

Arthur

[human, owl, salamander, badger, turtle, eel]
think ~~shows~~ digger slow slip
+eel heat + sturdy

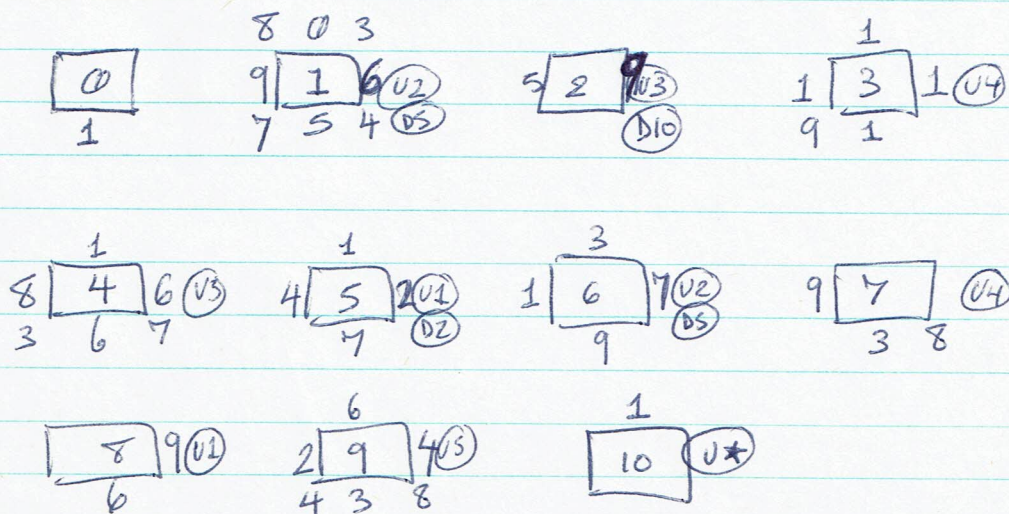
food: who eats what?

<u>WHO</u>	<u>WHAT</u>
human	cheese
	mouse
salamander	midges
badger	weeds
[not eel]	fish (minnow)
	apple (poisonous)

thank merlin (for cyr) [+10C]
 pray [+10C]
 swear [-1C]
bow

joist - need armour (transforms to you)
 + shield (get thrown out of castle)
shine shield + pumice (stones quarried by Proctor, sold to Garble)

When pummeled by conkers, change to turtle + stick in head + feet.



[+2Q]

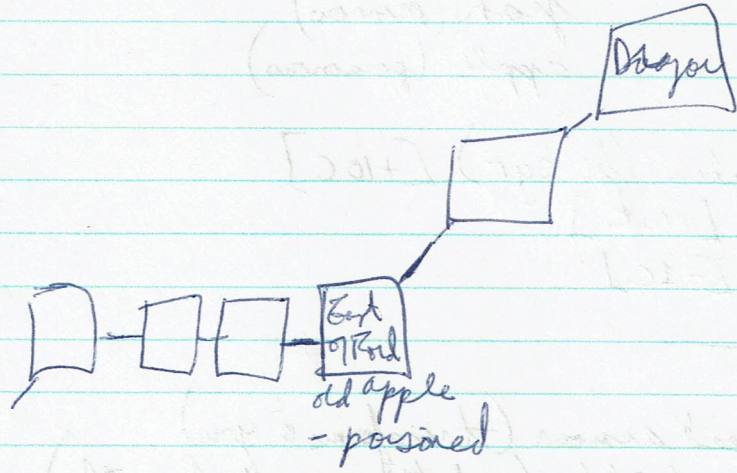
S-U-D-U* D-N-N

Thorney Island

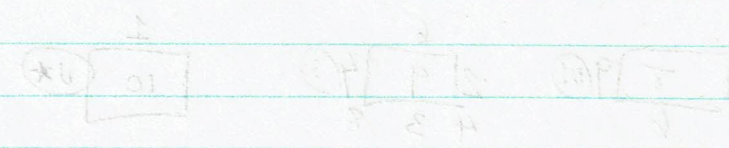
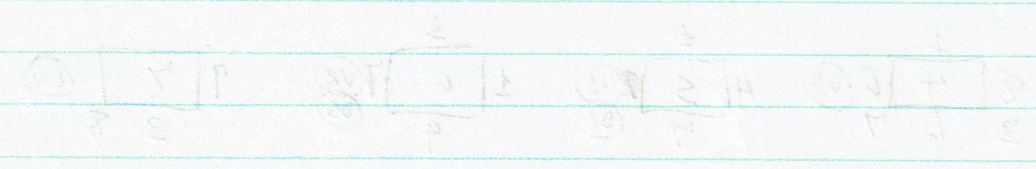
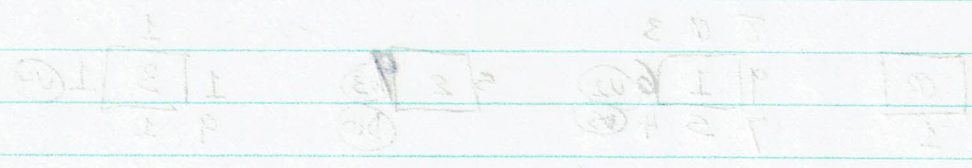
The other side of the road, the main road is on the left side of the road.

1/10/11

State the other side of the road?



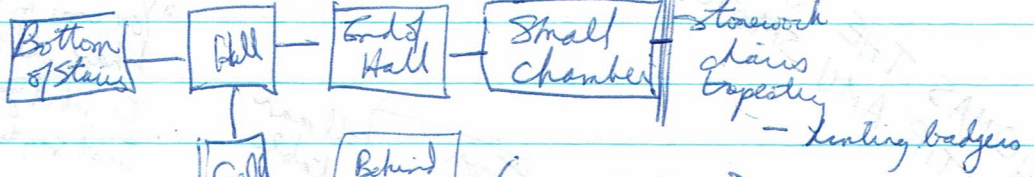
top of road is state of road, bottom of road is state of road



[100]

2-N-D-N-D-N-N

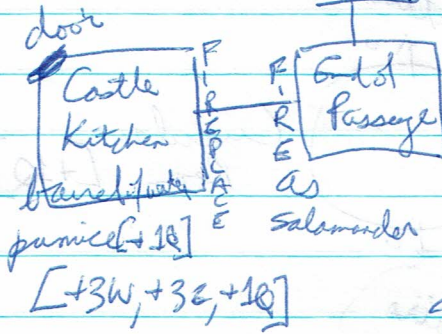
(Ground floor of stairs)



(verse 3, line 3) Compline
[+2W, +1Q]

"was over there"

put helmet on smith



punice [+1Q]

[+3W, +3E, +1Q]

shine shield & punice
[+2W]

pour water on fire
[+2W, +1Q]

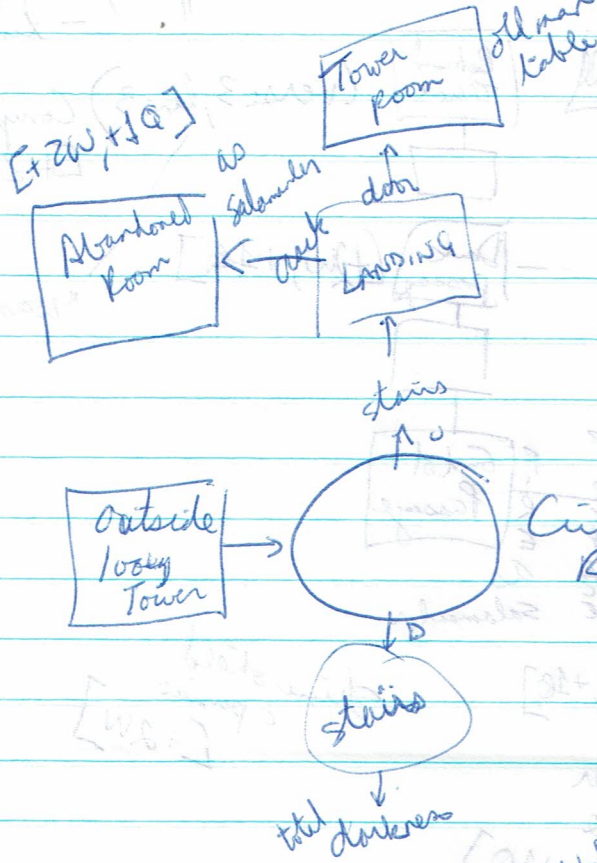
escaping from castle
- smith tells you sword is under roots of oak
[+10C, +2W, +3E, +4Q]!

hot spot

as badger, dig under oak
take sword [+2W, +1Q]

red & green lances - mount then choose
[red lance body/body, body/body]
wooly key [+10C, +5W, +7E, +4Q!]
has thorn spring might cut Lewis knight!

THOMAS THE RHYMER
 AMHTIR AMU SMOTUS



"You come in search of gold & loot
 I have all that, & more to boot
 To get it you must play my game
 Just say to me my secret name."

" — is not my name
 As a guess, that's pretty lame"

"I guess you've seen my secret room
 But that is not my name de please"

I speak in rhyms, & riddles to
 And even that's a little clue

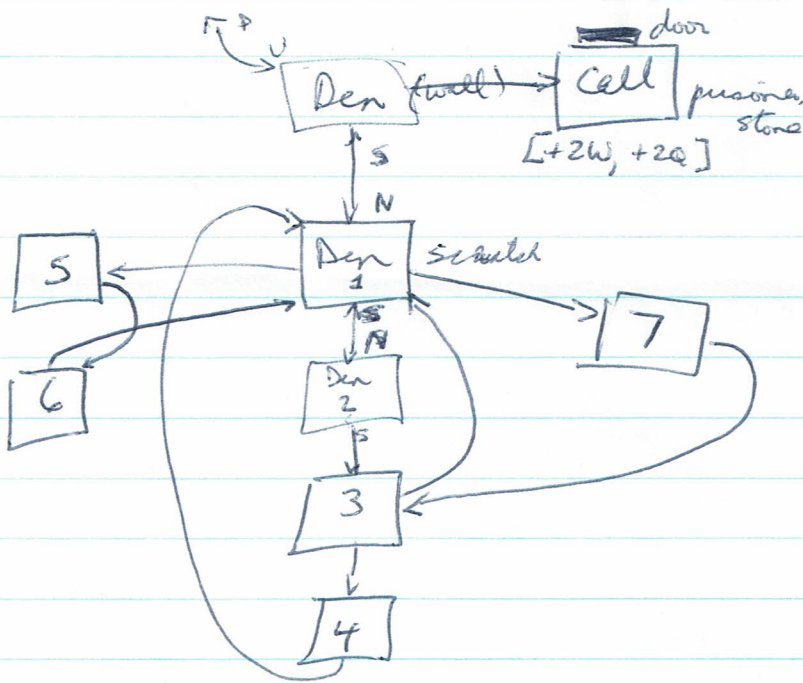
KILROY
 AMHTIR AMU SMOTUS
 BNI VJS BNV TNPVVT
 COJYKT CON UOQVWU
 DPKWLU DPX VPRWXV
 EQLX MV EQV WQSKYW
 FRMYNW GSA YSUZAY
 GSNZDX HTB ZTVARZ
 HTOAPY IVC AUWZCA
 IUPBQZ JVB BVXCDB
 JURCRA KWE CWYDEU
 KWRJSS LXF DXZEFD
 LXSETC MYG EYAFGB
 MYTFOD NZH FZBGHF
 NZUGVE OAI GALHIG
 OAVHWF PBS HADJH
 PBWIXG QCK ICEJKI
 QCXJYH RDL JDFKLS
 ROXKZI SEM KEGLMK
 SEZLAJ TEN LPHMUL
 TFAMBK VAD NHJON
 USANCL WIP OIKPQO
 VHOQDM XJR PJJLAP
 WIDPEN XJF QKRSQ
 XJERFO YKS RKNSTR
 YKRPZ ZLT

SYMPTOM
 RIOTHAMUS

"You know, I To thee I say,
 And just to you this rhyme say,
 When unseen forces you surprise
 Just rub this ring to clear your eyes."

[+7W, +3Q]
 rub ring in meadow reveals
 knight's position
 [+3W, +2Q]

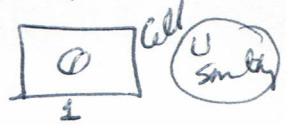
dead mouse
bottle of pepper
cheese



1 soft earthen walls are smooth + even

Thorney Island ^{airing} [+2Q]
inside hawthorn bush.
- thorny sprig (with bud) about to flower
wear it
[+1Q. take it as human]

Budget's Den



8 0 4
5 1 7 (U9) (D2)
3 2 6

7 1 8
6 2 9 (U1) (D9)
4 3 5

6 9 7
5 3 7
5 4 8

2 1 9
1 4 1 (U6) (D7)
5 1 3

2 7 1
9 5 6 (U2) (D3)
6 4 8

5 1 9
8 6 7 (U2)
4 2 3

8 4 2
1 7 3 (U9)
6 5 5

3 4 9
2 8 5
4 7 6

8 4 1
2 9 5 (U4) (D10)
3 7 6

1
7 10 2 (U*) (D9)
8

idiot

on mouse: got it from invisible playmate. We could trade

on invis knight: sometimes he buys me presents + we trade for them

on hot: not a very nice man.

on Bog: I dislike. Every time I go in there, I get killed

on crystal: look in it + get a hint

on idiot: name is Floyd.

on gnomes: 'wherever I go, there I am'

on castle: has secret passages

on Merlin: he's silly. Sometimes he turns me into a frog.

on prisoner: Big guy? Thick muscles? Used to run the smithy? Disappeared a couple days ago?

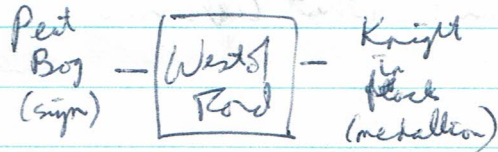
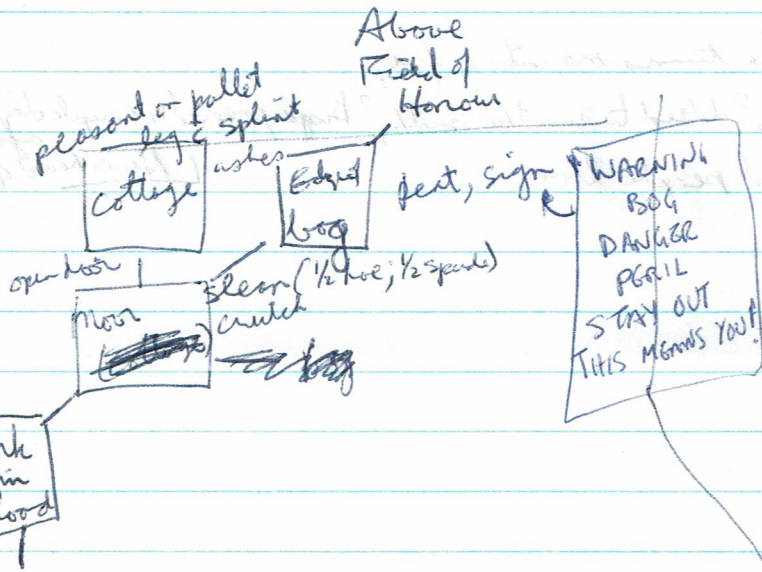
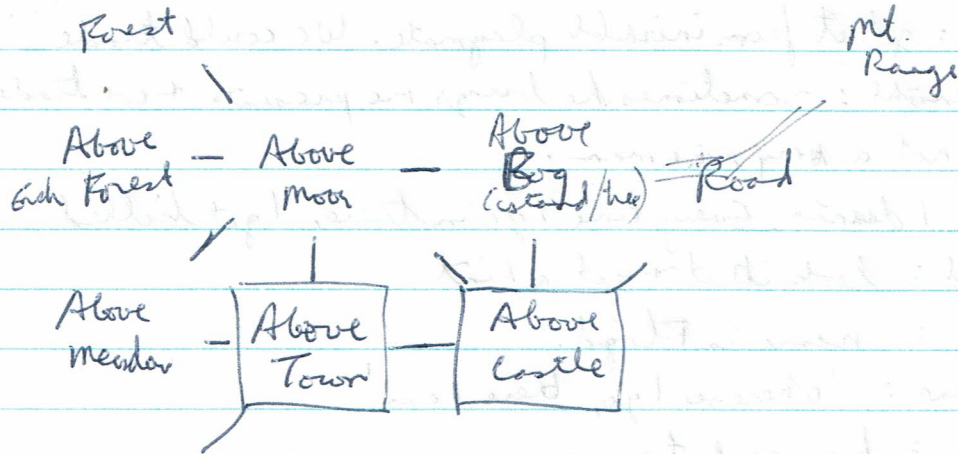
on church: That's where the dead people live.

(Never heard of him)

on key: (you don't what to know)

on twin: what twin?

Flying



gate
Parade Area
Great intake

Kitchen
Armory
(broken dagger
tarnished shield
armor)

Sign: WARNING / BOG / DANGER / PERIL /
STAY OUT / THIS MEANS YOU!

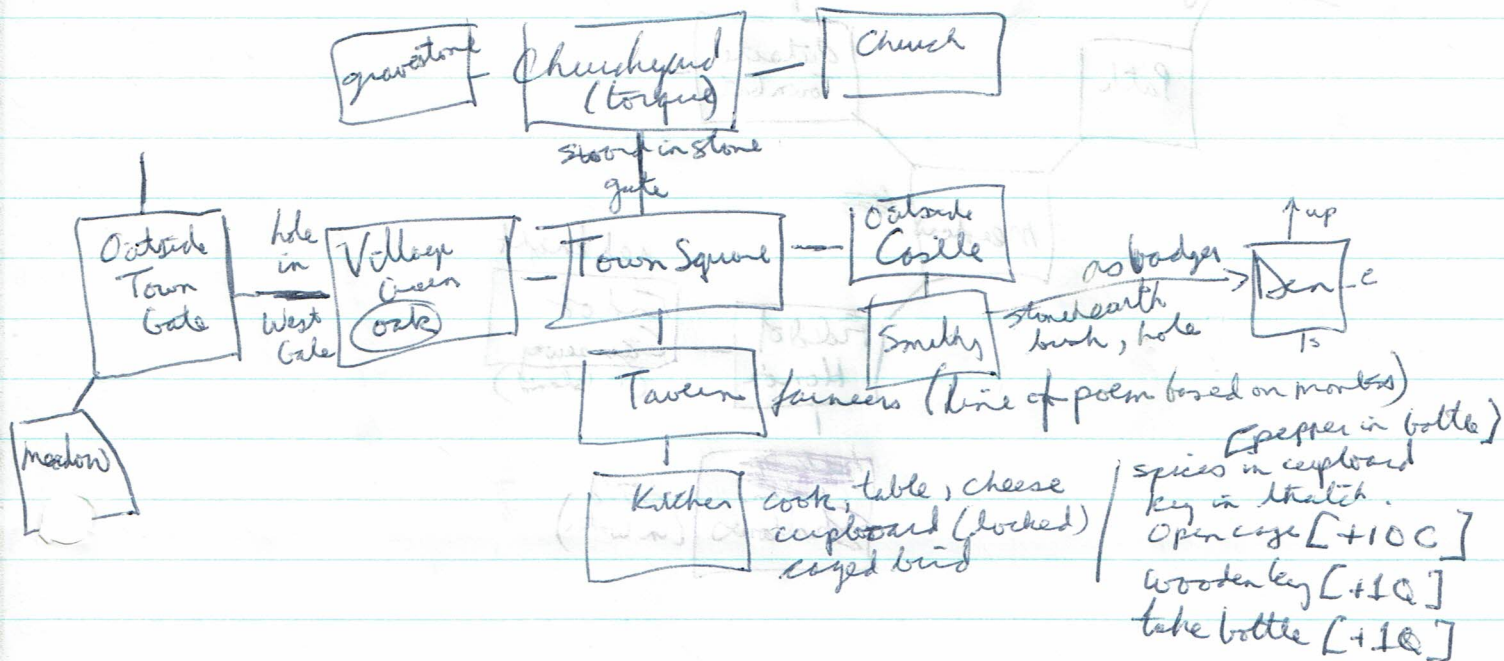
St Anne's Day, Compline

Start - red piece of glass
tunic + breeches

Arthur son of Uther + Ygraine
go to cave beyond meadow

~~Arthur~~

- Pts
- Chivalry
 - Wisdom
 - Experience
 - Quest



torque is neckband
- has 2 knots
- one knot has glowing silver
(looking in crystal gives you a hint)

hide behind gravestone (early)
- Lot takes stone + sword
+ leaves soldier
(nervous + alert)

if you wait til St John's Day, Matins
Lot appears i look like sword

3 days he'll be coronated there in Churchyard
to contest claim, go to his hall + challenge him
in the traditional manner of knighthood
+ do battle. [+5E, +2Q]

at Town Square,

village idiot physici
dead mouse

"Beware the Invisible Knight"

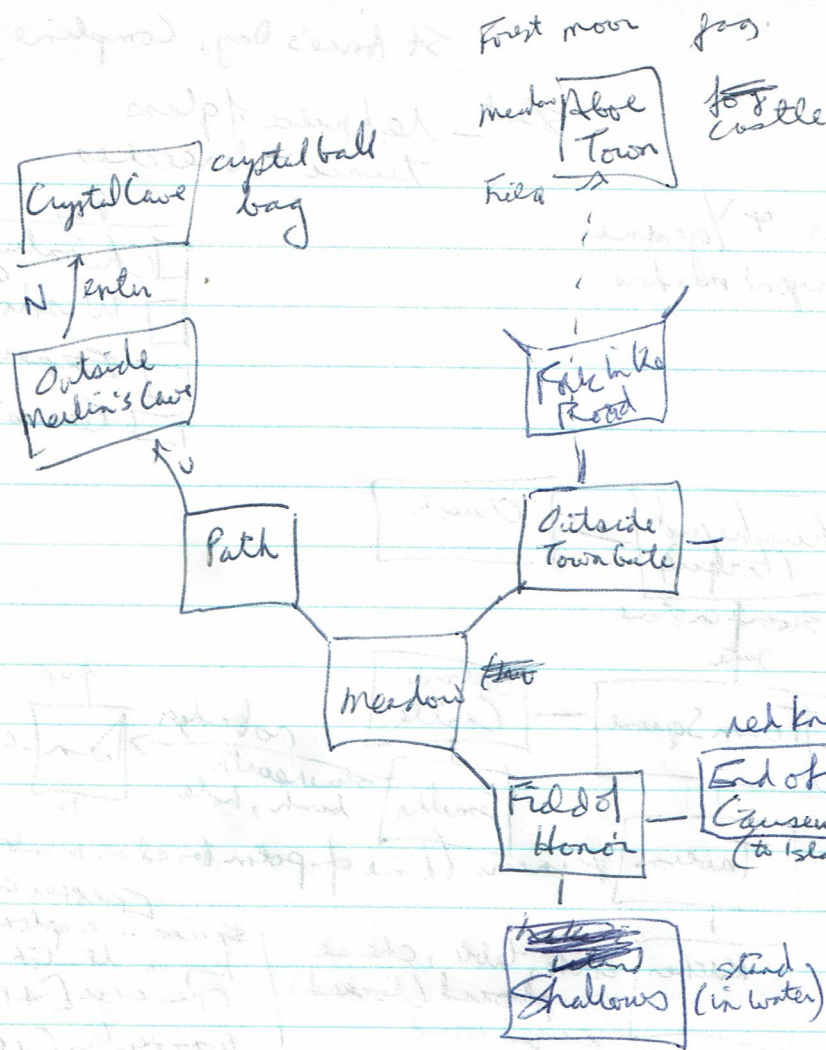
[alt text, low, abnormal, up, down]

[alt text, small, funny, eye]

[alt text, sword, sword, sword]

[alt text, sword, sword, sword]

[alt text, sword, sword, sword]



eat midges as salamander [+1W, +1E]
 change to owl [+3E, +1Q]
 - need to be in water for eel

1/vis. Knight attacks in meadow

midges in path

Merlin = scroll

[owl, badger, salamander, eel, turtle]

"Cyr" animal/human (you drop everything)

- must become human first
- don't change before people
- a prisoner is held below hot's Castle

[+3E, +1Q for first change]

1 ST, 2 ND, 3 RD, 4 TH, 5 TH

brass egg [+7W, +3Q]
in invisible knight's parden

defeating kassaka [+5W, +7E, +4Q]

as turtle, swim thru bracelet [+3W, +1Q]

pull in head, then eye human
take bracelet as human [+2Q]

- dig peat with shears, put it in heath [+10C] [+1Q]

- give crutch to cottoger [+10C]

- ask cottoger about boy [NE, NE, NE, NE, NE, E] ← this changes!

crossing boy [+7W, +3E, +2Q]

Experience of 59 is not enough
to defeat the black knight (6?)

Take gold egg [+4W, +5E, +2Q]
on ground

Drop brass egg in groove
fly above nest as owl.

When raven goes to groove, you go to nest
& eye human, take egg & throw egg.

Raven arrives - egg out, land in groove
& take gold egg!

Give gold egg to knight [+1Q]

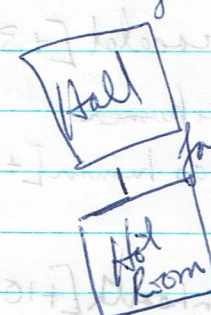
apple floats to shallows
kassaka eats apple [+3W, +7E, +4Q]
cut trunk with sword [+1Q]
take trunk [+2W]

silver medallion
[+4W, +7E, +4Q]

showing
cut hair
[+3E, +1Q]

[+5W, +3Q]
 girl sits on fleece (golden key)

(attempt to leave key)



free (must say password "Nuld")

Call Nimue [+1E, +1Q]

- #
- 110C
- 103W
- 101E
- 100Q

hide behind shield
 [+2W, +5E, +2Q]

Say "nuld" in ice room; take ice to Hot Room

If you agree to unlock my manacles, I will give you the Golden Fleece & allow you to finish your quest unmolested.

must bloom the Hawthorn to awaken body

unlock left manacle
 lock left manacle
 unlock right manacle (ice, key)
 [+7W, +10E, +5Q]

"Nimue" gauntlet, fight her on Field of Honor then call her name.
 [+10C, +2Q]

throw gauntlet [+10C, +5Q]
 show bracelet then attack [+7W, +7E, +4Q]
 free lot [+10C]

ask about chasm

- Go to where gate was + turn right.

Then go to where the big tree used to be + turn left

When you get to the place where the whatsis was until they moved it to the spot where it was before they put it where it is now, then take 2 quick rights

After that, go straight about twice as far.

When you hit the trees you're almost there. You can't miss it.

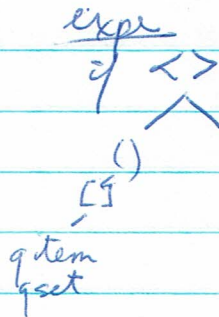
blue knight - likes it when you blow horn

black knight - get brighter towards dawn

red shield to joust

ADDR	FUNC	ASCN
1	1	

753, 0



GRAB

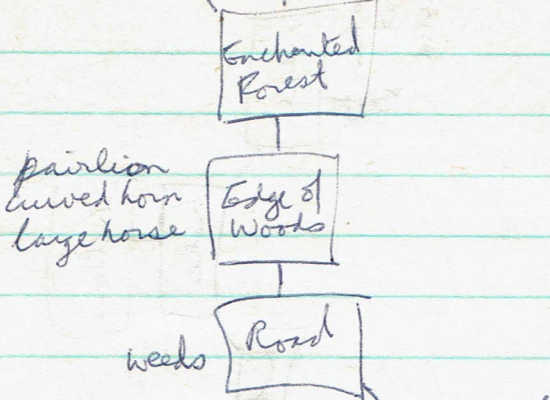
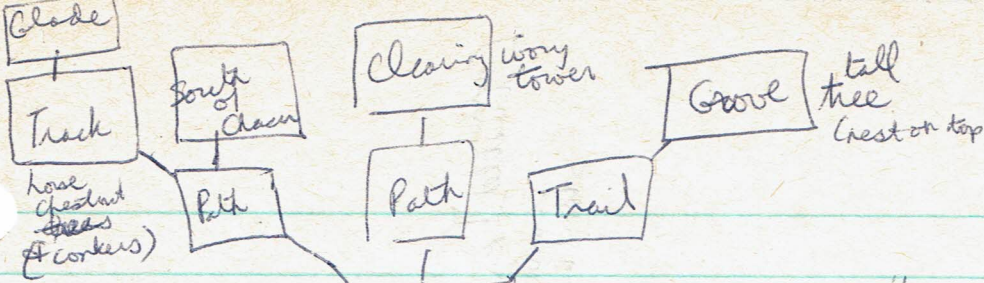
listen to murmuring

drop bottle of spice in glade, w

grab leprechaun + he'll give you whiskey jug [+3W, +1Q]

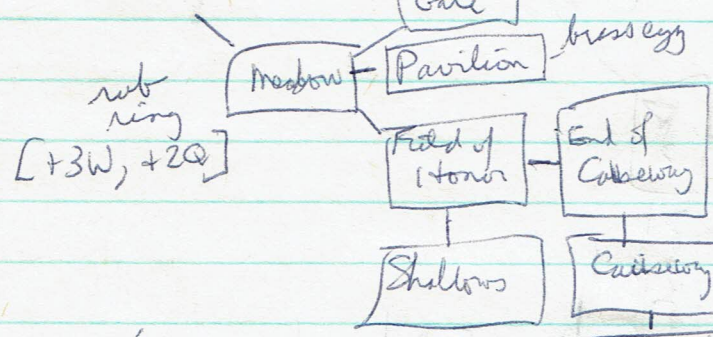
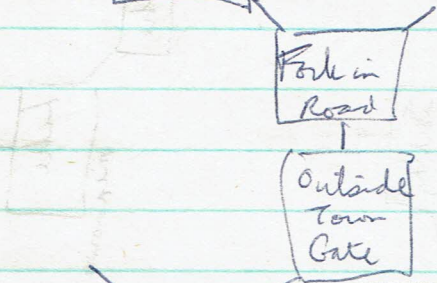
"XXX → MOTHER MACROB'S IRISH WHISKY"

- brass egg? gold egg? if idiot gets them confused, maybe raven will too.
- Merlin says way tower is home of very interesting old man.
- armour won't protect you from raven
- Merlin on dragon: if I drank what he drinks, I would breathe fire too. (give whiskey to dragon?)
- on bog: ground is treacherous + shifting. Don't venture there unless you are sure of your path
- on Nudd: evil incarnate. gods imprisoned him bound by gold manacles with key of gold around his neck. Merlin's magic won't work there
- on boar: even though he has only 1 tusk, still dangerous
- on raven: mermaid to all other life in the forest.
- guard has helmet; is that significant? yeah, sorta
- ~~hit~~ hit guard + stone in human form after hiding behind door [+3W, +3E, +2Q]!
- unlock padlock [+10C]



throw apple to boar (kills it)
 [+3W, +7E, +4Q]
 cut bush with sword [+1Q]
 take bush on S chasm [+2W]

leave sword in Shallows
 speak Kracken as eel
 retreat to Shallows
 cys human, take sword,
 cut tentacle & sword
 [+5W, +7E, +4Q]



buss egg say "TH" [+7W, +3Q]

Knock on door/blow horn
 - can't join without armor, or shield

@ Track - cys turtle, pull in head, pull in legs, wait [+3W, +7E, +3Q]
 Clade [footprints, large rock]
 hide behind rock, wait

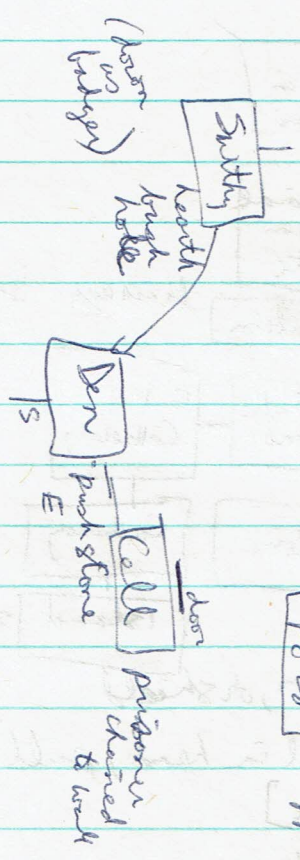
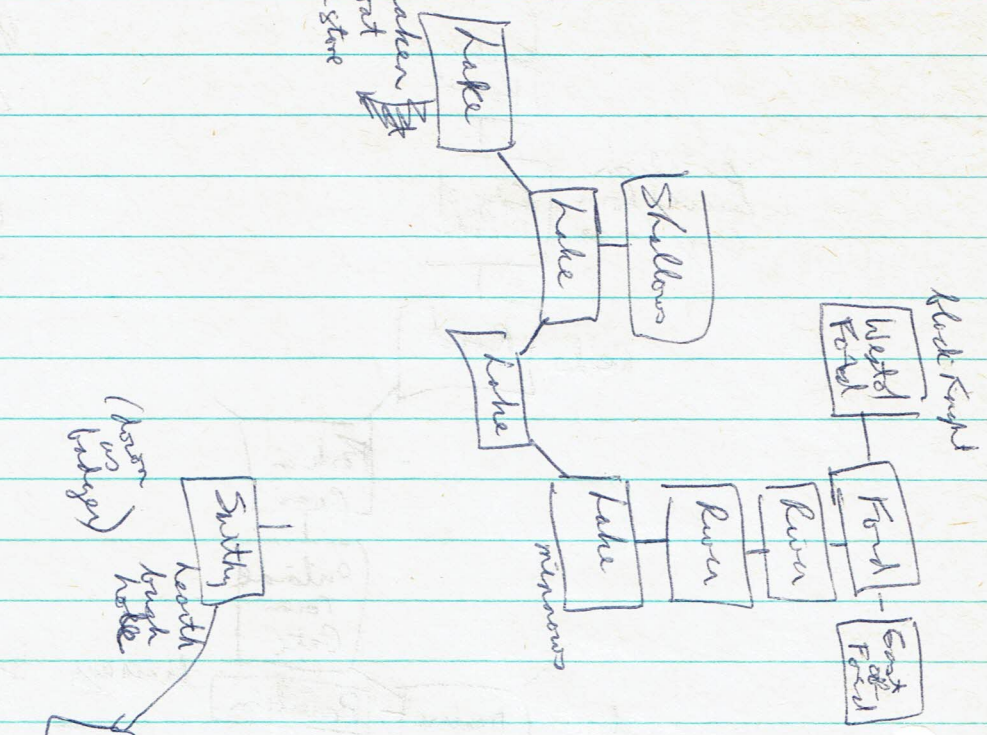
as subsequence
 cut wings [+1W, +1E]

open cage, cys owl, y (when asked if you want key), cys human, take key [+1Q]
 unlock cupboard, open cupboard, take bottle "oriental spices"

[+1Q] when give egg to red knight

[golden bracelet] taken
~~loose~~ ~~loose~~ ~~loose~~
 stored in store

let apple float from East to Shallows
 got to Thorney
 ① take spring
 reaching cell [+2w, +20]



ride behind door

got to lake as turtle
 swim through bracelet [+3w, +10]
 go to shallows
 pull head in
 cys human
 take bracelet [+20]

- Start with red piece of glass, wearing tunic & breeches (hungry ^{soon} after)
- pick up torque, go west (behind gravestone) & wait until guards & sword are gone. (next morning) ^{King hot} [+5 exp; +2 quest]
- Merlin wants you to go to his cave
- King hot must be challenged in his hall in ^{traditional} manner of knighthood before noon Christmas Day.
- Pray in Church [+10 chivalry]
- Town Square (village idiot with dead mouse) Ask him about anything
- ~~Tavern~~ Tavern: listen to conversation to learn that castle's password is from monk's poem; hot is greedy for gold & silver
- Tavern Kitchen (cook, table, cheese, locked cupboard, caged bird) eat cheese [+1 wisdom; +1 experience]

torque [wear it, ~~insert 2 knobs~~ ^{ends in 2 knobs}, silver of crystal in one end
 - look in crystal to get a hint

Meadow - invisible knight will steal carried objects when you enter.
 NE, NW, SE

Path - midges (food for _____)

Outside Merlin's Cave - Merlin & scroll

Tells you 'CYR' [owl | badger | salamander | eel | turtle | ~~heron~~] to transform; warns you must not do it before other people & to be human between transformations

Crystal Cave - crystal ball

- bag (silver key)

[Thank Merlin [+10 chivalry]
 (Prisoner in hot's castle)]

Using Cyr first time [+3E, +1Q]

End of Causeway - red knight guards entrance to island.

To get past he wants: ^{the} egg of a giant raven,

the hair that grows between the eyes of a dragon,
the tusk of the wild boar that stalks the enchanted forest,
and the Golden Fleece of the evil demon Nudd. [not wish, huh?]

open cage (free bird) [+10C]

spring blooms only on Christmas, be in Nimue's Underground Chamber
- she leaves a gauntlet [+10C, +2Q] take it [+1Q]

hit hot with gauntlet (guard also lets you in castle
in lieu of password & gauntlet)

make sure to wear the bracelet first! [+10C, +5Q]

show bracelet, then attack
[+7W, +7E, +4Q]

free hot [+10C]

call Nimue [+1E, +1Q] (path to center of lake)

take sword

total [110C, 102W, 100E, 100Q] rank of King

the bag is magical, can hold a lot of objects

In Gleade - drop bottle [not spices], hide behind rock,
when leprechaun picks it up, grab him
& you'll get jug of whisky [+3W, +1Q]

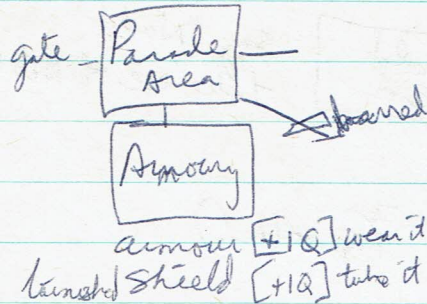
roy tower - enter Corridor Room [+1Q]

get dragon drunk
cut hair with sword
[+36, +1Q]

crawl thru crack as salamander
to abandoned room: AMHTIR AMUSMOTUS
[+2W, +1Q]

in Darkness SAYMOTHERE [+4W, +1Q]
as owl RIOTHAMUS

say "THOMAS THE RHYMER"
- get ring (rub it) [+7W, +3Q]
to see
invisible



Boy dies:

NE, NE, E, E, N, E

getting thru boy [+2W, +3E, +2Q]

cut medallion
[+4W, +7E, +4Q]

To free prisoner: clog hallway, take stone, hide behind door,
wait for guard, ~~hit~~ guard with stone [+3W, +3E, +2Q]
take key, unlock prisoner [+10C] take helmet
Head east to small chamber, move tapestry
E to Dark Passage [+2W, +1Q]

Go thru fire as salamander to kitchen [+3W, +3E, +1Q]

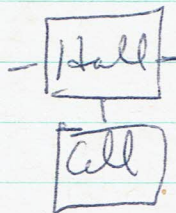
Pour water on fire [+2W, +1Q]

wait until [next hour] behind hot's throne

"The new password is verse three, line four" [+2W, +1Q]

put helmet on man.

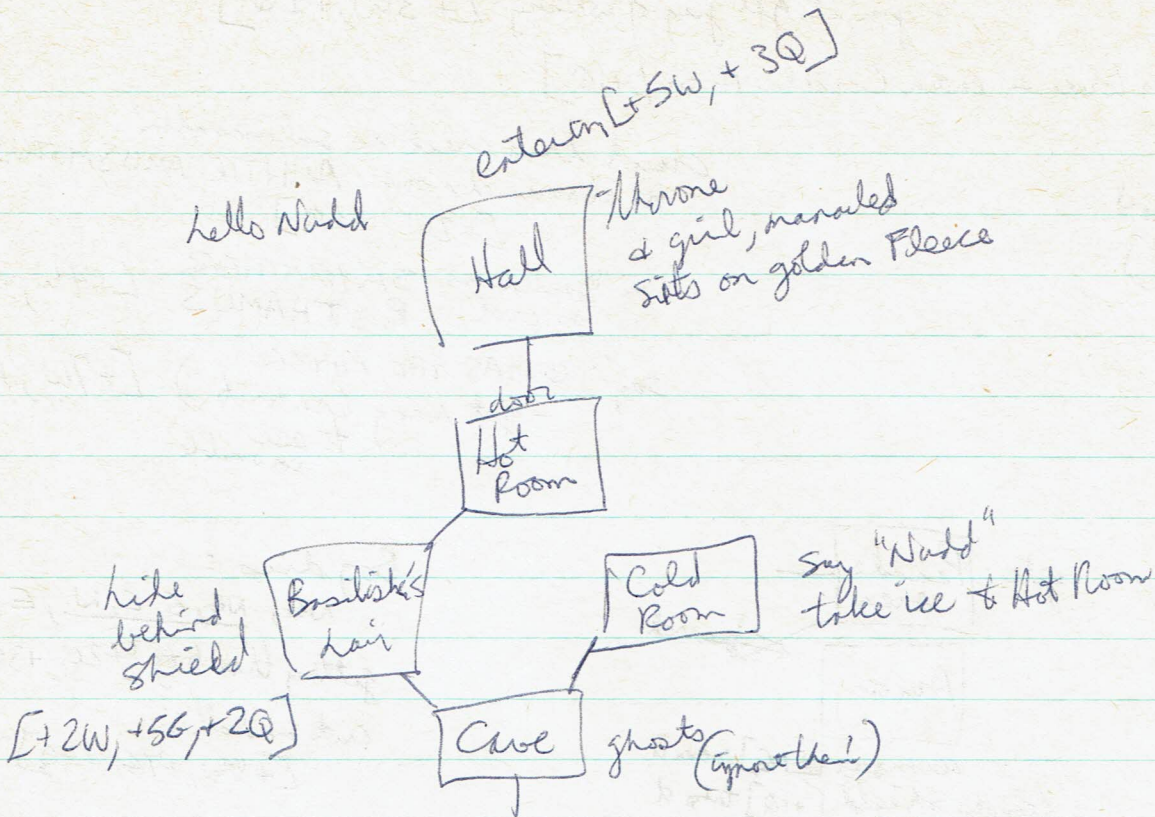
Say "then good king hot"
prisoner tells you of sword under oak tree
[+10C, +2W, +3E, +4Q]



dig under oak (as badge)

take sword [+2W, +1Q]

polish shield with pumice [+2W]



defeating Nudd: +7W, +10E, +5Q
take fleece +2W, +1Q