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 and The Black Cauldron. After finishing them, be sure to “stay tuned” for King’s Quest III, “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?!

Start fresh from the very beginning. Re-boot the disk, touch any key and watch the story that unfolds. It will tell you the plot of the game.

"Look" a lot. Perhaps you'll get a hint. Look for objects lying around and take them with you. Almost every object in the game has a purpose, and is used for something.

You are seeking a beautiful girl, possibly near a tower.

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

...next level, to change try the slow, fast, high, low, normal... again. At this point, game is not liveness. Restart the game, and try again. You might want to save the game in exactly that spot. You'll give the game a one-star, too. See your reference book for more explanation. "Normal" mode is like in keep game. "A" as in a, and best version, but I don't work my way through with that. However, I progress. That way I am always "back up" to different version if I make some serious mistakes.

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

You don't. You're going to need everything you find. (You may, however, "use" things, thus consuming them.)

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?

To save a game, you'll need a blank disk, or one with data on it that is no longer needed. See your reference card for details.

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?

This is the perfect example of a phony question. I put this here just to see if you'd fall for it. And...you did!

Why are you reading this? There is no way to ride the flying turtle.

In fact, there isn't even a flying turtle in this game.

There is a "jumping fish" that flips over while you swim in the lake, but you can't ride him either.

This just shows that even the answers don't validate a false question.

From now on, you must promise to not to read answers the same way I've done. I can't be sure if the answers are true or phony. Every seemingly logical question may be wrong. Now, raise your hand and repeat after your Uncle Alf: I will not seek or answer any more false questions. I won't.

I die whenever I swim too far in the ocean.

That's right, you do. You can only swim for a little while without heading for shore again.

Designing may not be the answer.

But, don't you agree the jumping fish looks cute?

I can see an island in the middle of the poisoned lake. I'm sure there must be some way to get to it. But, how?

You're probably right, but you're ahead of the game.

When it's time to go there, the game will change to let you do it.

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

After all, it is a rickety old bridge. It may only be good for a few crossings.

It won't always collapse. You're just crossing it too often.

It's good for three round trips, plus one more (seven crossings total). If there's a problem, you may be playing from a saved game.

(There's a hill the monster for how many times you've crossed) located somewhere in the center of the bridge. Don't measure your progress on the bridge, or directly somewhere in the middle of it.

I've found the pig leash, but can't figure out where to use it.

You must be thinking of The Black Cauldron.

But, wait! There's no pig leash in that game either.
Why are you reading this? I told you there's no pig leash in this game.

Here you go again, falling for another fake hint.

How can I make the antique store open?

Perhaps you're too eager. Remember, this game changes as you progress.

It will open when you are ready for it.

See hints under, "to Open the Second Magic Door."

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

You'd steal from a church?!

Bad idea.

Instead, you might try doing what normal people do in a hotel.

"walk to the bar and pray."

There's a wolf in Grandma's bed!

When you encounter the wolf in Grandma's bed, leave and try again later. Grandma may be there the next time you enter.

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

You don't have to solve this puzzle, but it will help you later in the game.

Notice that Grandma is sick.

What did your mommy feed you when you were sick?

Go look in the dwarf's fireplace.

Get the pot of chicken soup and feed it to Grandma.

How can I fix Grandma that cup of tea she wants?

Buy King's Quest III?

I don't know. Let me phone Roberta and find out...

Roberta doesn't know either.

Evidently, you can't!

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!

Boosh! Grumpy, aren't we?! Are you sure you want to read this?
In r.

Neptune’s Kingdom

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

You can’t.

Swimming isn’t the answer here, but I still like the jumping fish!

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

You can’t. But she may know someone.

Befriend the mermaid. Offer her a little something.

No, not dinner and a show! Show a little class.

Try one of your treasures.

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

You need to have something with you.

Something King Neptune would like.

A trident.

King Neptune keeps getting mad at me, very mad!

If you gave the trident to the mermaid to get her to summon the seahorse, skip to 1.

If I have the trident, you can “wave the trident” to open the clam.

Just don’t give him the trident after you’ve opened the clam.
You'll never get anywhere with King Neptune unless you have the trident.

Characters you may Encounter around Kolyma

**Little Red Riding Hood**

What should I do with Little Red Riding Hood?

If you talk to her, she'll give you a clue.

She's looking for her basket of goodies.

The basket is near Grandma's house.

Inside the mailbox.

**The Mermaid**

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

Never get too close to a mermaid.

Offer her something.

A treasure, perhaps? (Sometimes bribery works!)

**The Good Fairy**

Why is the Good Fairy here?

Maybe it's your lucky day!

Maybe not.

If you can get close enough to her, she'll sprinkle you with a (rather short-lived) magic spell that will protect you from "certain evil elements."

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.

Evidently, the lake is not one of the "certain elements."

The Good Fairy's magic spell will only protect you from the following things:

- evil enchantment
- spells
- poison

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

The best way is to just avoid them entirely. Go around these places. Or,
Hagatha

How do I stop getting killed by Hagatha?

Stay away from her.

Sometimes the obvious answer is the correct answer.

The Good Fairy's spell will help, but only outside her cave.

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

Keep entering her cave until you find that she's not home.

You can then take the cage without fear.

The Dwarf

That dwarf keeps stealing stuff from me!

Whenever you allow him to get close to you, he'll take one of your treasures.

The Enchanter

How do I get away from the enchanter?

The Good Fairy's magic spell will protect you from the enchanter.

Other than that, all I could do was run. If you find some other way, why don't you call me!
Does the evil enchanter have any redeeming social value whatsoever?

No, but he makes great frog legs.

To Open the Second Magic Door

The Land of Kolyma

What?! Another door?

Yes! And, you're going to need another key!

Be sure to read the inscription on the second door.

The pattern on the game has changed as you've progressed.

New things will happen to help you find key #2.

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

Remember the famous bumper sticker: "When the going gets tough, the tough go shopping!"

The antique store puzzles me.

Talk to the old lady.

You'll want to buy something from her.

Give her two treasures.

She'll give you an old oil lamp.

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

You might try flying.

You'll need some help.

Did you ever read The Arabian Nights?

Get a carpet.

Use the rent-a-lamp and you'll get a free ride.

The Top of the Cliffs

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

Maybe you could use your sword.

You don't have a sword? "I Dream of..."
OK, I give up! How do I get that second door open!

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go to the south shore of the poisoned lake.

Notice there's a rowboat (complete with shrouded ghoul) here for the first time.

How do I take the rowboat across the poisoned lake?

Offer something to the shrouded ghoul.

One of your treasures.

Go past the snake. The second golden key is inside the cave in the hillside.

Keep trying. It is possible to make it through the bramble bushes without dying!

No one ever said it was going to be easy!

To Open the Third Magic Door

The Land of Kolyma

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

Use the sword to kill the snake.

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go to the antique store. It's open for business now.

Buy the oil lamp by giving the old lady two of your treasures.

Give the store and rub the lamp.

Ride the carpet to the top of the cliffs.

Keep trying. It is possible to make it through the bramble bushes without dying!

No one ever said it was going to be easy!

Ride the carpet again to return to Kolyma.

Use this golden key to unlock the second magic door.
I don’t remember. The snake became the winged horse after you threw the leather bridle on him.

What leather bridle? Why, the one you got by rubbing the oil lamp the third time. (No, of course not, you can’t kill the snake with the sword first!) Those ghosts always make me walk into the poisoned brambles.

Did you ever go “Trick or Treating?”

What disguise so they don’t recognize you?

The black cloak and ruby ring.

You found them under the bed at Grandma’s house. (Didn’t you?)

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

Think back to those old movies you used to watch on late night TV.

Try something he doesn’t like.

Show him the silver cross.

You just got the priest in the monastery.

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

There is no flashlight. Irving Duracell hasn’t been born yet!

Where do you keep the candles at your house?

Search through the drawers.

In the bedroom at the top of the west tower.

Now, how do I light this thing?

If you didn’t take a flaming log from Hagatha’s fire, skip to .

You took a flaming log from Hagatha’s fire?

Now?

This is a fake hint.

You should be ashamed of yourself for falling for one as blatant as this!
I've found Count Dracula's "sleeping area." But...

If the coffin is open, skip to \* below.

Open the coffin.

After Dracula awakes, show him the silver cross. He'll leave.

Reach in the coffin and get the golden key from under Count Dracula's pillow.

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

You'll need the silver key.

The only way to get the silver key is to kill Dracula while he's sleeping in his coffin.

To kill Dracula, you must have the stake and the mallet.

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

Are you sure you want to read this?

Intimacy will kill the fun out at this part of the game.

Go into the monastery.

Pray with the monk. Tell him your name is "Graham." He'll give you a silver cross.

Go to the south shore of the poisoned lake. Find the boat.

Give the boatman one of your treasures.

Take your way through the deadly brambles.

Show the cross to the ghosts.

Find the upstairs bedroom in the castle.

Get a candle from the drawer.

Light it in the flame of the torch on your way down the stairs.

Find Count Dracula's crypt.
On the Enchanted Island

I'm stuck on a strange beach.

Search the beach.

Throw the net. Perhaps you'll catch something.

What?! You expected to catch a fish the very first try? (Obviously, you've never gone fishing with me!)

Try, try again!

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

Perhaps you don't need a fish.

The fish needs your help as much as you need its help.

You could always throw it back.

Throw the fish into the ocean.

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

Too bad. Try reading the hint immediately before this one.

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

You can't.

You'll have to restore an older "saved game," and try again.

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

You need a weapon with great magic.

Use your magic sword to kill the lion.

Or you might hammer it up a little.

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...

The game's not quite over. You must get Valanice out of the tower, and safely back to Daventry.
She's afraid to walk down those stairs. Think of another way.

Remember, Dorothy: you're not in Kansas!

Inspect the amulet.

You found it north of the tower. (Didn't you?)

Think "home."

Enjoy your wedding!

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

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Find the net on the strange beach.

Cast the net until you catch a fish.

Throw the fish back into the ocean.

Ride the fish.

Find the amulet.

It's north of the tower.

Enter the tower.

Kill the lion with your magic sword.

Enter the room and meet Valanice!

Hold the amulet.

Think "home."

Enjoy your wedding!

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

I gave her a treasure (but I lost points equal to the treasure's value).

I gave her the bouquet of flowers I got from Red Riding Hood.
...get the key from King Neptune?

I went to the temple to open the clasp, and swiped it!

He gave it to me - after I gave him back his lost trident.

...get the amethysts from Hagatha?

I entered her cave when she wasn't home.

While she was there, I sneaked behind her to the cage, covered it with the club, took the cage, then sneaked out without her noticing me.

...get past the snake at the top of the cliff?

I killed him with my magic sword.

I threw the leather bridle on him. We chased a bit, after which he gave the magic sugar cubed his way.

...cross this powerful bridge?

I gave the mutilated ghost a treasure.

I disguised myself as Count Dracula by wearing the black cloak and ruby ring.

...get through the bramble bushes after landing on Count Dracula's island?

I just walked right on through.

I ate the sugar cube.

...get past the ghosts guarding Dracula's door?

I wore the black cloak and ruby ring.

I wore the silver cross.

...stop Count Dracula?

I showed him the silver cross.

I wore the silver cross; when he saw it, he turned into a bat, and flew away.

I killed him while he lay sleeping in the crypt.

...get into Valentine's chamber?

I killed the lion with my magic sword.

I fed the lion the smoked ham from Dracula's dining room table.
Did you also try?

- Indenting the enchantor "get" you?
- *drinking* from the poisoned lake?
- looking at the tree in the woods north and east of the trident?
- talking to the seahorse?
- talking to King Neptune?
- visiting Hagatha in her cave?
- opening the Nightshade's cage?
- giving the leathery brains to the masher?
- kissing Hagatha?
# Points

## How and where earned

<table>
<thead>
<tr>
<th>Before opening Door #1</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening the mailbox outside Grandma's house</td>
<td>1</td>
</tr>
<tr>
<td>Taking the basket of goodies from the mailbox</td>
<td>2</td>
</tr>
<tr>
<td>Giving the basket of goodies to Red Riding Hood</td>
<td>4</td>
</tr>
<tr>
<td>Praying in the monastery</td>
<td>2</td>
</tr>
<tr>
<td>Getting the silver cross from the monk</td>
<td>2</td>
</tr>
<tr>
<td>Wearing the silver cross</td>
<td>2</td>
</tr>
<tr>
<td>Looking in the hole (south of the monastery, near the lake)</td>
<td>1</td>
</tr>
<tr>
<td>Taking the brooch from the hole</td>
<td>7</td>
</tr>
<tr>
<td>Taking the bracelet</td>
<td>7</td>
</tr>
<tr>
<td>Taking the stake</td>
<td>2</td>
</tr>
<tr>
<td>Taking the mallet</td>
<td>2</td>
</tr>
<tr>
<td>Taking the trident</td>
<td>3</td>
</tr>
<tr>
<td>Taking the necklace</td>
<td>7</td>
</tr>
<tr>
<td>Each trip across the rickety bridge (limit seven trips)</td>
<td>1</td>
</tr>
<tr>
<td>Giving the bouquet of flowers to the mermaid</td>
<td>2</td>
</tr>
<tr>
<td>Giving a treasure to the mermaid</td>
<td>(value of treasure)</td>
</tr>
<tr>
<td>Riding the seahorse</td>
<td>2</td>
</tr>
<tr>
<td>Taking the bottle and cloth from King Neptune</td>
<td>4</td>
</tr>
<tr>
<td>Taking the key to Door 1</td>
<td>5</td>
</tr>
<tr>
<td>Unlocking Door 1</td>
<td>7</td>
</tr>
</tbody>
</table>

## Before opening Door #2

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening the bottle and removing the cloth</td>
<td>2</td>
</tr>
<tr>
<td>Covering the nightingale's birdcage with the cloth</td>
<td>2</td>
</tr>
<tr>
<td>Taking the birdcage</td>
<td>2</td>
</tr>
<tr>
<td>Trading the nightingale for the oil lamp at the antique store</td>
<td>6</td>
</tr>
<tr>
<td>Trading two treasures for the oil lamp</td>
<td>(value of treasures)</td>
</tr>
<tr>
<td>Getting the flying carpet by rubbing the oil lamp</td>
<td>2</td>
</tr>
<tr>
<td>Riding the flying carpet</td>
<td>4</td>
</tr>
<tr>
<td>Getting the magic sword by rubbing the oil lamp</td>
<td>2</td>
</tr>
<tr>
<td>Getting the leather bridle by rubbing the oil lamp</td>
<td>2</td>
</tr>
<tr>
<td>Throwing the leather bridle over the snake</td>
<td>5</td>
</tr>
<tr>
<td>Getting the sugar cube by talking to the winged horse</td>
<td>2</td>
</tr>
<tr>
<td>Getting the key to Door 2</td>
<td>5</td>
</tr>
<tr>
<td>Unlocking Door 2</td>
<td>7</td>
</tr>
<tr>
<td>Activity</td>
<td>Score</td>
</tr>
<tr>
<td>-------------------------------------------------------------------------</td>
<td>-------</td>
</tr>
<tr>
<td>Taking the pot of chicken soup.</td>
<td>2</td>
</tr>
<tr>
<td>Losing a treasure to the dwarf.</td>
<td></td>
</tr>
<tr>
<td>Retrieving a stolen treasure from the dwarf's chest.</td>
<td>+</td>
</tr>
<tr>
<td>Giving the earrings to Grandma.</td>
<td>7</td>
</tr>
<tr>
<td>Finding the black cloak and ruby ring.</td>
<td>2</td>
</tr>
<tr>
<td>Wearing the black cloak and ruby ring.</td>
<td>4</td>
</tr>
<tr>
<td>Giving a treasure to the shrouded ghoul.</td>
<td></td>
</tr>
<tr>
<td>Taking the sugar cube.</td>
<td>1</td>
</tr>
<tr>
<td>Taking the candle.</td>
<td>2</td>
</tr>
<tr>
<td>Lighting the candle in the torch flame.</td>
<td>1</td>
</tr>
<tr>
<td>Taking the smoked ham from Count Dracula's table.</td>
<td>2</td>
</tr>
<tr>
<td>Killing Count Dracula in his coffin.</td>
<td>7</td>
</tr>
<tr>
<td>Taking the silver key that results.</td>
<td>2</td>
</tr>
<tr>
<td>Getting the key to Door 3.</td>
<td>5</td>
</tr>
<tr>
<td>Unlocking the chest in the top of the tower.</td>
<td>1</td>
</tr>
<tr>
<td>Taking the tiara.</td>
<td>7</td>
</tr>
<tr>
<td>Opening Door 3.</td>
<td>7</td>
</tr>
</tbody>
</table>

**Before opening Door #3**

**on the Enchanted Island**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Taking the fishing net.</td>
<td>1</td>
</tr>
<tr>
<td>Catching the golden fish.</td>
<td>2</td>
</tr>
<tr>
<td>Releasing the golden fish back into the ocean.</td>
<td>1</td>
</tr>
<tr>
<td>Riding the golden fish.</td>
<td>3</td>
</tr>
<tr>
<td>Taking the amulet.</td>
<td>3</td>
</tr>
<tr>
<td>Feeding the smoked ham to the lion.</td>
<td>4</td>
</tr>
<tr>
<td>Entering Valentine's room at the top of the tower.</td>
<td>5</td>
</tr>
<tr>
<td>Holding the amulet and saying “home”</td>
<td>3</td>
</tr>
</tbody>
</table>

Maximum possible score 185
### Location of all Objects

<table>
<thead>
<tr>
<th>Objects</th>
<th>Where found</th>
<th>Where used</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>To open Door #1</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trident</td>
<td>on beach, two scenes north of Start</td>
<td>give to King Neptune</td>
</tr>
<tr>
<td>Basket of goodies</td>
<td>inside mailbox outside Grandma's house</td>
<td>give to Red Riding Hood</td>
</tr>
<tr>
<td>Bouquet of flowers</td>
<td>from Red Riding Hood</td>
<td>give to mermaid, on large rock in ocean</td>
</tr>
<tr>
<td>Key to Door 1</td>
<td>inside giant clam, beside King Neptune</td>
<td>use to unlock Door 1</td>
</tr>
<tr>
<td><strong>To open Door #2</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fairy spell</td>
<td>from good fairy, near antique store</td>
<td>prevents death from &quot;bad guys!&quot;</td>
</tr>
<tr>
<td>Nightingale</td>
<td>inside Hagatha's cave</td>
<td>give to old lady in antique store</td>
</tr>
<tr>
<td>Magic lamp</td>
<td>from old lady in antique store</td>
<td>rub lamp anywhere outside</td>
</tr>
<tr>
<td>Flying carpet</td>
<td>from genie inside lamp</td>
<td>ride carpet to top of cliffs and back down</td>
</tr>
<tr>
<td>Magic sword</td>
<td>from genie inside lamp</td>
<td>use to kill snake, or kill lion</td>
</tr>
<tr>
<td>Leather bridle</td>
<td>from genie inside lamp</td>
<td>throw on snake instead of killing him</td>
</tr>
<tr>
<td>Sugar cube</td>
<td>talk to snake/flying horse</td>
<td>prevents death in brambles outside castle</td>
</tr>
<tr>
<td>Key to Door 2</td>
<td>inside cave on Top of Cliffs</td>
<td>use to unlock Door 2</td>
</tr>
<tr>
<td><strong>To open Door #3</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mallet</td>
<td>inside a tree, north and west of bridge</td>
<td>use with stake below</td>
</tr>
<tr>
<td>Stake</td>
<td>youth, then east of large rock in ocean</td>
<td>used to kill Dracula while asleep in his coffin</td>
</tr>
<tr>
<td>Pot of chicken</td>
<td>in fireplace in dwarf's house</td>
<td>feed to Grandma</td>
</tr>
<tr>
<td>soup</td>
<td>from Grandma after feeding chicken soup</td>
<td>used with black cloak below</td>
</tr>
<tr>
<td>Ruby ring</td>
<td>from Grandma after feeding chicken soup</td>
<td>wear to cross lake free and pass ghost guards</td>
</tr>
<tr>
<td>Black cloak</td>
<td>from grandma after feeding chicken soup</td>
<td>wear to pass ghost guards and scare Dracula</td>
</tr>
<tr>
<td>Silver cross</td>
<td>from monk, after praying in monastery</td>
<td>used to see in dungeon</td>
</tr>
<tr>
<td>on chain</td>
<td></td>
<td>unlock trunk in room at top of castle tower</td>
</tr>
<tr>
<td>Candle</td>
<td>inside drawer in castle bedroom</td>
<td></td>
</tr>
<tr>
<td>Small silver key</td>
<td>Dracula in his coffin</td>
<td></td>
</tr>
<tr>
<td>Key to Door 3</td>
<td>under Dracula's pillow, inside his coffin</td>
<td>use to unlock Door 3</td>
</tr>
</tbody>
</table>
on the Enchanted Island

Net
on strange beach, one scene north
fish in rough ocean

Golden fish
after using net several times
throw back, then ride to enchanted island

Smoked ham
on Dracula's dining table
feed to lion, instead of killing him with sword

Amulet
one scene north of tower
after meeting Valanice, hold and think "home"

Treasures

Bracelet
south of large rock in ocean
(for maximum points, don't use any of these)

Necklace
two scenes north of Grandma's house

Brooch
inside hole in rock, south of monastery

Barengs
inside chest in dwarf's house

Tiara
inside trunk in room at top of castle tower
King's Quest II
Hint Map

the Top of the Cliffs

Flying through the clouds

at Top of Cliff

Poisonous Viper

Sugar Cube

Outside the Cave

Inside the Cave

Key to Door 2

(riding the Magic Carpet)

Neptune's Kingdom

King Neptune's Throne

Key to Door 1
Cloth in Bottle

Under the Ocean

Under the Ocean

Under the Ocean

Beach

Forest

Grandma's House

Poisoned Lake

Red Riding
Basket of Goodies

Poisoned Lake

Island with Castle

Poisoned Lake

Potioned Lake

Shell Bracelet

Stake

the Land of Kolyma

Inside Grandma's House

Ruby Ring
Black Cloak

39
Poisoned Lake

Poisoned Lake

Lake

Mountain

Forest

Chasm

Three Magical Doors

Mallet

Dwarf's Area

Door in Tree

Forest

Bridge

Mountain

Top of Ladder

Bottom of Ladder

Dwarf's Room

Pot of Soup Earrings