CLUE BOOK FOR
LANCELOT
LANCELOT CLUES

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This book contains clues and maps for all three parts of the LANCELOT game.

As you play the game, note on your maps where you find particular items, people, or creatures. This way, if you neglect to save your game to disk or some other disaster befalls, you'll have an easier time of retracing your steps.
LANCELLOT CLUES

Listed alphabetically below are most of the objects, creatures, people, and locations, in Lancelot. These clues are divided into sections corresponding to the three parts of the game: Camelot Logis General Clues, Objects, Creatures & People: The Grail Quest General Clues, Objects, Creatures & People; and Answers for all three parts of the game.

To find out about an entry in the list, look up the bracketed numbers next to the entry. Keep looking up the numbered answers until you have all the information you need about an entry. These clues are designed so that you get only a small bit of information at a time, without giving away too much of the game.

Example: Armour: where (751); details (764). Look up entry 751, and you'll see that the Armour is in a chest (764) with an entry 704 that says farewell at the end (764). Look up 703 and... well, you take it from there!

A few red herrings have been mixed in with the real clues. You won't be referred to them if you use the clue sheet as instructed, but reading random entries can be misleading.

**Camelot/Logis General Clues**

01 Beginning the game (684).
02 Finding things (725).
03 Finishing Camelot/Logis (814).
04 Game background (850).
05 Going places (737).
06 Knights to rescue (583).
07 Orders to People (671).
08 Scoring (750).
09 Solution (900).

**Camelot/Logis Objects**

10 Anvil: where (524); details (550).
11 Apple Tree: where (570); details (707).
12 Armour: where (751); details (764).
13 Arrows: where (565); details (774).
14 Bar: where (1203); details (620).
15 Bath: where (586); details (611).
16 Battling Ram: where (624); details (700).
17 Beacon: where (582); details (655).
18 Bed: (Guenevere's in Castle Melagoni); where (334); details (851).
19 Bed (Guenevere's Room): where (335); details (582).
20 Bed (Lancelot's room): where (342); details (905).
21 Bed (Merlin): where (262); details (651).
22 Bed (Melagoni's Guest Room): where (361); details (582).
23 Bed in Perilous Bedroom: where (370); details (701).
24 Bed (Straw): where (363); details (642).
25 Beetroot: where (346); details (965).
26 Blood Stain: where (712); details (740).
27 Boat: where (608); details (652).
28 Books: where (353); details (561).
29 Brie: where (625); details (652).
30 Bush: where (367); details (881).
31 Cage: where (390); details (971).
32 Candle: where (281); details (800).
33 Cask: where (340); details (583).
34 Cart (Camect): where (595); details (954).
35 Cart (Cornwall): where (601); details (880).
36 Cauldron: where (50); details (653).
37 Chest (Guest Suite): where (561); details (583).
38 Chest (Orkneys): where (605); details (717).
39 Cloth: where (302); details (622).
40 Coils: where (53); details (726).
41 Collected Bowl: where (292); details (606).
42 Crossbow: where (377); details (981).
43 Crystal: where (281); details (781).
44 Dead Wood: where (312); details (654).
45 Drawbridge: where (360); details (602).
46 Elm Tree: where (502); details (709).
47 Fire: where (757); details (583).
48 Flag: where (345); details (553).
49 Food: where (87); details (560).
50 Footstool: where (335); details (623).
51 Glass (Wine): where (526); details (708).
52 Gloves: where (41); details (765).
53 Grain: where (817); details (838).
54 Hammer: where (10); details (794).
55 Hand: where (100); details (659).
56 Harp: where (224); details (615).
57 Hat: where (41); details (859).
58 Hedge: where (346); details (882).
The Grail Quest Locations

510 Abbey: where (579); details (788).
511 Antechapel: where (589); details (1012).
512 Avalon: where (756); details (716).
513 Bleak Shore: where (871); details (886).
514 Castle: Vargon: where (699); details (663).
515 Church: where (766); details (329).
516 Cleaning with Dragon: where (546); details (603).
517 Cleaning with Pavilion: where (610); details (877).
518 Cliff Path: where (1037); details (637).
519 Countryside: where (647); details (701).
520 Cross near Vargon Castle: where (572); details (576).
521 Dark Shore: where (993); details (1027).
522 Dark Valley: where (993); details (1023).
523 Far: where (647); details (800).
524 Ford: where (514); details (686).
525 Forest Ride: where (594); details (721).
526 Glades: where (1026); details (1031).

The Glastonbury Locations

530 Glades: where (1026); details (1031).
531 Heaven: where (647); details (872).
532 Hermitage: where (724); details (815).
533 Hilltop: where (546); details (870).
534 Horse: where (788); details (788).
535 Isle of Sand: where (1029); details (649).
536 Isle of Turmance: where (927); details (1033).
537 Lindisfarne: where (647); details (773).
540 Pavilion: where (610); details (877).
541 Sand Island: where (1029); details (649).
542 Sea: where (674); details (681).
543 Shore: Bleak: where (871); details (886).
544 Shore: Dark: where (933); details (1027).
545 Temple: where (647); details (787).
546 Turmance Isle: where (927); details (1033).
547 Vargon Castle: where (699); details (663).
548 Valley: where (658); details (1023).
549 Well: where (579); details (672).
550 White Abbey: where (579); details (788).
552 Woodland: where (658); details (1023).

Answers

560 Best ignored; contains a potion.
561 Read the book for clues.
562 Aton 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 (521).
578 Wandering about.
579 South of cross in the wasteland.
580 All are equal in the dark (599).
581 Worn for protection against arrows.

Co-operation is needed to extinguish it. See (521).
Takes to Merlin to cure him. (302).
The only weapon to hand. (377).
Not in this game.
West from the crossroads.
Keep when Queen Morgan offers it in the dungeon. Then see (640).
Galahad’s seat at the Round Table. Plays no part in this game.
Pulled to release the chains of the prisoners below.
East of the country junction.
Travels from the beach (350).
appeared described by Malory.
Here. You play Lancelot.
Bad king, not directly in the game. See (259).
Fight and spare the knight.
Do not choose any queen.
Lancelot could enter once Gwennever had invited him for the right.
The people with warnings were only illusions.
King who ruled after Arthur.
Met on the road.
Off the wine to (217).
South of the manor (385).
The best place to sleep. (362).
North from the crossroads.
Avoid temptation by leaving it.
Discovered once the fiend had fled.
Ignore him on the path — this was an illusion. Visit his hermitage for advice.
Not in this game.
Said to have brought Christianity to Britain.
Tackle the fire to reach (444).
Used to forge the Grail sword.
Sleep here, not in the mews.
Blocks Castle Chariot. See (668).
Used to carry the coals.
Has a use. See (668).
Gnome Flanger and Ingrid’s Back!
Turn up in Castle Malgauant.
In his house in Camelot.
Scenic location.
Use to defeat the giant. See (698).
806 Scene, 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 Keep Elaine on the boil. See (167).

812 Beyond the secret panel.

813 Causeway to the isle.

814 Free the knights (883) and return to Arthur. Then see (823).

815 Visit for advice.

816 In the Middle of Turanga Manor.

817 Complete this part of the game 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 The red and black dragons predare Le Morte D'Arthur (like many of its tales) and originate in the Mabinogion. The dragons dislike each other. See (832).

822 Defeated by Arthur, when he took Rome. Lancetot was a commander.

823 Rescue Guenever from Melagaunt. Accept her invitation and rescue her again. Then see (834).

824 Arrogant knight. Ignore him.

825 To defeat Nabon, you need (100).

826 See details of his cart.

827 In a hidden castle in the marsh.

828 Chapel in Corbin.


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 resuces.

834 Visit Guenever to say goodbye and defeat the amusing knights.

835 Fight him. To win, see (83).

836 Leavathon, who pretends to be an island knight. 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. See (100).

842 Fight and spare him. He helps later.

843 Central point on the map.

844 Beside Castle Melagaunt.

845 North of the country junction.

846 The reason to sleep somewhere else.

847 East of the coast road.

848 From the falloch, type GALAHAD, N, N, S, S, then N, S, N, N, S.

849 Focus for the Fiend - leave alone.

850 The historical Fiend was a fifteenth century war leader in southwest Britain. Tales grow and change in the telling and, when Malory came on the scene a millennium later, there was a great diversity of stories in Britain and France. Malory imposed his own structure, where Arthur is the still-centre to whose tales are told. Lancetot, 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 (890).

851 Basically scenery.

852 Get in, then move as normal to travel by water. And see (860).

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 (885).

857 Do as she asks. See (822).

858 Get Elaine to kiss it.

859 Don't wear it, you'd look silly.

860 Lancelot was the obvious hero for this game and we stuck as near as possible to Malory. But three types of change were desirable: First, Le Morte D'Arthur is a collection of several "books", in some of which Lancelot doesn't appear. So, we've given a few of the deeds of other knights to Lancetot. Second, we'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.

861 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 (557).

865 Cannot be freed unless Lancelot has first dealt with (75). There is no time to free all the knights individually. See (873).

866 In the forest maze. Follow Bremensis.

867 Galahad will obey orders once the mainland is free of evil. See (878). Knights in the Antecheval accept some orders later.

868 Just before the Great.

869 When anyone moves in the boat, it moves. This helps with the (227).

870 Midway between the dragons (821).

871 East of the forest ride.

872 Destination of all Grail knights.

873 To destroy the trap, you must 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 damsel. See (763).

878 Avoid sins and solve the problems associated with (515), (528), (446), (489), (506), (493), (494), and (487).

879 Free one knight, tell him to fight the next four, tell one of these to free the next three and so on. Then see (899).

880 Wandering about.

881 Hide when the guardian passes by (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 it doesn't close. Then stand on the planks to trigger the trap and go inside.

886 Stall in the boat. See (895).

887 Opens to admit the Magic Knight. To defeat him, see (891).

888 The only way out is in the cage. You should first have arranged for someone to wash above the knight and fly away 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 (828) for more information.

891 While it's open, he can be healed. See (897).

892 Mélisande's prison.

893 Ignore her threats and take (43).

894 Irredeemable knight. Accept his gift.

895 Works as earlier boat, but Lancelot is not worthy to move it himself. See (451). For wind, see (433). Don't take the sword.

896 Block the way to the Sessomen's ships. To pass, see (39).

897 Keep closing it until it shuts.

898 Get him to solve problems linked with (551), (477), (539), (571).

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 Maliet.

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 (920). In Camelot, 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 (65) and hit him.

915 Keep clear.

916 To Logris and ensure all the Round Table knights are free. See (903), (924).

917 Escape from prison. See (157) and find 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 note down through King's Gate to Logris to rescue Arthur's knights and complete the Round Table. 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 (494). Then see (395).

925 Defeat Sarsacorne, enter Tintagel.

926 Town near Reading, where another Elaine lived.

927 At sea, Southwest of the shore.

928 South from Camelot, past the anchors (774), and into Castle Malignaunt (See 934).

929 Look at the preacher. See (769).

930 Various places.

931 At sea, SE and S from the shore.

932 Castle Pelinn is hidden in the marsh. For orientation, get a knight to move away. See (66).

933 At sea, east of the bleak shore.

934 Spare Malignaunt 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 Logres.

937 Visit for a clue.

938 Begin the quest (400) and solve the problem to prove your worth to Galahad (467). See (494).

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 Lancelot is best knight.

945 (502), (467), (490), (475), (501), (542), (412), (536), (434), and (511).

946 Consider the objects here.

947 Don't let the injury be 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 delay the Broch's guard. See (855).

956 Room commanded by Guenever in Castle Malignaunt. See (490).

957 Constellation in northern sky.

958 Wife of Alexander le Flche.

959 This adventure is unusual in that it spans many years; long enough for Lancelot's son Galahad to be conceived, born, and come of age. 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 the game.

962 Fight him, then go inside (358).

963 A group of knights, led by Morfled, seized their opportunity to capture Lancelot with Guenever and prove their audacity. Lancelot was not armed but had to fight. See (917).

964 Site of the formerly most important monastery in Britain.

965 Get it and wait to be taken past the anchors to the castle.

966 Land of mists and marshes.

967 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 (900).

972 Lure the guard away with (18).

973 Rescued by Lancelot, if he has achieved enough to be worthy. Accept her invitation. See (862).

974 Turpin has captured nine knights. Defeat him first, then solve the gateway problems (328), and descend to the Lower Prison (50).

975 Look out for "Scapaghast".

976 Take her harp. See (894).

977 Let in just one knight. See (991).

978 In the manor. Defeat Turpin first.

979 Visit to get the glove.

980 Get into the cage to travel with it. See (867).

981 Triggered by the loose planks. You need to destroy it, so see (873).

982 When inside Corbin Castle, remember Lancelot's honour (388).

983 Remember Lancelot's honour (993).

984 Move away instantly, get someone else to arrange it. See (389).

985 Improvises a weapon (50).

986 Circular stone tower; passages within its walls. To enter, see (15). Once inside, see (956).

987 Travel down is simple. But, to get back up you must have left someone behind to turn the winch. See (893).

988 Sleep in the parlous bedroom (743).

989 Finish this part of the game. See (63).

990 Attack if Lancelot stays in their tower (Broch) for too long.

991 Tell Guenever to wait, close the door. Then open it. One knight is trapped. See (914).

992 The loose floor works as a saw. Jump back, unless there is someone in (777) to balance it.

993 Wait until she no longer requires Lancelot to give up Guenever. Then kiss her.

994 False knight; don't kill him until he meets the meeting in Camelot. See hints for Castle Malignaunt 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 offer. See (706).

999 Disable the crossbow trap (961), then go North (992).

1000 Kill Nabon and free his prisoner.

1001 Cannot enter unless invited by Elaine. Then see (862).

1002 Defeat Nabon. Get (85), then see (841).

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 you're worthy.

1008 Someone must wait here to balance the floor beyond the gateway (328).

1009 Hardly common at this date.

1010 Closed until late in the game, after Guenever's invitation to celebrate May. See (828).

1011 Avoid the guardroom to the north, but travel to the Lower Prison and rescue the knights there.

1012 When Lancelot takes the key, Elementalis appear; they 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 Cortilnes lies.

1019 Smash the crossbow and see (1006).

1020 Read the inscription and visit Elaine. 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 (969).


1023 Basically just scenery.

1024 Fill container with sand.

1025 Castle of King Mark. To enter, see (136). To leave, Tristran will help.

1026 North and South of forest ride.

1027 Look around.

1028 Throw water (from a container) at the Fire Elemental; see (104).

1029 At sea, roughly NE of the shore.

1030 Extinguish it. See (1036).

1031 Visit the right one first (721).

1032 Fill container; throw it at (507).

1033 Dragons live here. See (806).

1034 Throw (444) at the Water Elemental, and finally, use (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. Fill container; throw at (479).