the thief or show mercy to him. Grab the grail and you are done. Congratulations!!!!!!