

# Arthur: Quest for Excalibur

**B**ob Bates, who wrote Infocom's *Sherlock Holmes*, took a novel approach to the Camelot legends by dreaming up his own story of how Arthur assumed the throne of England. As the legend goes, that title was reserved for the person who could pull the sword Excalibur from a stone. Late one night, you, as Arthur, happen to spot a local chieftain named Lot steal the entire rock as part of a clever plot to claim the throne. Arriving in town the next morning with a fake sword, he claims angels told him to visit the rock at night, and that after he pulled out the sword, the angels made the rock disappear in a puff of smoke! As the only person who knows he's lying, you must recover the real Excalibur.

First you have to rescue the Lady of the Lake, who'll assist in finding the sword, and finally you must challenge Lot on the field of battle. Merlin, the Black Knight, and other familiar characters play their parts as you race against a two-day time limit to complete the quest, earning enough Chivalry, Experience, Wisdom and Quest points to become king at the conclusion.

Arthur features a good mix of puzzles: Some involve object manipulation, others are word puzzles, and a few rely on Merlin's magic to turn Arthur into a salamander or another kind of animal. Though this was one of Infocom's first illustrated adventures, its ornate graphics were smoothly implemented (though hard-core text gamers can turn the pictures off). Arthur is highly recommended for all who enjoy parser-based adventures like *Zork*.

**Type:**  
Illustrated Text Adventure

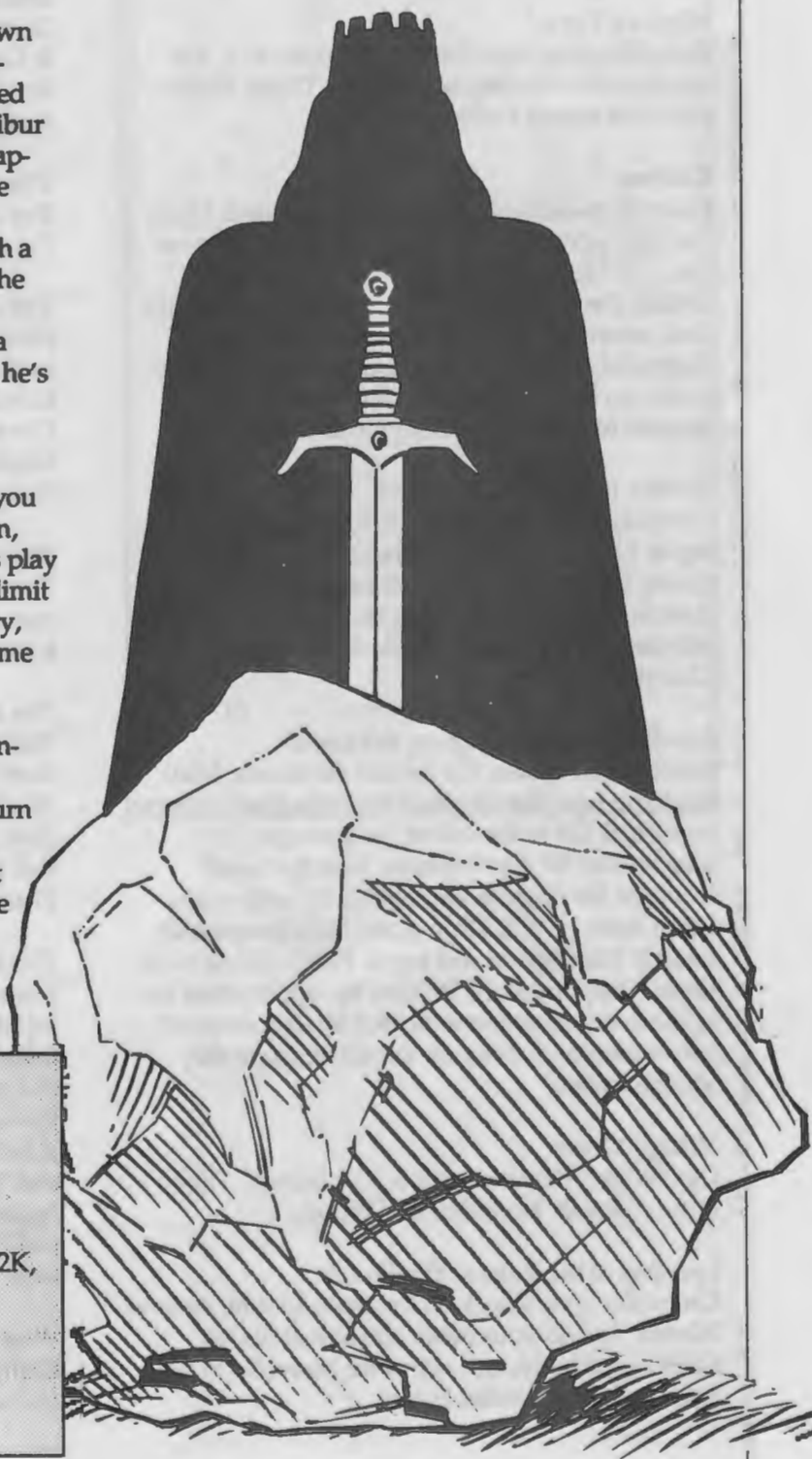
**Difficulty:**  
Intermediate

**Systems:**  
Apple (128K); Amiga (512K); Macintosh (512K,  
color supported on Mac II); MS-DOS  
(384K required, EGA/VGA/MCGA)

**Company:**  
Infocom/Activision

## Hint

When hungry (once every three days), you can eat the cheese from the kitchen. If you're an owl, eat the mouse you get from the idiot. As a turtle, dine on the minnow in the river. Eat the weeds by the road when you are a badger.



# The Solution

## Churchyard

Take the **upsrvf** and examine it. Then wear the **upsrvf**. Look. Examine the gravestone. Take the sword. Hide behind the gravestone. Wait. Answer Yes. E. E. Pray. W. S. Inventory. Trade glass for a mouse. Go to Merlin's Cave.

## Merlin's Cave

Enter the cave. Take the bag and open it. S. Ask Merlin about the bag and his key. Thank Merlin. Go to the tavern kitchen.

## Kitchen

Examine cook, bird, cheese, and cupboard. Open the cage when the cook leaves. Cyr owl. Answer Yes. Cyr Human. Take the **lfz** and the **diffff**. Unlock the cupboard with the **lfz**. (If you hear the cook returning, leave and return.) Open the cupboard. Take the bottle. Examine the bottle. N. (Listen to the conversation until you hear the farmers lower their voices.) Go to the Smithy.

## Smithy (to free the prisoner)

Cyr badger. D. Push stone. E. Cyr human. Take **tupof**. Hide behind door. Shout. Wait until guard enters. Hit guard with the stone. Take his **lfz** and **ifmnfu**. Unlock chains with **lfz**. Give **ifmnfu** to the prisoner. N. Close door. Lock door. Go to the Small Chamber.

## Small Chamber (escaping the castle)

Move the **ubqftusz**. Go behind the throne. Wait until you hear the sound of the bells. Note the new password. Go to the end of the passage. Cyr salamander. W. Cyr Human. Take the **tupof**. Examine the **cbssfm**. Extinguish fire with water. Open door. NW. S. Drop stone. Take **bsnps** and wear it. Take **tijfme** and **tupof**. Polish **tijfme** with **tupof**. Drop **tupof**. N. W. (Say the appropriate line in the documentation indicated by the password you received.) S. Take all. Eat **diffff**. Go to the Village Green.

## Village Green

Cyr badger. Dig under roots. Cyr human. Take **txpse**. Take all. Go to Edge of Woods.

## Jousting at the Edge of the Woods

**Cmpx** the **ipso**. Knock on the door. Mount. Answer "Green." Shield your head, and aim at his leg. Shield your body, and aim at his body. Go to the track in the Enchanted Forest.

## The Conkers and the Leprechaun

Once you are on the track, go north. Cyr turtle. Retract head and legs and wait until Conkers stop. Cyr human. Take all. N. Examine tracks. W. Listen to murmuring. E. Drop **cpuumf**. Hide behind **spdl**. Wait until leprechaun grabs bottle. Catch leprechaun. Go to Clearing.

## The Clearing and the Ivory Tower

Unlock the door with the **jwpsz lfz**. D. Cyr owl. D. Go to the landing. Cyr human. Cyr salamander. W. E. Cyr human. Knock on the door. Open the door. Say "Thomas the Rhymer." Wear ring. Open the door. D. D. D. Take all. Go to the Meadow.

## The Invisible Knight

**Svc** the **sjoh**. E. Answer "Yes." Say TH. Take all. Put all in bag. Go to the Field of Honor.

## The Kraken and the Bracelet

Drop all but the sword. S. Cyr eel. S. SW. Examine kraken. Examine boat. **Tipdl** kraken. NE. N. Cyr human. Take **txpse**. Attack tentacle with sword. Cyr turtle. S. Swim through **csbdfmfu**. N. Retract head. Cyr human. Take all. Wear **csbdfmfu**. N. Take all. Go to the Grove.

## The Raven

Drop **csbtt fhh**. Cyr owl. U. Enter the nest. Cyr human. Push egg. Cyr owl. Land in grove. Cyr human. Take all. Go to moor.

## The Peasant at the Moor

Take **tmfbo** and **dsvudi**. Knock on door. Open door. Examine peasant. Rub peasant. Open door. NE. Read sign. Cut peat with **tmfbo**. SW. Open door. Put peat on ashes. Give crutch to peasant. Ask peasant about bog. Note the directions to bog. Thank peasant. Go to South of Chasm.

## The Boar

Examine boar. Cyr owl. U. S. E. E. E. E. Take **bqqmf**. W. W. (Return to South of Chasm on foot, following the peasant's directions in reverse to get through bog, or change to a turtle or eel and float the **bqqmf** downriver to shallows.) Throw **bqqmf** at boar. Take **txpse**. Throw **txpse** across chasm. Cyr owl. N. Cyr human. Take **txpse**. Cut tusk with **txpse**. Throw **txpse** and tusk across chasm. Cyr owl. S. Cyr human. Take all but sleen. Go west of ford.

## West of the Ford: The Black Knight

Examine Knight. E. Attack Knight until he drops his sword twice. Hit **nfebmmjpo** with sword. E. E.

### The Dragon

Take kvh and tjmwfs lfz. NE. U. Examine dragon. Enter cave. Give kvh to dragon. Wait until it passes out. Cut hair with sword. Enter cave. NW.

### The Basilisk

Hide behind tijfme. NE.

### The Hot Room Door

Say "Nudd." SW. SE. NE. Say "Nudd." Catch word. Return to Hot Room.

### Nudd

Examine girl. Take lfz. Kiss girl. Attack girl with sword. Answer Yes. Take fleece. Open right manacle. Close right manacle. Open left manacle. Return to Smithy.

### The Badger Maze and Thorney Island

Cyr badger. D. S. (Solve the maze by numerically marking the walls.) S. E. D. U. Take tqsjh. D. N. N. U. Cyr human. Take all. Go to End of Causeway.

### End of Causeway: The Red Knight

Give fhh, uvtl, ibjs, and gmffdf to Knight. S. S.

### The Island and the Lady

Unlock door with tjmwfs lfz. D. Examine woman. Kiss woman. Give tqsjh to woman. Wait until Christmas morning and sprig blossoms. Take gauntlet. Go to Great Hall.

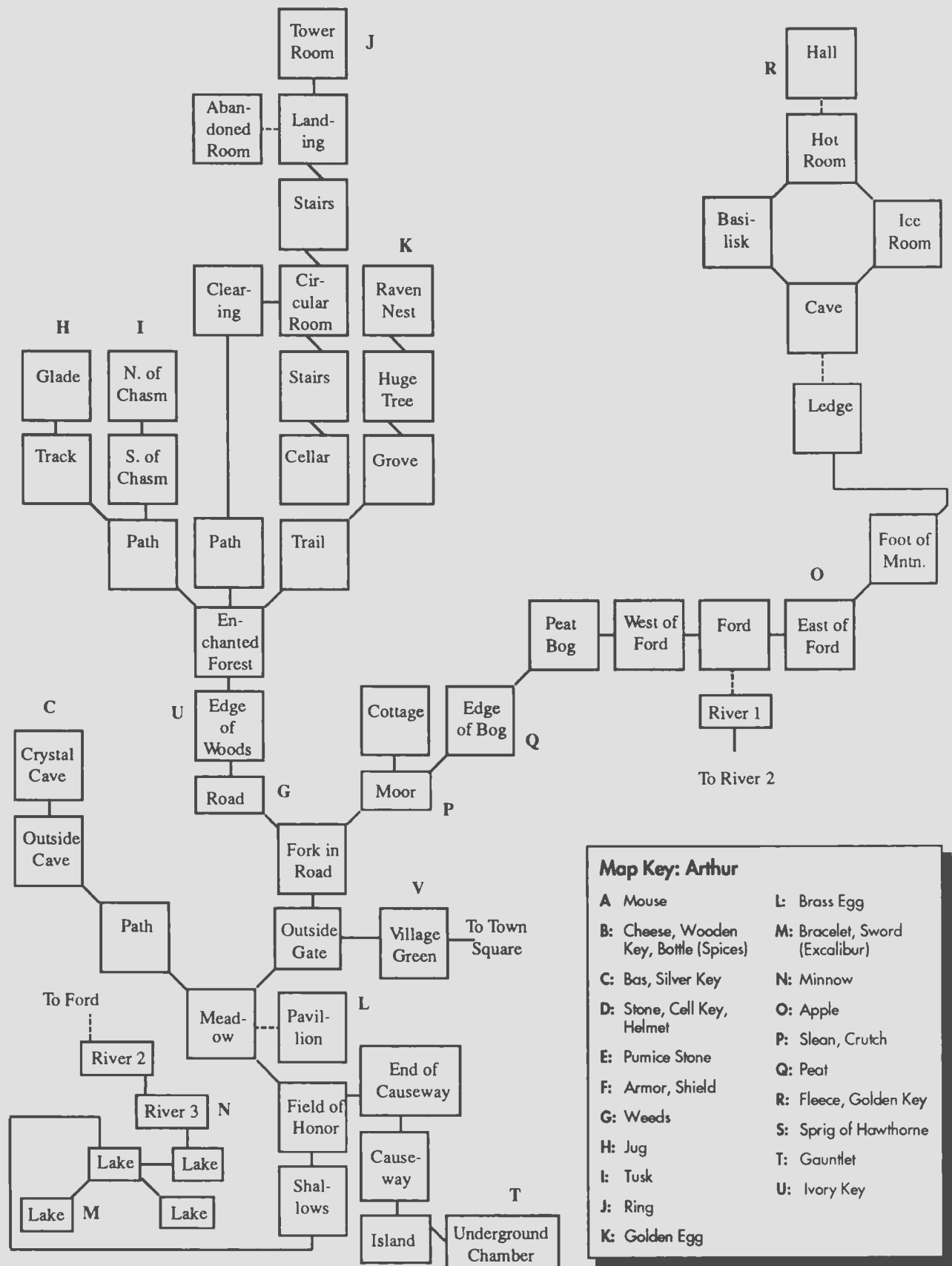
### The Great Hall: King Lot

Throw down gauntlet. Attack Lot. Again. Drop csbdfmfu. Attack Lot. Spare Lot. Call Nimue. S. Examine sword. Take sword.

### Badger Den Maze

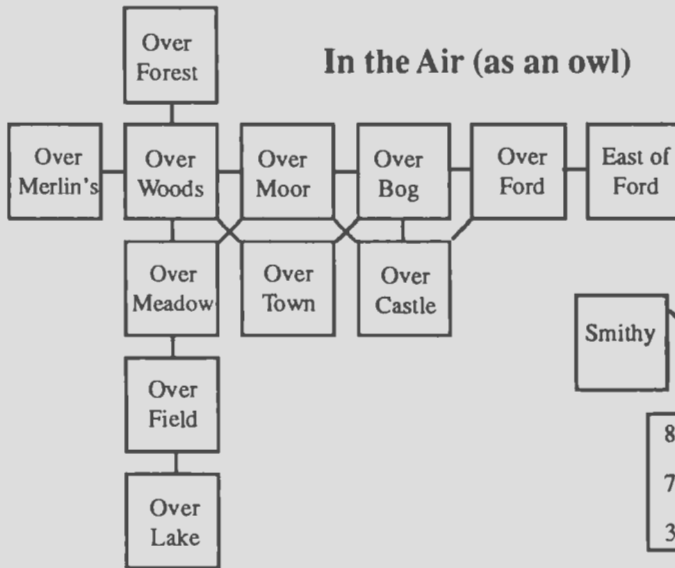
Den	Go Up to	Go Down to
1	5	2
2	1	5
3	9	2
4	9	6
5	4	10
6	5	2
7	2	3
8	1	7
9	2	1
10	Thorney Island	5

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## In the Air (as an owl)



## Badger Den Maze

8		4
7	Den 1	6
3		2 9

2	1	5
1	Den 4	1
7		1 3

2	6	1
5	Den 7	9
9		4 8

6	1	8
9	Den 2	5
4		3 7

8	4	1
2	Den 5	7
3		6 9

3	4	5
2	Den 8	7
4		6 9

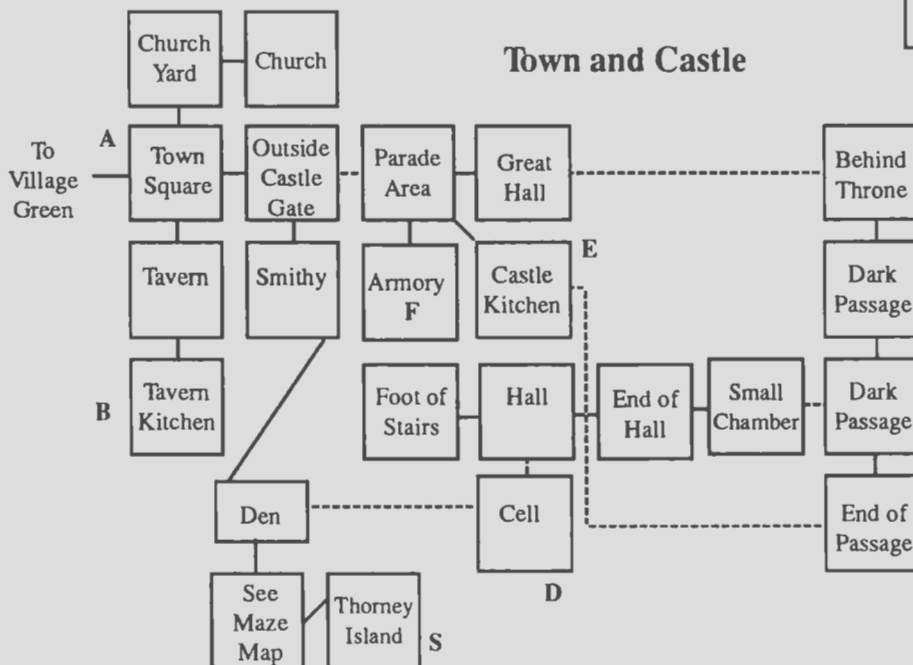
9	5	6
7	Den 3	1
7		4 8

8	4	2
1	Den 6	3
9		7 7

7	1	5
8	Den 9	6
4		2 3

7	1	9
6	Den 10	2
4		8 3

## Town and Castle



# 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

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)