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|                               Sir Lancelot                               |
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Version 1.0 (08/29/2005)

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Version History:

-3/27/2006, added lup as a host.  
1.0: Basic Guide Complete - (08/29/2005)

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Legality:

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- www.GameFAQS.com
- www.neoseeker.com
- faqs.IGN.com
- www.lup.com

Game by Xonox

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|                               L1: Intro                               |
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Sir Lancelot. That's a fairly well-known name, but did you know Xonox made a game where he jousts with monsters on a winged steed? Yep, they did and I'm covering it. The game is completely simple, but very unforgiving. Up until a point, the levels are discrete. But then they loop between the same two. Stages

consist of clearing the screen of enemies or rescuing a damsel from a dragon.

Polish your lance, and get ready for action.

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|                               L2: Gameplay                               |
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Tap Left Fire to cause Pegasus to flap its wings. You can direct Lancelot on Pegasus while he flies.



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The poor princess, the dragon has stuffed her in a lava-filled cave! Always keep flying but try not to hit the sides of the screen too much. Doing so will cause Lancelot to bounce around quickly, quite possibly out of control. Yikes! So while you're struggling to regain control of Pegasus you can fly violently into the lava.

The Dragon, to top it all off, drops fireballs. These temporarily stun Pegasus.

Keep trying to fly so that Pegasus will start to fly as soon as possible. It's not so bad if you get up while heading up while decelerating. You're going to be approaching a velocity of 0 m/s anyways, so you have a chance to get back in the game.

Now as iffy as it may sound, you are going to need to brave the dragonfire to get at the dragon most easily. As it is flying right, maybe get behind it, turn and fly up into its tail. Otherwise, wait for it to turn and head left while you remain near the start.

You cannot wrap the screen in the cave, but the dragon can. Just get in at it and strike it with your Lance. Also note that it can drop its altitude to about halfway down the screen. Do not get caught under it now.

You cannot go above the Dragon at any time.

\*\*If the dragon catches/eats the princess then you won't get as many points.

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Stage 3: Pigs  
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They look like pigs, anyways. When pigs fly?

Anyways, this is a little harder than the snakes, for one they have horns or at least a snout of fury. Always attack them from behind, below, or above.

The thing about the pigs is that they often make turns, they're unpredictable that way. You could be flying up behind them and they'll turn around on you. Try to approach from a lower+behind position then.

Note that you can take them out from the front but it is generally not a good choice. They seem to get the upperhand more often than not.

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Stage 4: Dragon  
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Another dragon, but he's faster. Regardless, handle it in the same way. Just be sure not to get ahead of yourself even though the enemy is flying around quite quickly. Bouncing off the walls could spell an early doom.

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Stage 5: Little White Dragons  
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Teehee, I'm reminded of Lynn Minmei's "Shao Pai Long" from Macross. But I digress, here's where the patterns get a little more challenging.

The little whites can make the turns the pigs could, but have something very

mean goign for them too: they can change altitude and change it quickly. They are also a flatter target than the pigs so connecting with the lance is also more difficult.

The easiest way to take them out is from above - there seems to be poor hit detection from head on and below.

If one flies up to be paralell with you, change your altitude. If you're at the top of the screen and this happens, drop to the ground.

The ground is a safe spot. Despite the tendency to change altitudes, they will not hit you if you're on the ground.

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Stage 6: Dragon  
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Yet another dragon, it moves across the screen rapidly. Line up a shot and fly at it as it passes. You'll only get one chance per pass normally.

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Stage 7: Eyes  
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Weird eye-like things that blink. Maybe they're Beholders? Probably not...

Anyways, they're the most difficult enemy yet. The 'blinking' seems to be moving into the background then to the front. As such, they become very small, and difficult to hit. Your best bet is to attack from above.

Not only are they very difficult to hit, they are also quite unpredictable. The turns they make are often tight, and thesy change direction in the same way the whites do. Not to mention they become difficult to see.

The best course of action is to make your way to the top, then drop down. But don't just `_drop_`, make sure to steer away from any attacks on your person from above.

Again, the bottom of the screen is a safe zone.

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Stage 8: Dragon  
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Extremely fast. Make your move or you'll be forced into the lava. There's not much to say, really. It drops altitude fast and moves across the screen very quickly, meaning the fireballs can cover a decent spread.

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Stage 9 and Onwards  
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The game loops between the Dragon and the Eyes. Keep playing to earn some nice hi-scores.

Just a few notes on the quirks in Pegasus' flight:

Accelerate: As you tap the button in succession, Pegasus will speed up.  
Tapping  
in rapid succession will cause him to accelerate faster.

Bumping: In the levels with the dragons, if you hit the sides of the screens, you will bump back. Now, you carry a fair degree of momentum at this time so it could take you a little while to get back in control.

Drifting: If you stop pressing the "flap" button, you will drift. This is a loss of speed, you will lose vertical velocity until it is zero, then float down. The horizontal momentum you build up should keep you headed horizontal, more or less.

Momentum: An object in motion... yep, you tend to head the direction in which you had been flying. Directional changes could take a moment.

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L6: Credits

Thanks to the hosts for letting you read this.

Thanks to Xonox for the game.

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