

Conquests of Camelot: The Search for the Grail



While countless computer adventures have been inspired by the legend of the Grail, none has so richly and authentically captured and conveyed the atmosphere of the days of Arthur as *Conquests of Camelot*. You wear the robes of King Arthur himself, on his quest for the Holy Grail, a quest to save Camelot.

As you seek the cup, you must rescue a couple of your knights, Sir Launcelot and Sir Gawaine. Saving Gawaine involves besting the Black Knight in a mini-arcade game of jousting. This and other arcade games in *Conquests of Camelot* are not as frustrating as in most Sierra adventures, for this time you can adjust their difficulty levels.

Other innovations include an aerial view map of your castle and the land of Britain. To travel from one town on the map to another, you click on your desired destination. This is a lot faster than walking across a dozen or so screens as in previous Sierra games.

In addition to arcade games and logic puzzles, author Cristy Marx stocked *Camelot* with a raft of riddles. You receive three individual scores (for Skill, Wisdom, and Soul), based on your proficiency in related aspects of the quest.

Elaborate graphics, rippling animation, and evocative prose are supported by a stirring musical score played on zithers, lutes, flutes, and other period instruments. Marx and her husband, Peter Ledger (who did the game's artwork), are zealous students of Grail lore who tried to make their tale as accurate as possible. If you've only got enough gold for one adventure based on the Grail legend, make it this one.



Type:
Animated Adventure/Roleplaying

Difficulty:
Intermediate

Systems:
MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joystick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (512K); Macintosh
Company:
Sierra, Inc.

The Solution

Camelot: the Queen and the Treasurer
Dress. Get purse. Leave. Walk to upper right circle. Enter Queen's Bower. Walk to rosebush. Get rose. Talk to Gwen (three times). Ask about Launcelot. Kiss Gwen. Leave. Walk to lower right circle. Enter Treasury. Ask Treasurer about Gawaine. Give purse. Get gold. Get silver. Get copper. Get purse. Leave. Walk east to Merlin's room.

Merlin's Room and the Chapel
Walk to chest on right. Open chest. Get lodestone. Read scroll on table. Walk to map and look. Ask Merlin about people, places, and things. Leave. Walk to upper left circle. Enter Chapel. Walk to right altar. Kneel. Give one gold. Stand. Walk to left altar. Kneel. Open purse. Give one gold. Stand. Leave. Walk to Merlin's Room. Talk to Merlin. (At various points later on, you can return and ask him about things for more clues.) Leave. Return to Treasury and fill your purse again. Walk to Courtyard (between lower left and upper left circles). Talk to guard (twice). Ask about Galahad. Mount horse. Leave through left gate. At map, go to square just above and to west of Camelot (Glastonbury Tor).

Glastonbury Tor
Ride to shrine and small statue. Open purse. Give one copper. Ride west. Ask about Gawaine. Open purse. Give one copper. Buy spear. Open purse. Give one gold. Buy pelts. Save game. Ride west. When your mule bolts, keep riding west. When the boar appears, thrust your spear just before it's about to gore you. Ride west. When the crow first talks to you, move up. Answer "yes." Ride to the

skeleton. Get sleeve. Save game. Walk east. Say "yes."

The Black Knight and Gawaine

When jousting with the Knight, aim for the blank area just left (*your* left) of his shield. Hold shield up. Hold lance to right. When Knight nears, swing lance to far left. When you win, ride east. Dismount. Walk to Gawaine. Look Gawaine. Cut shackles with sword. Put Gawaine on horse. Walk east. Walk east till the hag starts talking. Give sleeve. Read runes. Walk through opening in north.

The Riddles

Save game. Talk to stone. You must answer five riddles, which vary. Some answers are: always useful, ofu; drive men mad, hpme; bright as diamonds, tfb; seen in water, cmvf; lovely and round, qfbm; turn around once, lfz; have three lives, xbufs; go in circles, mpeftupof; you'll break me, ifbsu; when young, xjof; always hungry, gjst; see nothing else, njssps; measured in hours, dboemf; sound of me, tpoh; no locksmith made key, sjeemf; full of holes, tjfwf; points that downward thrust, jdjdmf; dream or stamp feet, nvtjd; skin inside, hmpwf. Upon success, step through barrier.

At the Ruins

Walk north (twice). Talk to Monk (twice). Ask about Grail. Walk north. Save game. Draw sword. Hit the real monk three times to kill him. Walk south (twice). Open purse. Give six silver. Walk to altar. Take key. Walk north. Unlock well. Open well. Feel in well. Get Crystal Heart. Walk east (twice). Walk south. At map, go to square at very top of screen.

Ot Moor

Walk east. Walk north. Say "mpwf jt nz tijfme." When the Red Rose appears, follow it closely, always remaining within its boundaries. Do so until you reach the steps. Walk north. Look. Talk to lady. Give heart. Release Launcelot. Begin the test. Walk to bush. Look bush. The riddles vary each time, and you must refer to the list in your game manual to pick the best flower (since this constitutes the game's copy protection, it cannot be revealed here). When you succeed, you'll be transported outside. Walk west, then west again from the map. Press down (twice) to reach Southampton.

Southampton

Talk to man. Ask for passage to Gaza. Book passage to Gaza. Open purse. Give two gold, four silver, five copper (or three gold).

Gaza

Go with boy. Drink Qahwah. Eat fig. Ask about Grail. Ask about Aphrodite (copy the symbols the Master draws in the sand). Ask about Astarte. Ask about Athene. Ask about Ceres. Ask about Isis. Ask about Venus. Ask about Vesta. Ask about Launcelot. Ask about Jerusalem. Stand. Leave.

Desert

Hire man or ignore him and walk east, east, south, east. Follow Jabir until you get to the water hole. Look water. Look mule. Draw sword. Walk east (around the skeleton). Walk north. Climb small steps. Walk down steps into aqueduct. Look. Drink water. Climb steps. Walk north. Look. Walk north.

City Gates and Jerusalem

Walk north but don't draw sword. Talk to man. Give four coppers. Walk west (carefully). Walk north. Walk west until man approaches you. Draw sword. Walk north through gate. (Your purse will be stolen — this is unavoidable.) Note Weapons Shop and woman in window (Mari). Look. Talk to man. Sell mule. Walk south. Walk west. Walk to woman selling apples. Talk to woman. Buy apple (but don't eat it). Open purse. Give one gold. Walk to man next to apple vendor. Talk to man. Ask about oath. Ask about saint. Buy herbs. Open purse. Give one silver. Buy charcoal. Open purse. Give two coppers. Walk west. Talk to butcher. Talk to man (left of butcher). Ask about relics. Say Elzer (any saint's name, such as Peter or Paul, seems to work). Open purse. Give one gold. East. Give relic to man. Cross street. Talk to man (on left). Buy mirror. Open purse. Give two silvers. Talk to fish dealer. Give herbs. Walk east until you meet leper (beggar). Talk to leper. Give charcoal. Walk west. Knock on door. Give broom. Enter inn.

Next Day in Jerusalem

Walk west. Talk to man (on right). Buy grain. Open purse. Give three coppers. Return to woman selling felafels. Talk to woman. Open purse. Give one copper. Walk to boy. Give felafel. Talk to (textile) man. Go to Weapons Shop. Call Mari. Ask for veil. Give mirror. Throw mirror to Mari. Get veil. Give veil to textile man. Walk left (twice). Buy lamb (from butcher). Open purse. Give six coppers. Walk east (twice). Give lamb to woman. Cross street. Talk to woman (with dove cage). Throw grain in cage. Cross street. Walk west. Talk to

woman (apple vendor). Get elixir (but don't drink). Walk west (twice). Knock on door.

Fatima

Look woman. Talk to woman. No. No. Ask about Grail. Ask about Galahad. Ask about test. Give purse. Save game. Walk in door. To pass the test you must have the game manual and know the symbols of the goddesses. First pick a niche and match a goddess with the description in the manual. Then match the goddess with her symbol and place that symbol in the niche. Do so for all the niches. After the test, ask about the Hierophant. Leave. Cross street. Talk to leper. Open catacombs.

The Catacombs

Walk west. Look spirals. Walk north. Walk east. Use *txpse* to get necklace. Walk north twice (to tomb). Walk closer to tomb. Look in tomb. Take golden apple. Walk next to inscription. Read inscription. Walk west. Walk east twice (to Galahad). Give elixir to Galahad. Walk west. Walk north (twice). Walk east. Walk south. Walk to statue. Put golden apple in hand. The questions vary, and you must use the game manual to answer. (The answers are in the section called "The Mythology of Aphrodite.") After the test, write down directions. Save game. Use Lodestone (which always points north). Follow the directions, using the Lodestone at *each* location. Examine skull. Enter secret passage.

The Temple

Walk west. Walk south. Walk east. Save game. Eat apple. Wear helmet.

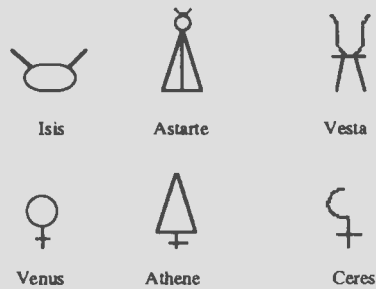
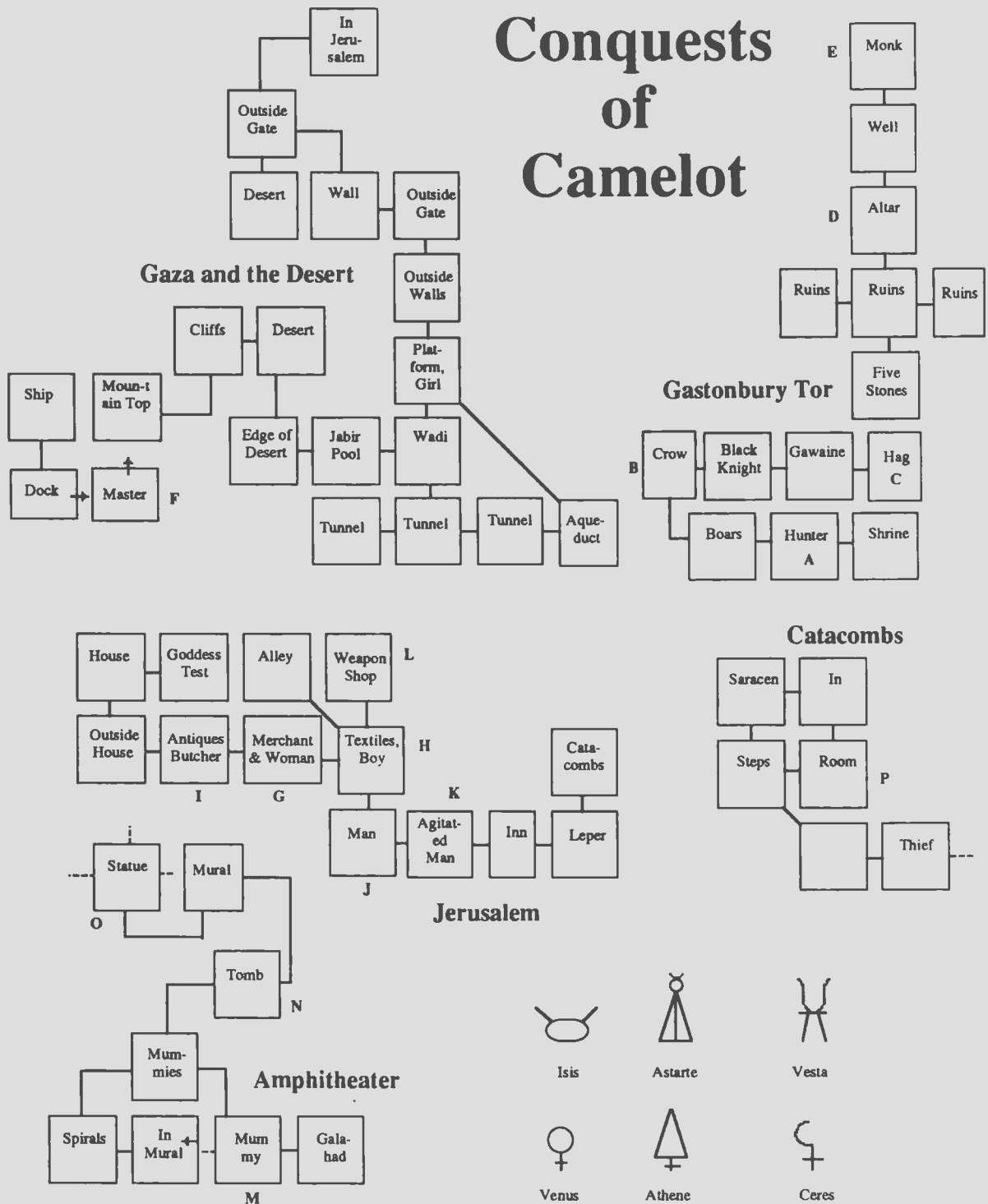
Saracen Battle

An effective strategy is to defend yourself most of the time, striking at the Saracen at the same time he strikes at you. Great blows are most effective.

The Dove and Aphrodite

Free dove. Follow dove. Listen to Aphrodite. Walk east. Push second pillar from the top of the screen. Follow thief closely. Take the Grail.

Conquests of Camelot



The Goddess Symbols

Map Key: Conquests of Camelot

Objects found in Camelot, not mapped here, include the rose (in rose bush in Queen's Bower); the money from the Treasury; and the lodestone, scroll, and map in Merlin's room. In the Catacombs, dotted lines indicate secret passages.

A: Spear, Pelts

B: Sleeve

C: Runes

D: Key

E: Crystal Heart

F: Fig, Qahwah

G: Apple, Herbs, Charcoal, Lamb, Elixir

H: Felafels

I: Relics

J: Mirror

K: Grain

L: Veil

M: Necklace

N: Golden Apple

O: Dove

P: Grail

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a
c = b
d = c
e = d
f = e
g = f
h = g

i = h
j = i
k = j
l = k
m = l
n = m
o = n

p = o
q = p
r = q
s = r
t = s
u = t
v = u

w = v
x = w
y = x
z = y
a = z

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