



KNIGHT LIFE



Solution

As there is more than one solution to Knight Life, here follows a - hopefully - brief, but comprehensive list of necessary actions, listed location by location. There are also some explanations of characters and events:

The Stable: Mordred is here from dawn to dusk. You may hire him for 10 groats (he's not very loyal). Nelly is here in her stall initially OPEN DOOR -of stall - (after getting permission from shop keeper see *Ye Olde Store*), she will then move south-west. UNCOIL ROPE to get some money. SEARCH STRAW to get scroll of Epona (for later use). You may SLEEP here if necessary.

Courtyard: Galahad wanders in and out of here. You may hire him for 15 groats. Sweep ground to find some more money. SAY "QUEST" JENNY (after speaking to priest, *The Round Table*), she will give you a magic compass. If Nelly is present you may MOUNT NELLY and if you are carrying the sealed chest from Lancelot and the Scroll of Epona you may RIDE WEST and embark on the quest.

The Round Table: Several puzzles here: a) TALK CUSTOMER (he wants a drink), X BAR, GI DRINK (the Round Table has its standards), X STOOLS (find tray), PUT DRINK TRAY, GIVE DRINK (receive coin), GI COIN GUINEVERE (she gives you some money for your trouble). b) TALK GIRL (she's lost), SAY "GIRL" GUINEVERE (Morgana is her Aunt), CALL MORGANA (she trundles down stairs), SAY "GIRL" MORGANA (Morgana thanks you and gives you a silk handkerchief - you may sell this for extra money).

c) X SHIELD, LOOK BEHIND SHIELD (Guinevere stops you), START FIGHT (to distract Guinevere temporarily), LOOK BEHIND SHIELD (get gold chain - you may sell this). c) TALK PRIEST (when here he will send you on the quest), SAY "QUEST" LANCELOT (he will give you his blessing and a sealed chest). Also when you have found the Holey Socks, you must return here to give them to the Priest to finish the game.

Ye Olde Store: TALK SHOPKEEPER (discover he initially sells rucksacks and food), BUY RUCKSACK (so you may carry more items: Leather rucksack recommended - also he is looking for a method of divining direction), BUY FOOD (up to approx. 50 rations, initially) GIVE COMPASS (the shopkeeper gives permission to take Nelly). You may also sell items here to gain extra money (only items of no use can be sold).

Dusty Road: EXAMINE ROAD (find scroll of Matres), SEARCH DUST (find an empty vial).

Stone Circle: TALK SEER (he knows some of the prophecy of Epona, but he needs some source from nature - birds flying overhead, to see if Arthur is worthy. He also advises that you talk to Serina about the conch). RELEASE BIRDS (if carrying some birds in a cage, you will get a verse of the prophecy). EXAMINE STONES (one is loose), SAY GALAHAD "LIFT STONE" (if Galahad is here he will lift the stone and you will find some money) or with Mordred SAY MORDRED "PUSH STONE" (for the same result). SEARCH STONES (one is slightly elevated), LOOK UNDER STONE (there is a small door any keyhole), UNLOCK DOOR (if you have the key!), OPEN DOOR (you find a small gold coin).

Grove of Trees: GET STICKS (one component necessary for building a cage), SEARCH STICKS (find a silver ring). If Mordred is here, SAY MORDRED "WHISTLE" (some magpies fly overhead and drop a gold nugget on his head - you can sell this).

Village Outskirts: SEARCH BUSHES (find a quill), SEARCH RUINS (find a stake). If Galahad is here, SAY GALAHAD "PULL STAKE" (you find the Hermetic Helmet).

Market Place: Three stalls here, examine them all. You may buy food from Obadiah, you may also sell valuable items here. There is a bracelet in the jewellery stall, you may either a) buy it, or b) steal it (you must be wearing the hermetic helmet - which makes you invisible) or Maurice will catch you). TALK ELSA (she knows where you can get another verse of a prophecy - but she wants the tome of waning). GIVE TOME (Elsa will send you to the scribe in the Monastery for the verse).

Tavern: SAY "CONCH" SERINA (she will complain about the seer and ask for a bracelet to go with her outfit in exchange for information). GIVE BRACELET (she will say the traveller through time - Fred - knows how to get the conch, she only knows that it is under the Altar of Luxovious). TALK SERINA (she tells you to say her name to a guard if you see him). X TABLE (see stool), X STOOL (find a bottle attached to it with wine in)

STAMP ON TOE (he jumps up and down in agony), PULL HAIR (you get some), GIVE BOX (he will give you a scroll).

Some Recent Ruins: Fred passes through here. SEARCH RUINS to find a large iron key. TALK MAN (he will ask to be helped to his brothers house). Enter here with the traveller and he will guide the man, in return the man will write a verse of a prophecy.

Shrine of Nuadu: EXAMINE ALTAR (find Rams skull) LOOK IN SKULL (find a knife). GIVE SCROLL OF NUADU (druid will go to shrine of Belenus).

Meadow of Poppies: SEARCH POPPIES (find a sleeping man) WAKE TRAVELLER , TALK TRAVELLER (he says that in exchange for one ALTA - a small gold coin - he will guide a person of your choice anywhere), GIVE COIN (he will agree to follow you to the person he is to guide). Take him east. There is a magic barrier over the south exit, THROW BOW (the bow of fertility will shatter the barrier).

Shrine of Belenus: Once you have give the completed scrolls to all the druids, they will be here and have summoned an energy entity, you need only THROW MISTLETOE and you will gain the Holey Socks, which you now must return to the priest.

Truth: Kzmu is here, TALK TO KZMU (he will tell you that he is searching for the family Pendragon), GIVE CHEST (he will then ask you to say the words, which will open it), SAY "DENZIENS REVEAL" (the chest will open revealing the crest of Pendragon, Kzmu will give you your inheritance, the Chalice of Ormadz, the foul). EXAMINE TREE (it beats rhythmically, like a heart - it is the heart of the true world). HOLD UP CONCH (you are granted the power of tongues and may now speak with the druids).

The Gardens: Fred travels through here. X POND (lily grows in the middle) GET LILY (initially can't, you might fall in the water), DROP DIAMOND INTO POND (the water solidifies) X LILY (it will either be closed, half-open, or open), WAIT (until lily is in full bloom - as it is only useful in this state) GET LILY. TALK GARDENER (he is losing his memory), GIVE POTION (he will remember a verse of the prophecy and write it for you), TALK GARDENER (he now is looking for new flowers for his "natural" garden), GIVE DAISY (the gardener is pleased, and will follow you for a short time).

Inferno: Jehus is here, he is guarding the acorn children, the earth elemental will cross over the pit and rescue them, if Jehus is destroyed with holy water, held in the vial. THROW VIAL (Jehus will dissipate).

Monastery: Fred travels through here. FILL VIAL (this fills the vial with holy water from the font), GI QUILL (The scribe will accept this quill and write a verse of the prophecies, if you have given the Tome of Waning to Elsa - *See Market Place*). X DESK, then, X INKPOT (find the twine for making the cage).

Note: The characters in the locations above may not be there all the time, so remember to check at different times of day and night. Also the actions described above are the **necessary things to complete the game, other actions exist which provide hints about the game and further information.*