



Romancing the Throne

Hint Book

Introduction

Welcome to the Kingdom of Daventry and *King's Quest II!*

I hope you are having as much fun playing this game as all of us had creating it. There are many different ways to play *King's Quest II*. If you have a problem that I haven't mentioned here, feel free to contact Sierra at (209) 683-6858.

The whole point of playing *King's Quest II* is to discover its puzzles and then solve them. However, this might be the first adventure game you've ever played, or, the puzzles may be so well hidden (or so obtuse) that you don't even know where to begin. Hence, this hint book.

How to use a hint book

When you get stumped, look through here for the question that is closest to your problem. Color the first box by drawing a single line with your marker. Hints progress from mildly helpful to "ok-here's-the-answer." It's best to read each answer in sequence, unless a hint instructs you otherwise. I give the more obvious solution to each puzzle; higher scoring alternatives are at the end of this book.

How NOT to use a hint book

Be sure to read only those hints you really need. Do *not indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question in here is real: along with the legitimate questions, I've thrown in some fakes. Just because a hint mentions a goat, doesn't mean that goats are important in this game, or even exist in this game.*

If you've finished *King's Quest II*

Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning and try to find another solution to each of the major puzzles. To help you along, I've included a section at the very end of this book called "After the End of the Game." *But, be very cautious* using that section, it will ruin the game if you see it too soon!

If you enjoy this game, you're sure to like the other animated adventure games from Sierra: the original *King's Quest*, *King's Quest II: Romancing the Throne*, *King's Quest III: to Heir is Human*, *Space Quest* and *The Black Cauldron*. After finishing them, be sure to "stay tuned" for *Police Quest*, "coming soon to a computer near you." Good luck in your adventuring and here's hoping you enjoy *King's Quest II!*

Al Lowe

General Questions

All I do is wander around! What's going on here? There must be more to (adventure game) life than this?!

This game is too fast! This game is too slow!

How do I "see" the objects I'm carrying?

How do I "drop" objects?

Am I the only one who keeps "failing in my quest?" I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

Where does King Graham put all that stuff he's carrying?

To Open the First Magic Door

The Land of Kolyma

Once I start riding the flying turtle, how do I get off?

I die whenever I swim too far in the ocean.

How do I find the mermaid?

If the rickety old bridge always collapses under me, how will I ever finish this game?

How do I get to the castle in the middle of the poisoned lake.

[Empty rectangular box]

How can I make the antique store open?

[Yellowed rectangular box]

[Yellowed rectangular box]

[Yellowed rectangular box]

I can't find anything to steal from the monastery.

[Empty rectangular box]

[Empty rectangular box]

[Empty rectangular box]

[Empty rectangular box]

There's a wolf in Grandma's bed!

[Empty rectangular box]

There's a grandma in Grandma's bed! (But, I still don't know what to do!)

[Empty rectangular box]

[Empty rectangular box]

[Empty rectangular box]

[Empty rectangular box]

[Empty rectangular box]

How do I get the winged horse to appear?

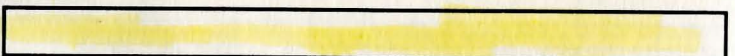
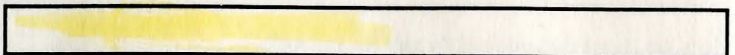
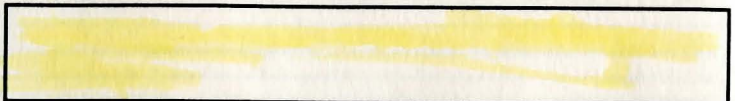
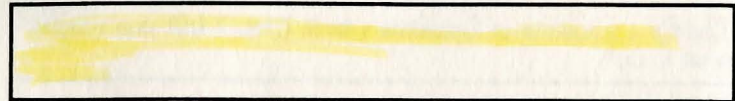
[Yellowed rectangular box]

[Yellowed rectangular box]

[Yellowed rectangular box]

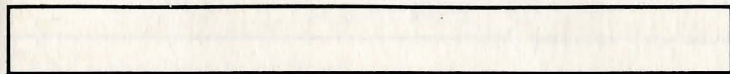
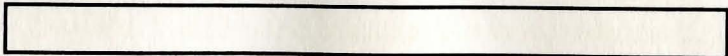
All right, I'm getting desperate! I've paid my money! I want to know how to get that door open! And, I want to know **right now!**

[Yellowed rectangular box]

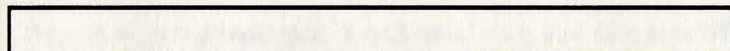
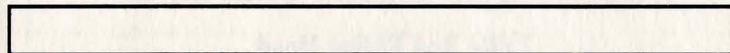
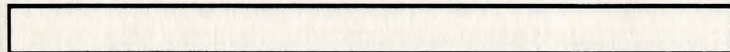
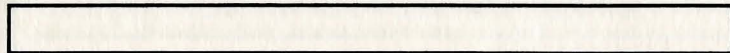


Neptune's Kingdom

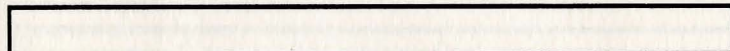
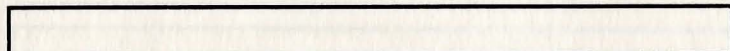
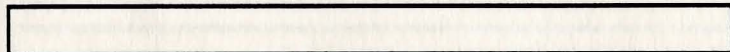
How can I swim far enough to find King Neptune? How can I dive deep enough to find King Neptune?



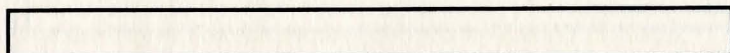
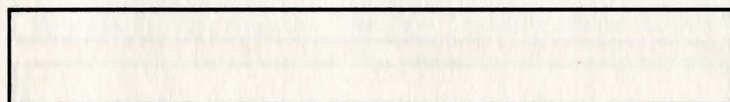
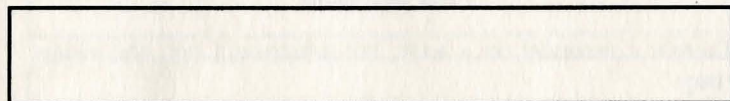
How can I get that mermaid to take me to King Neptune?



I'm with King Neptune, but can't do anything but leave.



King Neptune keeps getting mad at me, *very* mad!



▲

Characters you may Encounter around Kolyma

Little Red Riding Hood

What should I do with Little Red Riding Hood?

The Mermaid

There's a mermaid on a rock, but whatever I try, she swims away.

The Good Fairy

Why is the Good Fairy here?

Even though I've been protected from "certain evil elements," I still can't swim to that island in the center of the poisoned lake.

How can I escape from the "bad guys" hanging around Kolyma?

Hagatha

How do I stop getting killed by Hagatha?

Is it possible to get that nightingale from Hagatha's cave?

The Dwarf

The dwarf keeps stealing stuff from me!

I can't figure out what to do after I put on the dwarf's hats.

How can I stop the dwarf from "getting me" while I'm inside his house?

The Enchanter

How do I get away from the enchanter?

Does the evil enchanter have any redeeming social value whatsoever?

To Open the Second Magic Door

The Land of Kolyma

What?! Another door?

I can't figure out where to start solving this one!

The antique store puzzles me.

I've got the old oil lamp from the antique store. Now what?

The Top of the Cliffs

Why did I come up here? All I can do is get killed.

[Redacted]

[Redacted]

OK, I give up! How do I get that second door open!

[]

[]

[]

[]

[]

[]

[]

[]

[]

[]

[]

To Open the Third Magic Door

The Land of Kolyma

I can't even get started. What's changed? What do I do first?

[]

[]

[]

How do I take the rowboat across the poisoned lake?

[]

[]

Count Dracula's castle

I've crossed the poisoned lake, and landed on that island in the middle. Why bother coming? All I do is die!

[]

[]

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

Those ghosts always make me walk into the poisoned brambles.

[Yellow highlighted text box]

[Yellow highlighted text box]

[Empty text box]

[Empty text box]

I've encountered Count Dracula roaming his castle. He always gets me.

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

I keep stumbling in the dark. Where's the flashlight in this game?

[Yellow highlighted text box]

[Empty text box]

[Empty text box]

[Empty text box]

Now, how do I light this thing?

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

[Empty text box]

*

I've found Count Dracula's "sleeping area." But...

†

I have the key, but I can't get that trunk open in the top of the tower.

OK, I give up! How do I get the third magic door open!

On the Enchanted Island

I'm stuck on a strange beach.

I'm stuck on a strange beach with a fish.

I'm stuck on a strange beach with a *dead* fish.

Now that I'm on the enchanted island, I realize there's something back in Kolyma that I need. How can I go back?

I'm in the tower, but I can't get past the deadly lion.

I've found her! But, you know, it just doesn't seem like the game is over. I mean, after all this I was expecting more than just a kiss! Maybe some fireworks, or a fancy message from somebody at Sierra, or...

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

OK, I give up! How do I finish this game?!

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

After "The End" of the Game

CAUTION: Read this page only if you have literally seen the end of the game. This section is so potent I even made the questions invisible! Reading this page will surely spoil the game for you, if you see it before you complete the game on your own.

How did you...

Q

[Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

[Redacted]

Q [Redacted]

[Redacted]

[Redacted]

Did you also try?

10 horizontal rectangular boxes, each containing a yellow brushstroke.

6 horizontal rectangular boxes, each containing a yellow brushstroke.

Points

How and where earned

Value

Before opening Door #1

Before opening Door #2

Before opening Door #3

on the Enchanted Island

Maximum possible score 185

Location of all Objects

Objects	Where found	Where used
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To open Door #1

To open Door #2

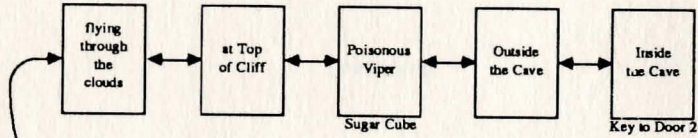
To open Door #3

on the Enchanted Island

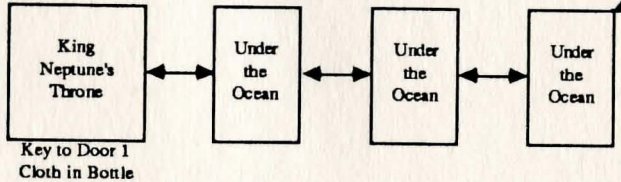
Treasures

King's Quest II Hint Map

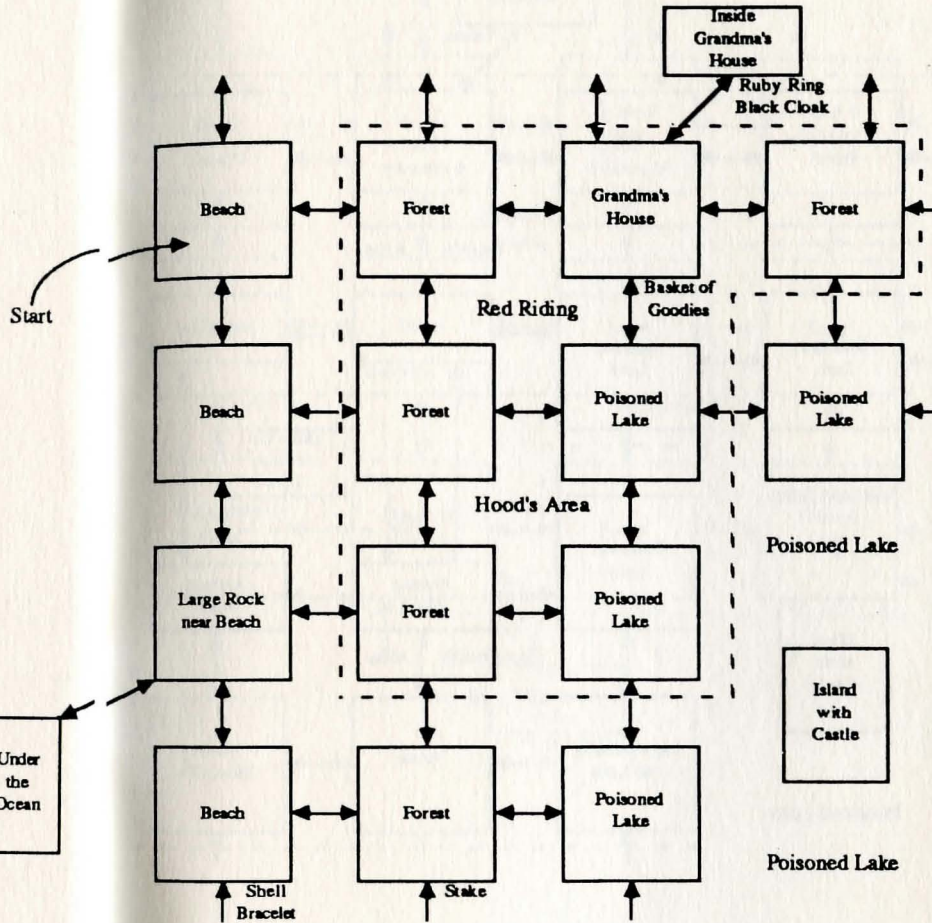
the Top of the Cliffs

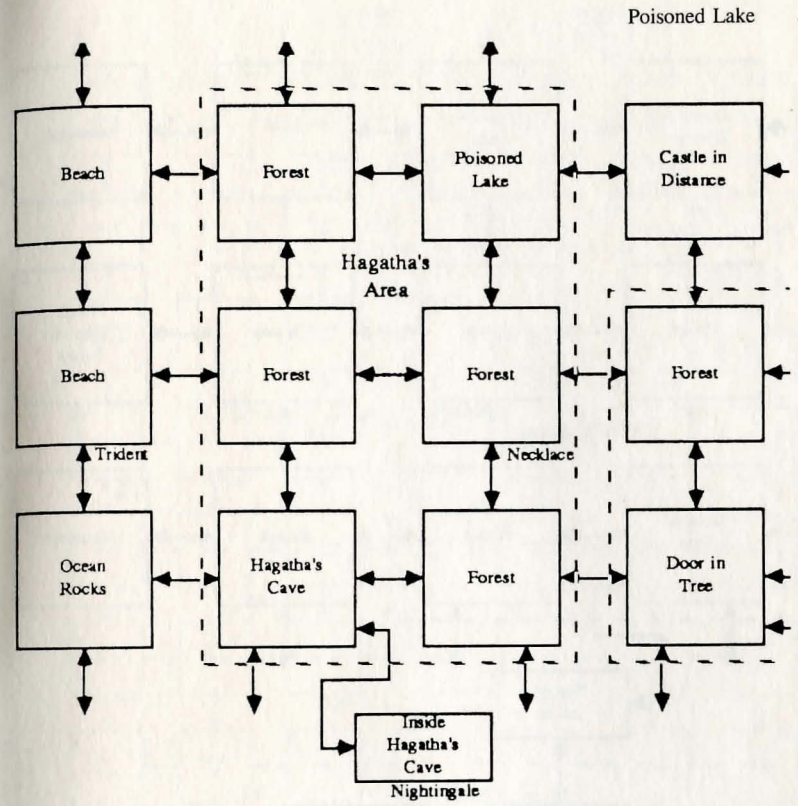
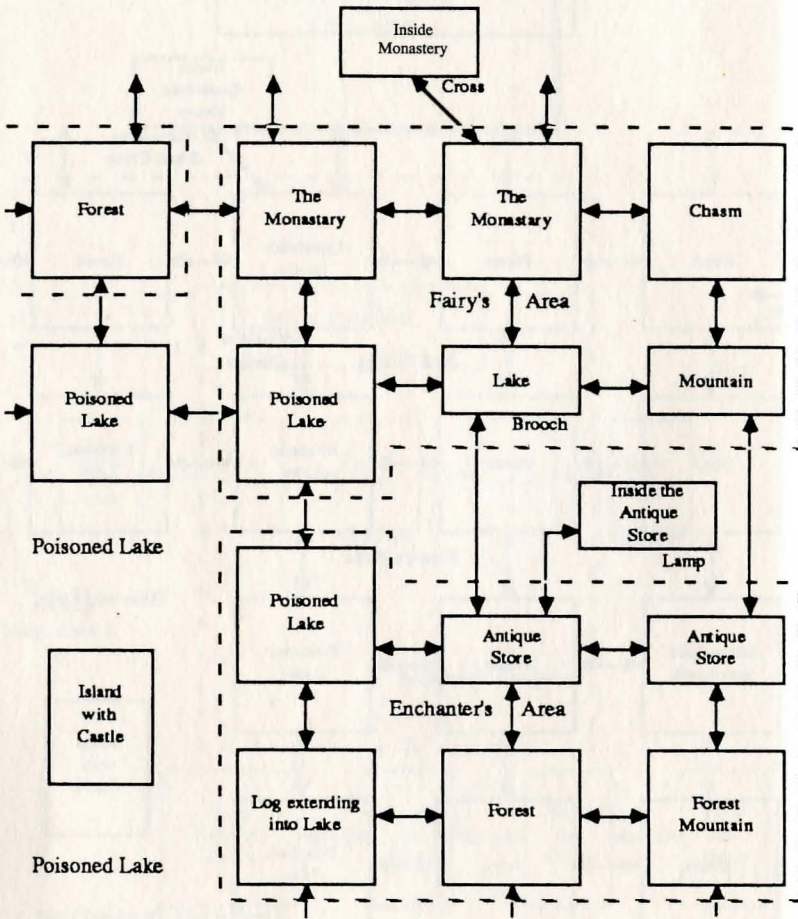


Neptune's Kingdom

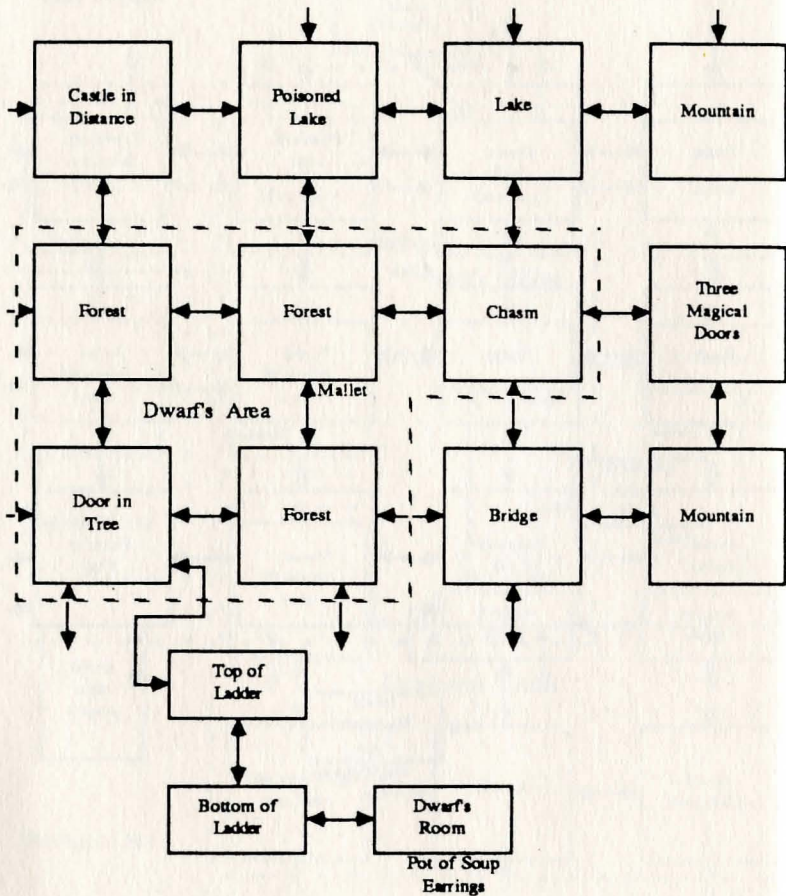


the Land of Kolyma

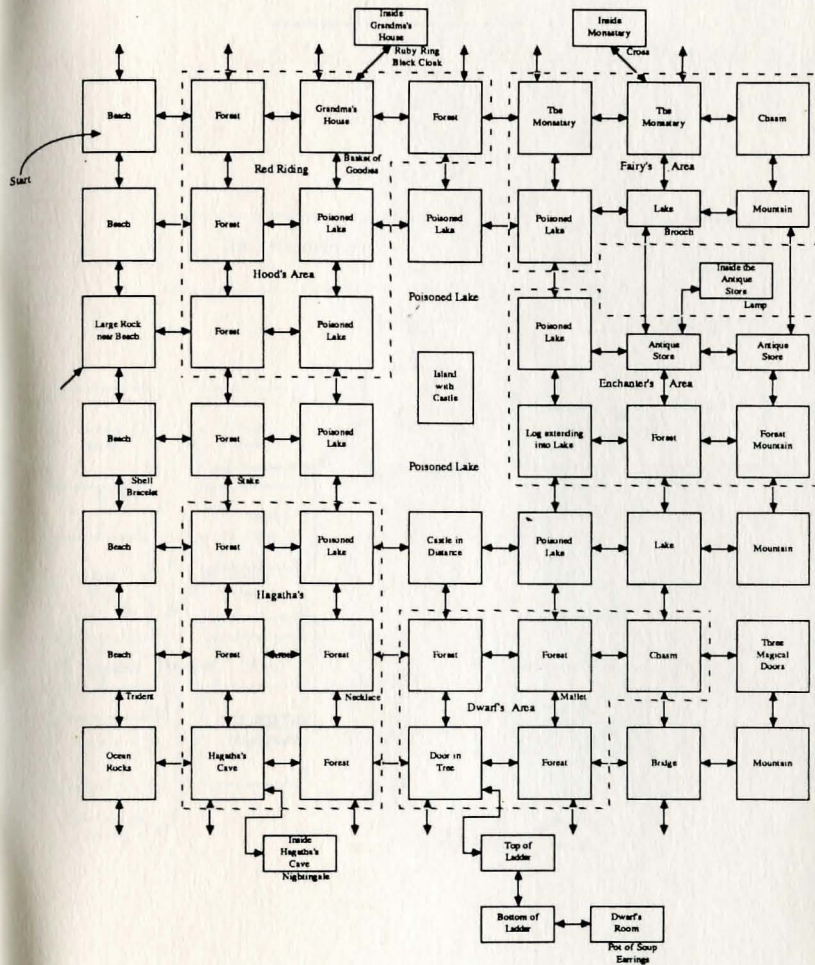


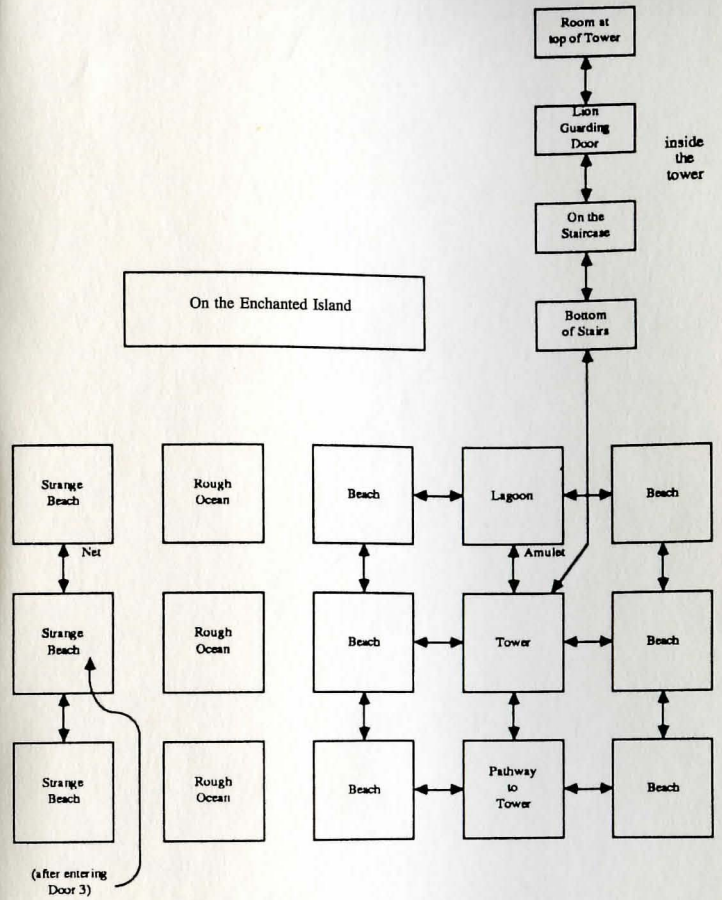
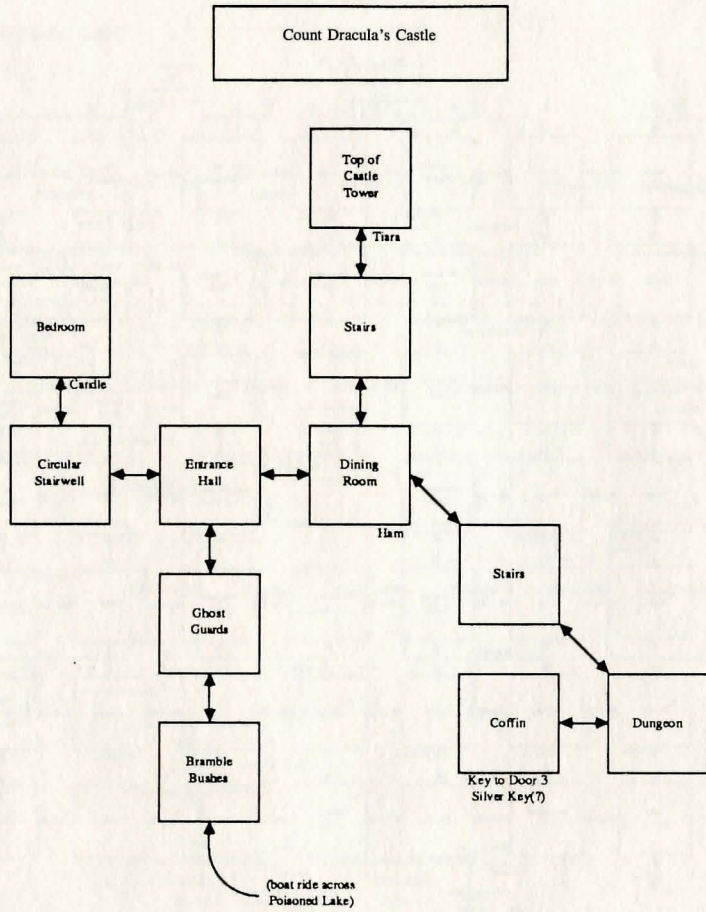


Poisoned Lake



the Land of Kolyma







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