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THIS FILE IS A VERY FREE FORM -> SOLVE-TIPS-HINTS FOR " SPIRIT OF EXCALIBUR" IT WAS CAREFULLY COMPOSED BY THE DOC FROM A RECOVERED BINARY FILE AND COMBINED WITH ALL PERTINENT TEXT FROM BOTH THE HELP AND HINT FILES FROM THE ORIGINAL FILES OF THE GAME. I THINK IF YOU PRINT IT OUT AND FOLLOW IT CAREFULLY YOU WILL BE ABLE TO PLAY THE GAME SUCCESSFULLY AND WIN. THE TRANSLATOR OF THESE CONTEXT FOR THE GAME "SPIRIT OF EXCALIBUR" ENCOURAGES THE READER TO STUDY THE CONTEXT CAREFULLY, REMEMBERING THAT MANY VARIED AVENUES OF CHOICE ARE PRESENTED. THE OUTCOME OF EACH EPISODE VARIES, ACORDING TO YOUR CHOICES OF ACTIONS AND ACTIVITIES.

A SIMPLE ABSTRACT SOLVE DEFEATS THE OBJECT AND THE FUN IN PLAYING TO WIN. THE READER OF THE HINTS AND GAME CONTEXT MUST BE INTERPETED CORRECTLY FOR A WIN TO OCCUR. THUS, THE SOLVE REST WITH YOU, THE READER OF THIS DOCUMENT, TO ACHEIVE. GOOD LUCK AND MAY THE POWERS OF GOOD PREVAIL FOR YOU IN YOUR QUEST. THIS GAME/PROGRAM WAS APPEARENTLY DESIGNED FOR USE ON A HARD DRIVE: READ INSTRUCTIONS BELOW. IT WAS MODIFIED FOR USE ON A REGULAR 800K APPLE DRIVE USING THE 3 DISK SET. IF YOU INSERT DISK 2 INTO DRIVE 2 OR INSERT DISK 3 DEFORE ASKED FOR THE GAME MAY LOCK-UP. YOU CAN ALSO BYPASS THE OPENING CREDITS BY PRESSING THE RETURN KEY, BUT THE GAME MAY LOCK-UP THEN ALSO. SOMETIMES IT DOES AND SOMETIMES NOT. BEST TO LET THE CREDITS RUN AND USE ONLY THE 1 DRIVE AND SWAP DISK WHEN ASKED TO DO SO.

TIPS ON HARD DRIVE INSTALATION OF THE ENTIRE 3 DISK SET FOR THE GAME ARE AS FOLLOWS: CREATE SUB-DIRECTORY ON YOUR HARD DRIVE CALLED -> SPIRIT

COPY ALL FILES FROM THE MAIN DIRECTORY OF (SPIRIT1) (EXCLUDE ALL SYSTEM FILES), BUT BE SURE TO COPY THE START FILE FROM THE SYSTEM DIRECTORY. THEN COPY ALL FILES FROM THE DISK (SPIRIT2) AND THEN COPY ALL FILES FROM THE DISK (SPIRIT3) I'M NOT SURE ABOUT THIS, NOT HAVING A HARD DRIVE, BUT IT'S WORTH TRYING IF YOU HAVE A HARD DRIVE AND WANT TO PLAY THE GAME FROM YOUR HARD DRIVE. IT SHOULD WORK. GOT THE TITLE FOR THE HD FILE FROM THE FILE LOGIN UNDER THE SYSTEM DIRECTORY ON DISK 1 (SPIRIT1).

ALL SAVED GAMES ARE SAVED TO (SPIRIT3) DISK AND SHOULD BE SAVED ON THE HARD-DRIVE UNDER THE DIRECTORY TITLED -> SPIRIT

To prove yourself worthy of becoming king, you must demonstrate your valor. First, you must proceed to Lincoln, and defeat Lupinus in single combat. Be careful, if Constantine is ever killed you lose the game. You must now show your leadership ability. Proceed to Leicester. When you encounter Sir Bellengerus and his troops, take command by joining forces. At Leicester you must defeat Andulf and his army. You may now go directly to Camelot. However, you may profit by visiting some of the small towns along the way. Talk with the towns people and travelers. Trade with the merchants to obtain rare ingredients you will need later. The goal of this episode is to defeat Melehan's army and kill its leader. You must find Lancelot and gather a vast army to meet this challenge. Visit Baudwin at the chapel and Nioneve's Dennter's lab, whi ch is up stairs. @Be sure to pickup all items. Runic blade. Take only gold. Sometime in this episode, have Bedivere visit the treasury and pick up the helm and shield. Do not use them; they will come in handy later. Send the party to Glastonbury and have Baudwintal a.k.a.-> Bors Banor knight, ahead of maiden. Visit towns people find out latest information. A merchant trading goods.

The daughter of Baldric of Arundel has been kidnapped by a saxon rogue. If you free her, Baldric will lead an army to aid Camelot. The saxon has a head start. Lavain is the fastest knight. Palomides of Dover will aid the Round Table once a Fell Beast near that town has been vanquished. Dragonsbane is the surest way to destroy the creature. Lancelot was last seen at Cardiff. Bribe the old woman outside. Journey to Caerwent and be sure to get (?) from him. Within Cardiff you will find a map. Use it. The correct location is in the north. Include Nioneve in the party you send to rescue Lancelot. Visit Water, Newton, Carmarthen, Brough-on-Humber, and both small huts. At each you can obtain useful items. Remember to take gold with you. Concentrate your troops in London and await Melehan there.

Your troops have an advantage in battle if they defend a castle or walled city.

Remember Villars, Gahalantine, and Galihodin, who is in Chester. The goal of this episode is to defeat the giant, then gather a large army and once again defeat Melehan. Immediately with draw any knight which is challenged by the giant. No character, or group is capable in defeating. Only Lancelot, with Excalibur, the Gaunts d'Poer, Arthur's helm and shield, and several enchantments cast on him by Nineve, can defeat the giant. Sir Bedivere has a key to the treasury in Tintagel. Within you will find Arthur's helm and shield. Have Bedivere use them. Send him to Exeter. Beware of the bandits. Have Lancelot visit Dubric at Canterbury. He will tell you of friar Albert in St. Albans.

Send Nineve to St. Albans to charm the friar. Do not go to Oxford; go instead to Cambridge. Burned towns are eventually rebuilt. Send Lancelot, speak to the guard in Cambridge. He will tell you of a lake north of Oxford. Nineve is here. Summon, call Lady. Excalibur! Have Bedivere challenge King Andred to single combat. Be sure to get the Gaunts d'Poer and the brass key from his body. The key is to his treasury in Exeter. Nineve needs helmsbane to shield Lancelot. Visit Water Newton, Carmarthe and Chioche's magic can be recharged at Sege. Bedivere must get Lancelot to use all the magical equipment and potions.

Send him to Camelot to kill the giant. Send Galihodin, who is in Chester, to London to aid in the defense. Concentrate your troops in London and await Melehan's attack. If London has fallen, assemble at Camelot instead. Your troops have an advantage in battle if they are defending a castle or walled city. The goal of this episode is to defeat a demon in the forest sauvage. To do this you will have to find and free the wizard Merlin. Keep your parties to five or fewer people. Make certain Nineve has the Fascinum Laxus scroll from the treasury in Camelot. She must also find helmsbane, a bat's wing and a stag's bone. Concentrate troops at Camelot. In this episode an army will eventually be attacking Camelot, so be prepared.

To complete the game you will need a character with very high faith. Send Baudwin or Bors to a monastery for this entire episode. Send Nineve to Cirencester, Gloucester, or Water Newton to disenchant a resident. Llanbadarn and White Tower should also be visited. Send Lancelot or Constantine to Canterbury to speak with Dubric and obtain Helye's book. Next, go to Rochester and speak with the scholar. Cornwall is the correct choice. Travel to Exeter and speak with the townsman. Bribe him for exact location of Merlin. Journey north from coast. Have Nineve use the Fascinum Laxus scroll in Merlin's castle. Send party to a nearby town. Magnify at Point of Evil spell. Get book.

Merlin must cast Nomed Nommus to kill the Demon. To do this he will need belladonna. Visit the apothecary in Dorchester if you lack it. The demon is in Forest Sauvage. You will need strong fighters as well as magic. Party should be led by Lancelot, Nineve, Merlin. It's very important. The goal of this episode is to destroy the enchantress Morgana le Fey. To do this you will have to locate her castle, and defeat her. (Holy Grail) To use the Grail requires extreme faith. You must elevate one of the pious characters by sending him to a monastery for a very long time. Avoid most petitioners. Some are false and will turn you from your mission. However, the sergeant will lead you to Tauroc where a profitable quest awaits. Go, once again, to the ruins in the Forest Sauvage. Rescue the captives and go with them to Wroxeter.

Talk with Peredur at great length. Visit Turnance, in the Celtic sea, and obtain a key. Next travel to Holyhead in the Irish sea, use the key and get the Ring of Joseph. Lionel is the fastest knight. The Grail is in Castle Aunguish, Ireland. Travel there & use Ring of Joseph to unlock door. Take C, return to England. The Negare Potis spell requires Holy water, an Elixir of Loftus, and a Fyrd's Stone. Merlin will need several belladonnas for casting Nomed Nommus spells. Holy water also harms demons. To destroy Morgana you must first have Merlin chant Negare Potis, then, a very pious person to use Holy Grail. You have 10 seconds of real time after to complete sequence.

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THE CONTEXT OF THE GAME FOLLOWS:

Acclaimed by the remaining knights of the Round Table, Constantine now rules at Camelot. Constantine calls his loyal knights to Camelot to discuss a disturbing report. Only seven respond. "There is great unrest in the northern regions of the land. Forces are gathering in Scotland. We know not if they quarrel amongst themselves or plan to move against the realm. Someone must seek the truth of these tidings and determine their intent." Constantine asks, "Who shall undertake this quest?" You cretinous scum! What low born spawn of an unconsecrated union could so basely ignore this plea! You are not worthy to lead. Who shall join me on this errand? Lancelot has left Glastonbury.

Bors may know where he has gone, however, is a suspicion of Crown, distrustful of the Round Table, particularly vosconswide too. So you wish to know about Lancelot? By what right do you disturb that tortured soul? If I knew where he was I would not tell you, but in truth I have not seen him for several months. Go away. You disturb the peace of this place. I tell you, none here know of Lancelot's whereabouts. I know not where Lancelot is now. He left to search the world for the Holy Grail.

He was to tarry for a while at a castle in Escavalon. Among his studies may be a guide. The Master is not home. I don't know where he is or when he will return. The Master left the castle in the care of a man named Grud who lives in Caerwent. Yes, I am Grud. Sir Lancelot hired me to watch over his castle while he was away. But I have no idea where he is now.

I remember now. He rode north, toward Cameliard, perhaps even as far as York. Sir Knight, Please help me! I travel to Camelot to seek aid. The vile count Morwick has seized my sister, no doubt for evil purpose. If we do not ride there forthwith, I fear for her virtue, if not her life! (You must be anxious to die. The foolish lattern confined within is not worth spilling your blood. Ah well, sometimes idiots and children must be taught harsh lessons. Oh, thank you. If not for you I would soon be dead! I swore I would perish rather than submit to the count's salacious advances. Please accept this token of my appreciation. Indeed, all Lyonesse is now yours by right of conquest. "My friends, It is so good to see you! I feared I would perish before I was located. I am in your debt. Now we should quickly get word to my friends in Escavalon.

You fools have failed miserably! We must try something else. I tell you truthfully, that is all I know. While it was reported that Melehan fell in battle, his body was never found. Nevertheless, with their leader gone the rebellion soon dissolved. With this triumph, Constantine's fame grows throughout the land. Many lords, formerly neutral, come to Camelot to swear fealty to the new King. Sir Wilhe y, most likely would not. Sir Lanclot's realm is in danger, you must seek Baid. A band of foul bwrigs passed through here yesterday & on to Cirench. The knights of the Round Table must protect us simple folk, before it is too late. "I am an apothecary. Hast thou need of my services? They seek vengeance against CamWelor. If Camelot needs an ally, Andred of Cornwall or his lieutenant Derick will surely assist you. I fear I cannot help you.

The folk of Sussex have been commanded by our liege to aid in the rescue of his daughter. Perhaps you should speak to Lord Baldric himself. He would be at his keep in Arundem. I am called a healer by many hereabouts. Unless you want some of my remedy there is little I can do for you. Hail, friend. I am an herbalist. What does your grace wish of me? Get ye gone, ye great lummoX. Ye're not wanted here! Good day to you, gentles. The only news of the region of interest-> RoundTable is word - King Arthur's shield 0 death, was taken.

I know nothing that would interest you pagans. Leave our village in peace. Get ye hence! (I know nothing myself that would aid the Round Table. There is a woman, living to herself in Northern Anglia, who is said to possess wisdom. Perhaps she can aid you. Good morrow to you. I am the friar in this village. No, I have heard nothing of events to the north. I do not know what my information would be worth to the Round Table. What say you? I must go now. It

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is said that the forces in Angliare led by Arcaus, a great Saxon conqueror. They appear to move towards London.

They may even threaten Camelot itself. I am but a village guardsman. I know nothing about news of the realm. I did hear tell of barians gathering to the north. Who knows what those be, but their force is the largest ever. He will need allies! The folk of Kent remain steadfast in their friendship to Camelot. I'm sure that Sir Palomides would send troops to support your needs if he could.

Unfortunately, the roads to Dover are impassable. A fearsome beast dwells there and attacks any who would pass. A foul band of ruffians is preying on the good folk of this region. They've not been seen in Oxford, but I hear that they may be moving on Bath. You must send aid there and stop these miscreants. The knights of Logres may pass through here, but you are not welcome to stay. The times are too perilous. The Saxon forces assembling in Angliare are to assault. Sir Lionel's defends London. Ye may even be of Camelot. We must find all against these vaders. I would help you if I could, but, alas, I am but a foolish old woman. What do you wish of me? Welcome, traveller.

I know of your mission, but I am afraid that we can not aid Constantine at this time. Perhaps if Sir Lancelot were with you... Hail, friend. You are welcome at our court, but I fear that we can provide no greater support at this time. We face grave dangers in our own realm and can spare no aid to Camelot. I would gladly aid the Round Table in its hour of need, but I am sorely beset myself. If you can rid me of the foul beast plaguing our roads, I will put my troops at your command. The beast is dead! I and the folk of Kent are forever in your debt. I will swear my allegiance to my lord Constantine.

I and my knights are his to command. By the grace of God, the soul of the foul beast has been sent to the devil. Forgive my distraction, but I can not aid Constantine at this time. The Saxon cur, Cynewulf, has kidnapped my daughter. At the very least, he uses her to insure my neutrality. I can do nothing until she is freed. I have received word of the quest to save my daughter. The gallant efforts of the Round Table have earned my gratitude. Sussex will join with Britain under Constantine's rule. My troops and I shall ride at once to the aid of Camelot. You stupid fool. Do you believe you can take the wench from me here, where we Saxons are strongest? Flee now or feel my wrath! My eternal thanks!

If Cynewulf had succeeded in taking me to Arcaus, I fear that the Saxons would have forced my father to aid them in their assault on Logres. You have saved us all from a horrible fate. We must get word to my father forthwith. Hail, travellers. Be wary should you journey northeast of London. A large force of Saxons gathers in East Anglia. I know not what they intend, but surely it bodes ill. Beware the road north, friends! I have but just escaped, God be praised, from the dungeons of Morgolon and the fiendish necromancer he employs. You must avoid the castle at all costs! All nobles loyal to the crown of England have been called to attend a great concourse at Camelot. Nearly all have arrived. A diplomatic mission is enroute from Gomeret, while a small party of knights returns from the treasury at Tintagel.

As the feast begins, a strange announcement is made. A giant has arrived at the gates and challenges all within to individual combat. He is armed with only a club but appears to have no fear of the assembled knights. Constantine asks, "Who will answer the challenge?" I am but a simple friar. If you would know of matters such as enchanted foes and weapons to vanquish them, you must speak with Friar Albert at St. Albans. He knows much of such matters. I'm sorry, my lord, but the master is away just now. He is at the great concourse at Camelot. By his command, we must remain here on duty until his return. I regret that we cannot assist you. I have heard tell that King Andred of Cornwall has Gaunts d'Poer, which strengthen any blow. With them, you could surely defeat any enchanted being.

I know nothing of giants. Perhaps you should ask the captain of the guard. He's away now, fetching supplies. If you would search for Excalibur, look to

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the lake north of Dorchester perhaps. They have been holy ground. While the cathedral here in Canterbury is repository of many power, I know not which could aid you against. You must speak with Friar Albert. He knows of such matters and truth. You search for Thor's Hammer?

It was used by Arcaus himself in his attack upon London. Seek it there., Aha! Braggarts from the court of conceit. Such mighty wizards and warriors! I believe I shall have some sport and thrash you myself ere I have my troops clap you in irons. We know nothing here of giants and the like, but we would gladly aid the Round Table if we could. Should you seek other news, we shall strive to help. The lake you seek may be the one just south of Bath or perhaps that near Cambridge. The giant at Camelot's gates has been enchanted by Morgan Le Fey. He can not be killed by mortal weapons, nor is Nineve's magic powerful enough to defeat the spells.

You must find a way to have any hope seek advice from clergy. Aye, I have heard that Thor's Hammer was used in the attack on London. The Saxons survivors took it with them when they retreated to Norwich. Thor's Hammer was indeed brought here. The Saxons took it with them to Colchester. Giants! Get off with ye! I know nothing of giants. Maybe the monk at the hermitage here would know, but he's away. Come back later.

(AT THIS POINT THE TRANSLATOR OF THIS CONTEXT WISHES TO EXPRESS THAT I TRIED TO DELETE ALL NON-PERTINENT CHARACTERS AND I PREY THAT I HAVE NOT DELETED ANY THAT WERE NECESSARY TO ALLOW THE READER TO UNDERSTAND THIS TRANSLATED CONTEXT)

You seek the lake where dwells the Lady? I have heard it lies south of here. Take your search there, or perhaps look near holy Glastonbury. Friar Albert is away visiting the Archbishop in Canterbury. Perhaps you could find him there. You wish to defeat an enchanted foe? The only weapon I know that could perform such a miracle would be Arthur's Excalibur. But the sword belongs to Arthur alone and can not be defiled by the hands of any lesser man. I will not aid your quest! Take your filthy offerings and begone! I have no need of worldly wealth. Think me a coward because I serve God rather than wear a sword of conquest? Leave now before you rouse my anger and make me forget my call to peace. It may be that you are the ones to recover Excalibur. After the battle at Camlann's bloody ground, it was carried from the field and cast into the waters. While I know not where, I believe that it was a lake near Oxford. Beware though, only Lancelot has the purity to tread in Arthur's steps. It is said that the Saxons brought a great magical weapon, which they call Thor's Hammer, with them to England. It is said to be somewhere in Norwich. Perhaps with that, you could defeat the giant at Camelot. Hail friends. We have just gotten word from our parishes to the north. The unbelievers in Saxony are mobilizing and preparing to attack London. You must inform the king! Forces should be sent to stop them or surely they shall overwhelm the city. Have you heard the news! That villainous spawn of Mordred gathers a new army in Scotland. They march toward Camelot even now! Grave news! King Andred is marching on Camelot. He has heard of the plight of the Round Table and plans to strike now. The evil magic of a mighty power is at work in the Forest Sauvage! I can feel it even here. The news from the north is horrible -- People taken from their beds at night. Travellers vanishing without a trace. We are no longer safe in our own dwellings! What will the king do? Have you heard the news? It is said that Gahallantine's knights were found by a woodcutter. They had been turned to solid stone!

Refugees from the northern lands are fleeing south. Rumors fly of people turning into stone. What can it all mean? Who has such evil powers? Travellers tell of a Brown Knight, the leader of a band of enchanted knights who are responsible for the evil in Forest Sauvage. They say he can not be killed! The people are terrified. It is not safe for anyone to be abroad at night. Evil stalks the land and destroys the innocent. Is the king helpless to protect us? The Saxons move against us once more. Small bands raid our borders. The Round Table must protect us! The rumors speak of demons. It has been many generations since demons were said to walk our land. While little is known of them, what there is can be found in the libraries of Canterbury.

I myself know nothing of such evil. Talk is heard of supernatural evils abroad in the land. I am but a humble Christian and know not how to deal with such evil. You must visit Archbishop Dubric in Canterbury for information on such matters. I have heard tell of good folk turned to stone. Such powers belong only to the offspring of Satan. To learn the vanquishing of demons, you must study the holy writings at Canterbury.

Grave news, friends. A party of merchants journeying from Wroxeter to Leicester has disappeared without a trace. I swear the Forest Sauvage is haunted, and that it means death to enter there! Thank the lord that you have come. It was a demon from pits of hell cursed me! I can tell you little of demon lore. Helye's Book, in our library, contains spells relating to demons, but no follower of Christ may use these tools of darkness. It is said that there lives a scholar in Rochester with knowledge of these matters. You seek Merlin? Never heard of him. Oh, you mean the old fool who claimed to be a wizard? Yes, he used to live near here, but his dwelling is in ruins and has been empty for years. I have heard that he also had a castle in Cornwall.

Merlin? Merlin is dead. He used to come through here often but hasn't been around for many years. Yes, I'm sure he's dead. Yes, I have heard of the great magician. Old Merlin used to have a castle northwest of here on the coast. He hasn't been about in years though. Nineve says, "I have heard of the spell that encases its victim in crystal. It will require a powerful enchantment to break Merlin's bonds. I will need hellbane, bat wing, and the leg bone of a stag to make the Laxus spell work." Britain has enjoyed two years of peace and relative prosperity. Mordred's sons were killed and their armies destroyed.

Recently, though, word has come from Leicester of disturbances in the forest Sauvage. The Duke sent four good knights to investigate & they have not been heard from since. There are rumors among the populace of a disappearing, enchanted creature and a growing evil. We must determine what occurs. Lord Constantine, thank God you've come. Sir Gahalantine is besieged by Saxon villains and is in dire need of your aid. Please, your lordship, lead your troops to Leicester to succor him. Ah, Lord Constantine, you come just in time! An evil knight, Lupinus by name, has challenged Sir Villars to single combat. Villars' men pursue bandits in Wales, and he himself is wounded and should not fight. If you will stand champion for him, go at once to Lincoln before he forfeits his honor. Sir Villars spoke to Constantine. "My lord, you are a worthy successor to King Arthur. I swear my eternal fidelity and service. "My lord Constantine, we all know that Arthur chose you for king.

But how can you expect your subjects to support you, if you come not to their aid when they are in need? 'Tis a foul day, m'lord, when one who claims to be our leader flees an enemy. Are we to be led by one so craven? Visit the people, my lord. You must talk to your subjects to learn their hearts. Your realm is vast, my liege, and subjects many. Wisdom be found not only at the circles of noble, but also villages loyal followers. The kingdom is broken, Lord Constantine. To reunite it will be a great challenge. Seek every opportunity to bring allies back to a united Britain. Lord Constantine, the folk of Britain are, are ill-impressed by your unchivalrous detours around those in need. Alas, I fear you may not be the king we seek. Hail, m'lord!

News of your arrival has spread about the land. The folk wonder, though, why you avoid the towns. They wish to see and meet him who would be our new king. So, you arrive at last. You are, of course, welcome at Camelot, but I doubt the people of Britain shall ever accept you as their ruler. I fear the realm faces dark days now, with no leader worthy to call her king. Welcome, Lord Constantine! Word of your noble deeds precedes you. Lord Constantine, you travel far from your road. You must hurry to Camelot, your grace. The kingdom can not abide long without a leader. The villains of the realm will be held in check only by a Round Table led by a strong king. My lord Constantine, we welcome you, good sir, to always call on the church in times of need for counsel, power and support. With a shriek the necromancer seems to dissolve. He fades and disappears leaving only a trace of grey dust.

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Arthur & many of his knights fell in battle against Mordred's rebels on the field Camlann. Although E also met death? Nay, a kingdom, once proud and glorious, now lies broken. Before Britain names a successor. Many nobles, however, refuse to accept Arthur's choice. The Round Table stands empty. Constantine is in York, concluding negotiations with Clariane, King of Northumberland. Word has been sent to York that Constantine must return to Camelot to answer challenges to his sovereignty. The realm can not long endure without a king. Constantine must demonstrate that he possesses the qualities required to unite the land and restore the Round Table to its former glory. Word has come that you are urgently needed at Camelot. It seems Logres is to have a new king and your presence is required.

Be sure to visit your loyal friends in Lincoln and Leicester on your way south. Good luck to you, Lord Constantine. Welcome to our humble village, my lord. You should meet the good friar in the chapel. Use the GATE to go inside. Greetings to you, my lord. The stars portend your accession to the throne. In the future, I would advise you to consider well the dark realm. The ancient powers can greatly aid your cause, or bring it to ruin. Take heed, my lord. The roads are plagued with rogue knights and Saxon bandits. You would do well to journey with an escort. It is said that you are to be our new king, and though you may desire adventuring, your lordship must recall your new responsibilities.

Good day to you. I am an apothecary. If ye hast need of the services of such as m'self, ye need but ask. Constantine...so it's you I shall fight. No matter. You were no help to Arthur in his hour of need, and no more shall you prevail here. Sir Gahallantine spoke "My lord, the Saxon Anulf has been killed. My lord, thank God you arrived in time. I and my soldiers stood little chance against the Saxon dogs. With your leadership and troops, we have prevailed. Long live the King! Lord Constantine, the other nobles await inside; just enter through the gate. Sir Bedivere has been preparing for your arrival. Much news of your journey has preceded you. But, with Constantine's death, hopes of a united England are shattered. The remaining knights are overwhelmed by the superior numbers of the Saxon invaders. Constantine asks, "Who shall undertake this quest? Evil in the depths of the forest...Forest Sauvage has long been avoided by the faithful, due to its unwholesome nature. Yet I know of no great evil residing there. Strive to learn more. I shall consult my books. I need time to study the books. Return later, and I may have some clue.

At last, I am free of that execrable enchantment. A Thousand curses be on the heads of thee who entombed me. Morgan! Where is ye mischief now rough? But wait, I recognize you, my pupil. Arthur's sin has befallen all as me slept? Thank God you have come! If you save me from that devil spawn and his army then I will acquiesce. Yes, dammit, I will swear loyalty to the crown. It has been two months since the quest to cleanse the Forest Sauvage. In the end, the vile hell spawn was banished to the infernal realm. Lately, however, reports of similar disturbing incidents have been received - Townsfolk vanishing from their beds at. The news is terrible -- villagers and travelers disappearing all over the kingdom.

I even heard that a party of merchants from York had vanished. Large groups are wary. The tales of evil on the roads are frightening indeed. Apparently, even well-armed travelers are not safe. Welcome, travellers. I am thankful that you made it here safely. Other travellers have not been so fortunate. A group of twenty peasants fled their homes near Wroxeter to find refuge at the blessed monastery on the isle of Holyhead. They were never heard from again. Your pardon, masters. I travel to Constantine's court to beg aid.

A maiden of my parish in Carmarthen has been kidnapped by that foul rogue, Breuse Sans Petie. We believe he has taken her to his estate on the coast. Please go quickly to Carmarthen, someone there will guide you. Please, m'lord, I have travelled far from Tauroc on my way to Camelot. We know well that Gomeret is not a part of Constantine's kingdom, but we pray you can help us. Sir Owain's son, Ewain, disappeared during the night. Can you help us find him? I thank you for coming. My son has been kidnapped.

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If you can help find and recover him, I will pledge my fealty to Constantine and Britain. A peasant of the town says he saw a dark form in the night, heading out of town towards the south. I am thankful you have come in our hour of need. My daughter was stolen from her bed four nights ago. Tracks indicate she was taken north. If you can help me, I will pledge my loyalty, and the forces of Estregales, to King Constantine. Thank the Lord she is safe. Estregales shall join with Logres to restore a united Britain. Constantine now commands my undying loyalty! Perhaps I can reward you with information.

I have heard that most disappearances have been to the west, mountains of northern Wales... Ah, good, just the one I seek. Selises, Lord of Estregales, has sent me to beg the help of the Round Table. His young daughter was stolen by unknown assailants in the night. Please help me. My wife is gone! I believe she was taken into Forest Sauvage. You must help me rescue her. Thank the Lord you have come so quickly. My son was taken just last night. I'm sure fiends had kidnapped him. Please help us, we are desperate.

Our elderly mother has been taken in the night! She is old and cannot long survive as a captive. We think she was taken towards the Forest Sauvage. Will you aid us? The news is most fearsome. Surely demons work among us again. You trusted in magic before. Alas, one can not destroy evil by evil. Only by the might of God can this power be vanquished. So, you fools have finally found my home. Welcome to your deaths! All Sorcerers and Necromancers within hearing feel a great wind pass through their very souls. The flame of magic dims and is almost extinguished.

For a brief span, only power given by God remains. So, you brave ones have found the queen of darkness herself, eh? Morgan is too powerful a sorceress to be defeated by even Merlin's magic. You can only defeat her if you stop her from using her magic. Of course, she might not agree to your plans. So, the witch Morgan survives. If she is not defeated, her evil plans will destroy our land. Even your most dread & powerful magicians cannot stand against her.

You must choose the true path and call upon the powers of God! Seek Friar Thomas; he knows more of these matters than do I. We have heard ill news from elsewhere in the kingdom, but there have been no troubles here. I am sorry that I can not help you find what you seek. Merlin flips rapidly through the tome, then stops to ponder a page. He repeats this several times. Finally he pauses to report, "I have memorized a few of the lesser spells. They will be helpful.

I will, however, need some rare and expensive materials. The book chronicles the life of Joseph. A final passage reads, "was laid to rest in the monastery. Holy Is a being northwest". He was here with his few possessions. Lord shall we turn. Know truly, a great evil is a broad in our land. The church archives tell of the time when Saints used the power of the Holy Grail to destroy the evil. But it has been lost for centuries. So you, too, now seek the Holy Grail.

I spent my youth pursuing clues. But it has consumed me and seems impossible of many. Even the mighty Lancelot spent many years in its study. I have had to little time & found none lived to tell of much. I have traced many clues. Most lead nowhere. One I believe to be important is found in the writings of Joseph of Arimathea himself, he who brought the Grail to this fair isle. It reads, The ring can free the cup from anguish. I can not myself comprehend Joseph's obscure words.

I believe that the ring refers to his own. The cup must be the Grail. But, where? As we experience anguish and our quest for this knowledge must be known of by Merlin. I may have heard of him. What would such knowledge be worth to you? Good day to you. Only a powerful Druid magician can use the spells in Helye's book. Old Merlin was such, but hasn't been seen in years. It is said that in Lincoln & also often in Cornwall in the night, lone travelers are not reaching their destinations. Apparently, the evil is not fully rooted out. A party must be sent to investigate these disturbing reports. Oh God! Am I rescued? Saved? Oh thank you, thank you!

I was to be sacrificed to Satan at midnight by that creature. You have saved me from a fate worse than death!! Thank God! My son is safe. The Round Table surely includes the bravest and most noble knights in Britain. I would be honored to swear my allegiance to the King. Good show! It was beginning to look a bit grim for me, being carted off by the evil hell spawn and all. I tell you though, if I'd had my armor and sword I'd have given him a fight he'd not soon forget. Oh, by the way, I heard a woman's screams from yon castle. With a scream of hate and frustration, Morgan Le Fey is sent to the ninth circle of hell. All her magics are undone. The bonds holding her captives are released.

However, not all whom she held are benign. In her quest for power who knows what lords of darkness she may have summoned? No, we've had no one disappear from our town. We sent no priest to Camelot. There has been talk of people missing elsewhere but not here yet. You must have been duped by the evil one. We are rescued! Thank the Lord. We thought we were doomed. That monster has already taken some away, we know not for what vile fate. I was to be next.

Thank God you came in time. Please escort us to my husband's castle in Wroxeter., The powerful magic has driven the demon back to the infernal realm. News of your victory quickly spreads quelling the unrest. All is well with the realm. Or so it seems... With a flash of defeated magic the giant crumples to ground, dead?. News of the victory earns new respect for the Round Table. But, can Britain bare such times? Can Melehan's army save Camelot?

It appears that Andred over estimated the efficacy of the Gaunts d'Poer. His troops are shocked by his death & seem disinclined to avenge him. With one blow you have conquered Cornwall. Melehan's armies, however, may allow little time to enjoy it. With the death of Sigebryht, the last great saxon war chief, East Anglia yields to Constantine. Thank God my wife is safe! I see now that only with Constantine's leadership can we be safe in these evil times. Have my heralds send word to Camelot that I wish to swear fealty to the King and join our realms. Also... So the court at Camelot needs my help again. Shall I and my men ride so many leagues to defeat a single foe that has all Constantine's mighty knights cowering? I am illimpressed with the lot of you.

Melehan and his brother that day, appeared surprised." Screams and invectives filled the sky as ye were hacked down. The land is hence-forth free of evil designs. The forces at London hail the Crown troops as deliverers and heroes. It is victory throughout Essex. Good day to you, Lord Constantine. I was sent to escort you to Camelot, M' lord. The roads are unsafe for one travelling alone. You prideful swine. You represent all that drove me away from the Round Table. See to your sword rSend word to Constantine that my forces and I are in grave need. After being defeated at York,

I fled south hoping that together we could destroy that cur Melehan. I shall hold out as long as possible. Do not delay else we all shall be lost. These are strange times we live in. Thank the lord! A fiend sent by the devil sought me out. Several of my guards were slain. I had no chance to fight or flee. The creature gestured and darkness overtook me. You have rescued me and I am in your debt. I shall aid your cause in whatever way I can.

Arghhh! Ahhh! Great gods! What is this? Who are you? Have I been delivered from that monster? Well, in that case I owe you my life. To the most noble of you, I shall pledge my loyalty. There is an old woman, formerly a wise archivist of the church who spent her life studying the Grail. She now lives a hermit's life in northern Anglia. Perhaps she can help you.

Congratulations! You have reunited all the fragmented kingdoms of Britain into one mighty empire! Congratulations on reforging these kingdoms into a United Britain. It is unfortunate that you were not able to restore all of Arthur's former realm. By the Grace of God, these lands are under the rule of Constantine, King of Britain. The powers of good prevail.

THE TRANSLATOR WISHES TO EXPRESS THAT IF THE READER OF THESE CONTEXT WILL STUDY

THEM CAREFULLY AND FOLLOW THE MOST LOGICAL CHOICES OF SAME, THEY WILL WIN. A SOLVE (EVEN A CRYPTIC ONE) IS ONLY AS SKILLED AS THE SOLVER !!! A GREAT DEAL OF TIME AND EFFORT WAS PUT INTO TRANSLATING AND EDITING OUT THE MOUSE KEYBOARD CHARACTERS IN BOTH THE HINT AND HELP FILES. IF YOU DO NOT BELIEVE ME, TRY LOADING AND PRINTING THE ORIGINAL FILES; ( HINT.RES) AND (HELP.RES.) I'M SURE YOU WILL SEE WHAT AN EFFORT TO DECYPHER CAN BE. THUS YOU HAVE THIS HUMBLE TRANSLATORS VERSION, COMBINED IN ONE SIMPLE TO READ TEXT FILE TO USE/PRINT-OUT AND STUDY. ALL THE ANSWERS AND CHOICES ARE HERE FOR YOU TO EVALUATE AND MAKE THE CORRECT MOVES IN THE GAMES MANY EPISODES TO WIN.

ON DISK 3 - (SPIRIT3) , YOU WILL FIND A COMPLETE COLLECTION OF SAVED GAMES TO LOAD AND PLAY THAT WILL GIVE YOU THE OPPORTUNITY TO ADVANCE THROUGH ALL POSSIBLE EPISODES AND ENCOUNTER ALL OBSTACLES AND CHOICES FOR A CORRECT AND SUCCESSFUL QUEST TO WIN EACH EPISODE. A SOLVE (SIMPLE ABSTRACT SOLVE), IN THE TRANSLATORS MIND, WOULD DEFEAT THE OBJECT OF PLAYING THE GAMES MANY VARIED EPISODES AND TAKE THE FUN OUT OF THE WIN. THUS, THIS COMBINED CRYPTIC SOLVE-HINT-HELP TEXT FILE IS PRESENTED TO ASSIST YOU IN YOUR EFFORTS. I HOPE YOU WILL APPRECIATE MY EFFORTS AND REASONING. IF NOT, THEN PLAY THE GAME AND ITS VARIED EPISODES YOUR OWN WAY AND MAY THE POWERS OF GOOD PREVAIL WITH YOU IN YOUR MANY QUEST.

I HAD SOME PAINTWORKS (PNT) FILE SHR PICTURES FROM THE GAMES GRAPHIC SCREENS. I HAVE MADE THESE SHR PICTURE FILES INTO A SHRINKIT ARCHIVE FOR YOU SHR GRAPHIC FREAKS THAT WISH TO HAVE SUCH, INCLUDED IN THIS FOLDER AS -> SOE.SHR.PW.SHK

THIS FILE AND OTHERS GIVEN ARE OFTEN SLOPPY, CHOPPY AND ILL-SPACED IN PARTS. IF YOU WANT TO FIX IT TO SUIT YOUR TASTE, THEN GO FOR IT. I'VE DONE ALL I'M GOING TO WITH IT :)

BEST WISHES FOR SUCCESS FROM THE DOC