King's Quest V

Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR <ENTER>

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.*C:\SIERRA\KQ5<<ENTER>>

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard dive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.
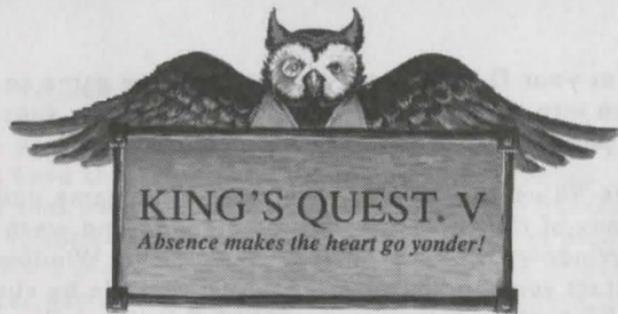
Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown
Corporate Quality Assurance

KING'S QUEST. V

Absence makes the heart go yonder!

MS-DOS INSTALLATION

There are two ways to play this game: You can play directly
from the CD or you can create an install file on your hard disk
or floppy disk. In order to save games, you **must** create an
install file. Saving games is like using a bookmark; it allows you
to stop playing without losing your place in the game. Next time
you play the game, you can continue from where you left off.
We recommend installing your game to allow you to do this.

PLAYING DIRECTLY FROM THE CD

To play the game directly from the CD, you will need to follow
the instructions contained in a README file on the CD.
To view the README file, insert the CD into your CD-ROM
drive. Type the letter of the CD-ROM drive you have
placed the disk into followed by a colon (for example: e:), and
press [ENTER].

Type **readme** and press [ENTER].

PLAYING WITH AN INSTALL FILE (RECOMMENDED)

To play the game using an install file, you will need to run the
INSTALL program.
This program will create an install file using either a floppy disk
or a hard disk.
Running the INSTALL program saves your sound configuration in
the install file.
Also, once you have installed the game, you will be able to save
your game in progress on the floppy or hard disk containing the
install file.

TO RUN THE INSTALL PROGRAM:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disk
   into followed by a colon (for example: e:), and press [ENTER].
3. Type **install** and press [ENTER].
   Follow the instructions of the INSTALL program.

TO RUN THE GAME USING THE INSTALL FILE:

1. Place your CD game disk into your CD-ROM drive.

2. Type the name of the drive you installed the game to (for example: c:) and press [ENTER].

Note: If you installed to a floppy disk, you will need to place that disk in the drive.

3. Type **cd\sierra** and press [ENTER].
4. Type **kq5** and press [ENTER].

INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS (MPC)

From the CD (if there is no SETUP floppy in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode. This is usually done by typing "win/s," but may be different for your installation.
3. Select "Run." from the "File" menu.
4. Type "x:setup" where "x" is the drive letter of your CD-ROM drive. Press Return or click "OK."
5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then set up a program group and program icon so that you may play the game.

FROM THE SETUP FLOPPY
(IF THERE IS ONE IN YOUR GAME PACKAGE)

1. Insert the game CD into the CD-ROM drive.
2. Insert the Setup diskette into the A: drive (or B: drive).
3. Invoke Windows in Standard mode. This is usually done by typing "win/s," but may be different for your installation.
4. Select "Run." from the "File" menu.
5. Type "a:setup" (or "b:setup") and press Return or click "OK."
6. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

NOTE ABOUT SYNTHESIZERS

Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel.

The channel assignments are 13 thru 16 for the former and 1 thru 10 for the latter. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.

Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.

TO RUN THE GAME

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode. This is usually done by typing "win/s," but may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

KING'S QUEST® V

QUEST FOR THE CASTLE

Long ago, in the kingdom of Daventry, there were three magical treasures that kept the kingdom strong and prosperous: a magic mirror that foretold the future, an enchanted shield with the power to overthrow any invaders, and a treasure chest that was never empty. These treasures were taken from Daventry by deception and stealth, and without them Daventry grew poor and weak and King Edward, once a stout-hearted and vigorous ruler, had become powerless and sickly. Edward had no heir, and everyone feared the chaos that would result on his death.

King Edward asked his bravest knight, Sir Graham, to embark upon a quest to recover the three treasures. Graham's quest was successful, and as his reward, King Edward named Sir Graham his heir and granted him the throne of Daventry. *The chronicles of Graham's search for the royal treasures of Daventry are recounted in* **King's Quest® I: Quest for the Crown**.

King Graham was a wise and kindly monarch, and with his great wisdom and the return of the three treasures, Daventry prospered once again. But Graham knew that he must soon marry and establish his own royal line with an heir to his throne. He searched far and wide, but no maiden in the kingdom possessed the qualities he sought in a queen.

One day King Graham saw in his magic mirror a vision of a lovely young woman held prisoner in a crystal tower. The mirror told him that her name was Valanice, a girl both beautiful and

good, who had been stolen from her home and taken to a far land. Graham vowed to find her and set her free. After a long journey with many trials, he did, and asked her to be his queen. *The chronicles of Graham's perilous journey to rescue the lovely Valanice are related in* **King's Quest® II: Romancing the Throne**.

In time, Queen Valanice and King Graham became the parents of twins, a son and a daughter. Life in Daventry was peaceful and good - for a time.

In a land far away lived an evil and powerful wizard named Manannan. It was his wont to kidnap infant boys and raise them to be his slaves, killing each in turn before he was full-grown and could pose a threat to the wizard's dominance. His most recent vassal, a boy he called Gwydion, was, however, unusually bright and perceptive. He mastered several of Manannan's spells and turned them against him to gain his freedom.

After a time, Gwydion's travels brought him to Daventry, not the lovely and peaceful Daventry of days gone by, but a land devastated by a terrible affliction. The kingdom had fallen victim to the ravages of a dreadful three-headed dragon, which had burned the land all around and killed many people.

Gwydion was able to use his newfound magical powers to destroy the dragon and rescue an intended victim from its lair. He was taken before the King and Queen and regarded in such a way as he never could have imagined in his life as Manannan's slave. *The chronicles of Gwydion, his trials and his journeys, are told in* **King's Quest® III: To Heir is Human**.

In later years, King Graham's health began to fail, and the royal physicians were powerless to help him. Only a magical fruit from the faraway land of Tamir could bring about a cure and restore the health of Daventry's monarch. Graham's daughter, Princess Rosella, set off in pursuit of this healing magic for her father. On her journey, she performed many brave deeds, and had many great adventures. *The chronicles of Rosella's travels and experiences in Tamir are described in* **King's Quest® IV: The Perils of Rosella**.

With the king's health fully restored, and his family together once more, it was a happy and fulfilled Graham who set out for a walk in the forest one spring day almost a year since Rosella had returned from Tamir. The kingdom was peaceful and prosperous again, and the people were content. Birds were singing in the trees. It seemed an auspicious sign. As Graham

was contemplating his good fortune, a sharp wind blew into the
woods from the east, whirling up sticks and leaves into his path,
and startling the birds into silence. The air grew suddenly
colder. It seemed an unexpected storm was approaching.
Graham began to walk back toward the castle, his joyful mood
broken by a dark foreboding. When he reached the top of the
gentle rise overlooking his home, he was horrified to see only
empty space where the royal castle of Daventry had stood only
minutes before. Cold fear gripped his heart. Where was his
family? What had happened to them?

"Whoo-hoo...whoo-hoo." An owl hooted behind him, but
Graham scarcely heard it over the pounding of his heart. "I can
tell you what happened," came a voice behind him, and Graham
spun around to confront a large owl in a blue vest and
spectacles. "I know what happened to our castle. I saw it all,"
said the owl.

*Journey into the magical world of **King's Quest**® once again on a
quest for the missing castle and the royal family of Daventry.*

ICONS AND CURSORS

At the top of the screen is an icon bar containing several icons
that can be selected to execute the command choices available
to you.

To open the icon bar, press [ESC] or move the mouse cursor all
the way to the top of your screen.

Some icons will have a menu of choices. Use the [Tab] key to
move between choices within an icon menu.

THE WALK ICON

Choose **Walk** when you want to move the character
from place to place onscreen. A walking character will move
until it encounters an obstacle in its path, then stop.

THE WALK CURSOR
(MOUSE MODE ONLY)

When you choose **Walk**, the cursor will change to a walking
figure. Place the feet of the figure at the place where you want
to move the character and click the mouse button. If there are
no obstacles in the path, the character will move to that spot.

PLEASE NOTE: *In Keyboard and Joystick mode, the character's
destination will be assumed to be the edge of the screen in the*

direction of movement, and will walk off the screen if not stopped. There will not be a special cursor onscreen.

THE TRAVEL ICON

Choose **Travel** when you want to travel longer distances without stopping. A traveling character will move as far as the edge of the screen, avoiding obstacles in its path.

THE TRAVEL CURSOR

When you choose **Travel**, the cursor will change to a striding figure. Place the feet of the figure at the place where you want to move the character and click the mouse button. The character will move to that spot, avoiding any obstacles in its path.

THE LOOK ICON

Choose **Look** when you want to have the character look at something onscreen.

THE LOOK CURSOR

When you choose **Look**, the cursor will change to an eye. Place the eye at the desired place on the screen and press [ENTER]. If there is something to be seen at this place, a

message will be displayed.

THE ACTION ICON

Choose **Action** when you want the character to perform an action on an object (Example: getting a drink from a pond, jumping onto a rock, etc.)

THE ACTION CURSOR

When you choose **Action**, the cursor will change to a hand. Place the hand at the desired place onscreen and press [ENTER]. The necessary action for this screen position will be performed.

THE TALK ICON

Choose **Talk** when you want to initiate a conversation between game characters.

THE TALK CURSOR

When you choose **Talk**, the cursor will change to a talking head. Position the mouth on the person (or thing) you want to speak and click the mouse button or press [ENTER]. If conversation is possible, the character will talk, or a conversation will begin.

THE ITEM ICON

The **Item** icon shows the last inventory item you selected. Choose **Item** when you want to see or use this item.

THE INVENTORY ICON

Choose **Inventory** when you want to see and select from the items you are currently carrying.

THE SAVE/RESTORE ICON

Choose **Save/Restore** when you want to save your game, or restore a previously saved game.

THE STOP ICON

Choose **Stop** when you want to pause your game, quit playing, or restart the game from the beginning.

THE CONTROLS ICON

This icon allows three game variables to be adjusted:

Speed - Adjusts the speed of the game animation.

Volume - Adjusts the sound volume

Game Detail - Adjusts the amount of non-essential animation in the game. If your computer system is running the game too slowly, you may want to adjust the game detail to eliminate non-essential animation. Choose **Controls** when you want to adjust one of these areas.

THE INFORMATION ICON

Choose **Information** when you need to be reminded what the various icons do in the game.

OBJECT CURSORS

Each item in your inventory has a special **object** cursor associated with it. Each of these cursors looks like the object it represents. **Object** cursors can be used to perform game actions with your inventory items.

To use an **Object** cursor in the game, follow the steps below:

1. From the game, choose the Inventory icon from the icon bar, or press the [Tab] key.
2. Move the arrow cursor to the inventory item you want to use, and press [ENTER]. The cursor will change to look like the item you have selected.
3. Choose the OK icon. You will exit the inventory screen to the game.
4. Move the Object cursor to the place onscreen where you want to use the inventory item and press [ENTER].

USING CURSORS IN THE INVENTORY SCREEN

To use cursors <u>in the inventory screen</u>, choose an icon from the icon bar, then position the cursor on the inventory item, and press [ENTER].

Choose the **Look** icon and use the **Look** cursor to see a description of the item on the inventory screen.

Choose the **Action** icon and use the **Action** cursor to use an inventory item to take action on another inventory item (Example: putting jewels into a pouch).

INTERNATIONAL TECHNICAL SUPPORT & CUSTOMER SERVICE

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FRANCE HINTS

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