

United Software Association, USA/FLT ³, Fairlight PC Division, USA-DoX
Department, Proudly Presents Conquest Of The Longbow Solve From Sierra

Days 1 and 2 ~~~~~

* Problem: Where do I go on Day One?

Hint: When you awake in your cave, fill your purse and get your horn. Speak to the men in your campsite. Then go to the Watling Overlook and observe the peasant on Watling Street, speak to Will Scarlet and young Simon in the Shooting Glade, and visit the widow and her three sons at her cottage. Now select the map from the Icon Bar and this will end Day One.

* Problem: I see a peasant from Watling Overlook! What do I do?

Hint: Click the hand or walk cursor on the peasant to meet her on the trail. To save her, shoot the sheriff's officer with your bow and arrow.

* Problem: What should I do at the shooting glade?

Hint: Be sure to talk to Will and young Simon. If you like, you can also show them your excellent marksmanship by shooting the targets on the trees. However, if you'd like to skip your marksmanship practice, set the Arcade level to the easiest setting.

* Problem: What should I do at the Widow's Cottage?

Hint: Talk to the Widow and her three sons. This is all you need to do on Day One, so select the map from the icon bar. This will end Day One. By the way, be sure to visit her on other days.

* Problem: What do I do on Day 2?

Hint: You need to explore the forest. Eventually you'll find Marian being attacked by a Fens Monk. Rescue her by shooting the Fens Monk with your bow and arrow. Be sure to pick up her slipper to give to Lobb on another day. Blow your horn to call your men. Finally, select the map from the icon bar and this will end Day Two.

Days 3 and 4 ~~~~~

* Problem: Where can I obtain a disguise to enter Nottingham?

Hint: Visit the Watling Street Overlook and observe the beggar on the trail. Click the hand or walk cursor on him to encounter him on the trail. To get his clothes for a disguise, offer him money--a half penny will do.

* Problem: Lobb won't speak openly to me!

Hint: Find Lobb in the Cobbler's Street in Nottingham. Give him Marian's slipper, which you picked up from the forest floor after rescuing her from the Fens Monk on Day Two. He'll give you a silver comb. You'll be able to give this silver comb to Marian on another day.

* Problem: What must I do on Day Four?

Hint: Two events must occur before the day ends. Go to the Watling Street Overlook and observe the peasant in custody on the street. Click the hand or walk cursor on him to encounter them on the trail. Shoot the sheriff's man with your bow and arrow. You also need to visit Marian in the Willow grove. Give her the silver comb Lobb gave you and the heart-shaped half emerald.

* Problem: Marian doesn't trust me!

Hint: Remember the silver comb you got from Lobb on Day Three? Give Marian the silver comb you got from Lobb. Now she'll trust you. You can also give her the half emerald shaped like a heart.

Days 5 and 6, Fens Monk ~~~~~

* Problem: No one is on Watling Street. How do I proceed?

Hint: Before you go to Watling Street, you need to visit the widow's cottage to find out the news about her sons. Then go to the Watling Street Overlook and watch for a Fens Monk to come down the street. He'll be wearing black. Click the hand cursor on him to encounter him on Watling Street.

* Problem: What should I do when I encounter the Fens Monk?

Hint: Click the hand cursor on him. To get the Fens Monk's robe, click the bow and arrow cursor on him, accept his challenge, and defeat him with Little John's staff. Use this Monk's robe as a disguise for the day's events.

* Problem: How do I cross the Fens?

Hint: When you defeated the Fens Monk on Watling Street and took his robe for a disguise, you'll notice he was carrying a reed instrument. Blow this whistle at the edge of the Fens and another Fens Monk will pick you up in a boat to take you to the Monastery.

* Problem: How do I get past the guard of the Fens Monk Monastery?

Hint: You need to give the guard two items. First, give him the whistle made from a marsh reed. Then give him the bag of gemstones. You'll need your game documentation to correctly identify the gemstones.

* Problem: What do I do inside the Fens Monk Monastery?

Hint: You need to do three things. First, visit the Prior in the Refectory. Then visit Fulk and release him from the Torture Room. Find the Prior again in the Scroll Room, spill wine on him and take Fulk's scroll. Also while you're still in the Scroll Room, find and take Marian's scroll.

* Problem: How can I obtain Marian's scroll?

Hint: When you enter the Scroll Room, click the eye cursor on the scroll rack.

This will bring up a close-up view of the scroll rack. Now click the hand cursor on each of the scrolls until you find Marian's. You might also wish to

read each of these scrolls carefully. One of them contains a clue for another part of the game.

* Problem: I'm having trouble getting Fulk's scroll!

Hint: After you've released Fulk from the chains in the torture room, return to the Scroll Room. Here you'll see the Prior reading Fulk's scroll at his desk. You'll notice the Prior's goblet of wine on the desk. Walk up behind his wine goblet and click the hand cursor on it. Of course, wine will spill everywhere.

When the Prior leaves the room in disgust, take the scroll from the desk.

* Problem: How do I get past the iron grate?

Hint: Did you examine the other scrolls in the scroll room? One scroll "seems to speak of the history of this very fortress" and gives a hint about the gargoyles surrounding the iron grate. First, you need to click the hand cursor

on "the Gargoyle with the thoughtful face," then on "the Gargoyle with a lean and hungry look," then finally on "the foolish looking Gargoyle." Now the iron grate will open up and you and Fulk can escape.

Days 5 and 6, Abbey Monk ~~~~~

* Problem: No one is on Watling Street. How do I proceed?

Hint: Before you go to Watling Street, you need to visit the widow's cottage to find out the news about her sons. Then go to the Watling Street Overlook and watch for an Abbey Monk to come down Watling Street. He'll be wearing brown. Click the hand cursor on him to encounter him on Watling Street.

* Problem: What should I do when I encounter the Abbey Monk?

Hint: Use this Monk's robe as a disguise for the day's events. Just click the hand cursor on him. He'll be so afraid of you that he'll give up his clothes. Also be sure to visit the widow today.

* Problem: What should I do in the Abbey?

Hint: You need to do four things. First, go to the laundry room and get three robes. Second, explore the hedge maze behind the Abbey and note the quickest path to the secret door. Next, meet the Abbot in the refectory and take his ale cask to the pub for a refill. Get the Abbot drunk and then take the puzzle box from his bedroom. You will have to wait for a safer place to open the puzzle box.

* Problem: What must I do at the pub?

Hint: There are two things to do in the pub today. First, refill the Abbot's ale cask. To do this, you need to get the empty ale cask from the Abbot's refectory. Go back to the Abbey and return with the empty cask. Give the empty cask to the Innkeeper, and he'll be much more cooperative. Be sure to play Nine Men's Morris and win the amethyst.

* Problem: I keep getting thrown out of the Abbey, or end up drunk!

Hint: Accept the Abbot's challenge and drink with him. But first, you need to win the amethyst by playing Nine Men's Morris in the pub. You can slip the amethyst into your mug after the first glass of ale has been poured.

* Problem: The Abbot's room is locked! How can I enter?

Hint: Get the Abbot drunk! This means you'll need to go to the Refectory and

accept his challenge to drink. He will instruct one of the other monks to leave his door unlocked. If you use the amethyst wisely, you'll drink him under the table and be able to walk right into his room yourself.

* Problem: Ok.. the Abbot is drunk, what do I do next?

Hint: Search the Abbot and lift his purse. Grab the empty ale cask from the table. Go search the Abbot's room for the puzzle box he was playing with earlier. You'll find it under the third pillow on his bed.

* Problem: How do I open the puzzle box?

Hint: You might wait until another day to open this puzzle. You won't be needing the contents until Day Ten. The key to opening it is in reading Fulk's scroll. Looking at the scroll, write down the first letter of each name of a Druid tree listed there. These first letters will give you the Latin word you need to open the puzzle box. Select the puzzle box from inventory with the hand cursor and punch in these letters.

* Problem: How do I help the widow's boys escape?

Hint: Go to the pub and pay the Abbot's bill of twelve pennies. Give the pub keep the empty ale cask. Exit the pub through the secret cave in the back by clicking the hand cursor on the iron door to the back room of the pub, then on the spigot of the second cask in the back room. Find the secret door into the guard's room and click the eye cursor on the hole in the door. Eventually, the guards will slip out of the room to get some money for ale. Enter the room, place four pennies on the table and exit back into the tunnel. When the guards leave, enter the room and click the hand cursor on the trapdoor. Select the robes from inventory and click them on the opening of the trapdoor. When the four of you are back in the tunnel, exit through the pub. When Robin is stopped and asked to bless the kneeling, drunken Sheriff, click the talk cursor on the Sheriff.

Days 7 and 8 ~~~~~

* Problem: How should I get started on Day Seven?

Hint: Visit Marian in the Willow Grove and give her the hand scroll from the Fens Monk Monastery. Visit the Green Man of the ancient oak and solve his riddles.

* Problem: What should I do when I encounter Marian?

Hint: You need to give her the hand scroll you got from the Fens Monk Monastery. Also, give her the heart-shaped half emerald.

* Problem: How do I summon the Green Man?

Hint: Remember the golden net the widow gave you? If she hasn't given it to you by Day Seven, go visit her. You can use this net to capture a Pixie, one of the wood sprites. The Pixie will introduce you to the Green Man. Talk to the Green Man and he'll challenge you with three riddles.

* Problem: What should I do with the Golden Net?

Hint: You can use this net to capture a Pixie, one of the wood sprites. The Pixie will introduce you to the Green Man.

* Problem: Enough already! What are the answers to the Green Man's riddles?

Hint: Refer to your game documentation to learn the letters in the hand code. The answer to the riddle that begins "I am the heart.." is wood. The answer to the riddle that begins "High born, my touch.." is snow. The answer to the riddle that begins "I am the outstretched fingers.." is feather. The answer to the riddle that begins "Golden treasure I contain.." is beehive. The answer to the riddle that begins "My first master has four legs.." is fur. The answer to the riddle that begins "Metal or bone I may be.." is comb. The answer to the riddle that begins "Not born but from a mother's body drawn.." is cheese. The answer to the riddle that begins "I am two-faced but bear only one.." is coin.

The answer to the riddle that begins "I am a window.." is eye.

* Problem: What should I do on Day Eight?

Hint: There are three things you need to do on Day Eight. First go to Watling Overlook and observe the Yeoman on Watling street. Confront the Yeoman and pay him for his clothes. Second, attend the fair and give the hand scroll to the scholar who shows you the correct coat of arms. Finally, enter the archery tournament and win the golden arrow.

* Problem: What should I do when I encounter the Yeoman on Watling Street?

Hint: Offer him some money. He'll give you his clothes for a disguise.

* Problem: What should I do at the Fair?

Hint: You need to do two things at the fair. First, locate a scholar who can show you the correct coat-of-arms you're asking to see. You can find a complete selection of coats-of-arms in your game documentation. When the scholar shows you the correct coat-of-arms, give him the hand scroll from Marian. Second, enter the archery tournament and win the golden arrow.

Days 9, 10, and 11 ~~~~~

* Problem: What must I do on Day Nine?

Hint: You must do three things. You must escape the sheriff's men when they sweep the forest. You must encounter the jeweler on Watling Street. Finally, disguise yourself as either Puck, using his Yeoman's clothes, or as the Jeweler, then visit the Sheriff of Nottingham.

* Problem: How can I evade the sheriff's men?

Hint: When the sheriff's men are chasing you, run to the ancient Oak. You'll need to call upon the Green Man's protection. To gain the Green Man's protection, you must have answered his three riddles on Day Eight. Using your game documentation find the Druid name for the oak. Click the hand cursor on Robin and enter this Druid name using the hand code. Robin will transform into a tree and the sheriff's men will walk right by him.

* Problem: What should I do when I encounter the jeweler?

Hint: There are three possible ways to complete this encounter. You can let the jeweler go on his way, in which case you'll use your Yeoman's disguise to visit the Sheriff. You could give the jeweler the heart-shaped half emerald, and he'll gladly trade you his clothes. If you give him the emerald, you can complete the game, but Marian will die on another day. A third option is to simply click the hand cursor on him twice. This is the best option to take, because you'll get his clothes for a disguise and he'll still be happily

rewarded.

* Problem: How can I get in to see the Sheriff?

Hint: If you fail to get the Jeweler's disguise, put on the Yeoman disguise.

Go

to Nottingham Castle and bribe the guard--a penny will do. Keep talking to the

Sheriff and you'll convince him to come with you, or make a wager by giving him

three pennies. This will end Day Nine.

* Problem: What should I do on Day Ten?

Hint: You need to rescue Marian, and either heal her in the Willow Grove or let

her die.

* Problem: How do I rescue Marian?

Hint: While in your camp, blow your horn to assemble the men. When you're given

the choice, follow John's subterfuge plan. Go to the Pub and talk to the Innkeeper several times. He'll let you use the back way into the Abbey Monk Monastery. At the Monastery, travel through the hedge maze to find the witch's

court. When you get to the entrance of the Witch's Court, select the ring that

commands fire from inventory and click it on Robin. Now click the hand cursor on the door.

* Problem: I keep getting burned up trying to rescue Marian!

Hint: Put on the ring that commands fire from your inventory before rescuing Marian. You found this ring by opening the puzzle box from the Abbot's room in

the Abbey Monk Monastery.

* Problem: I've rescued Marian, but now she's dying!

Hint: Select the half emerald from inventory and click it on Marian to heal her. If you don't have the half emerald, she will die. However, you can still complete the game without her.

* Problem: How do I ambush the treasure train?

Hint: Blow your horn to call your men together. Choose Tuck's plan. Ambush with

an element of surprise. It will work splendidly!

Days 12 and 13 ~~~~~~

* Problem: What should I do on Day Twelve?

Hint: You need to avoid the sheriff's men in the forest and then encounter a knight on Watling Street.

* Problem: How do I avoid the sheriff's men in the forest?

Hint: The same way you avoided them the first time they swept the forest!

* Problem: What should I do when I encounter a knight on Watling Street?

Hint: This is a false knight! Talk to him and then try to give him the password

from Marian using the hand code. When you do this a second time, Robin will realize he's a false knight. Immediately select your bow and arrow from inventory and shoot him. When he is on the ground, search him. Now you'll have

evidence that he was plotting against the King. Blow your horn to call Little John.

* Problem: What should I do on Day Thirteen?

Hint: Day Thirteen is the final day of the game. If Marian has died, you'll need to visit her spirit in the Willow Grove. If you know the password, you can rescue the Queen's Knight from the Fens Monk Monastery, then stand trial to determine your fate.

* Problem: How do I cross the Fens Marsh?

Hint: Select the ring that commands water from inventory and wear it. You'll see Will-O'-the-Wisps floating over the Fens Marsh. Click the talk cursor on one of the Wisps. They'll let you cross if you've visited or healed Marian in the willow grove and received a password.

* Problem: I can't locate Marian's spirit in the Willow Grove!

Hint: If Marian has died you need to use the hand code to call up her spirit. You'll need your game documentation for this one. Look up the Druid name for Willow and enter it using the hand code. You'll receive a password to give to the knight.

* Problem: How do I enter the Fens Monastery?

Hint: You'll need your game documentation for this one. Look up the Druid name

for ivy and enter it using the hand code. The ivy on the wall will grow and grow. You'll be able to climb the wall using the ivy.

* Problem: The Queen's Knight won't go with me!

Hint: Remember the password Marian gave you in the Willow Grove? Well, enter this password using the hand code. The knight will go with you. After crossing the Fens, and the knight is safe, you'll stand trial and your fate as an outlaw will be determined. Congratulations! You've completed Conquests of the Longbow!

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