

# K I N G ' S Q U E S T

## KING'S QUEST COLLECTION INSTALLATION

Many of the *King's Quests* included in this Collection can be played through either MS-DOS or Windows™. Refer to each game's Readme file for more information. For further technical assistance on Windows installation, please see your Windows manual.

### INSTALLATION THROUGH WINDOWS™

1. Insert the CD into the CD-ROM drive.
2. Invoke Windows in Standard or Enhanced mode.
3. Select "Run ..." from the "File" menu.
4. Type **d:\setup**, where **d** is the letter of your CD drive. Press [Return] or click OK.
5. The Setup program will now run automatically. During the Windows installation process a message will appear on the screen saying:

"Please enter the letter of the drive to which you wish to install."

#### NOTE:

All games must be installed to the drive you have selected."

**IMPORTANT:** All individual games must be installed to the same drive on which the *King's Quest Collection* was initially installed.

The response to this message should be the letter of the disk drive to which you wish to install. The response should not be the drive in which you placed your CD.

6. After the *King's Quest Collection* installation, individually install each game you want to play. You accomplish this by double-clicking on the KQ Games Install icon. A list of games will appear. Simply click on the game you'd like, and then click OK. Follow the on-screen directions. When the game has finished installing, you'll see its icon in the Sierra group. Click on it to begin playing.

To play the game:

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows.
3. Double-click on the Sierra group if it is not already open.
4. Double-click on the game icon.

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### INSTALLATION THROUGH MS-DOS

1. Insert the CD into the CD-ROM drive.
2. Type **x:**, where x is the letter of your CD-ROM drive. Press Enter.
3. Type **install** and press Enter.
4. A menu will appear. Select the letter corresponding to the game you wish to install, and type it at the prompt.
5. Follow the on-screen prompts.



## KING'S QUEST III ANSWER KEY

SPELL	SPELL BOOK PAGE # (Roman Numerals)
Understanding The Language Of Creatures	II
Flying Like an Eagle or a Fly	IV
Teleportation at Random	VII
Causing a Deep Sleep	XIV
Transforming another into a cat	XXV
Brewing a Storm	LXXXIV
Becoming Invisible	CLXIX

## KING'S QUEST IV ANSWER KEY

When you are asked for a word to bypass the copy protection, refer to this table. The first column represents page number, section, or tip number; the second, paragraph; and the third signifies where the word falls in the paragraph.

PAGE	WORD
2	2pp 8w LIVED
2	2pp 4w KINGDOM
2	1pp 4w LEGEND
2	2pp 6w DAVENTRY
3	1pp 4w BRAVEST
3	3pp 4w VENTURED
3	3pp lastw CROWN
3	1pp 6w MOST
3	2pp 3w RETURN
3	1pp 10w KNIGHTS
3	3pp 8w DARED
4	1pp 3w RULED
4	2pp 2w WOULD
4	1pp 6w LAND
4	3pp lastw VELVET
4	1pp 7w WITH
4	3pp 3w MIST
4	3pp 4w CLEARED
4	3pp 8w IMAGE
5	2pp 5w SUDDENLY
5	3pp 8w VOWED
5	5pp 7w GRAHAM
5	2pp 3w HEART
5	3pp 2w MIRROR
5	1pp 4w TEARS
5	4pp 8w VOICE
5	5pp 9w INDEED
6	1pp 9w RESCUED
6	2pp 4w WITHIN
6	2pp lastw TERROR
6	2pp 8w RUMBLINGS
6	2pp 6w FORESTS
6	1pp 3w MARRIED
7	1pp 10w WIZARD
7	3pp 2w WOULD
7	3pp 9w FEAR
7	1pp 1w MEANWHILE
7	2pp 5w POWERFUL
7	2pp 3w SOLITUDE
8	3pp 2w ENTIRE
8	1pp lw sen SORROW
8	1pp 1w TIME
8	1pp 5w CHANGES
8	3pp 6w RESCUE
8	3pp 2w ENTIRE
8	3pp 9w DOWNFALL
9	1pp 3w LEGEND
9	1pp 4w SHORTLY
9	1pp 7w RESCUE
9	2pp 7w NOBLEST

  

OVERVIEW	WORD
1pp 2w	SIERRA
1pp 6w	GAME
2pp 1w	EACH
2pp 3w	ANIMATED

  

TIPS	WORD
1	1w BASIC
1	6w INTERACT
2	1pp 5w NATURE
2	2pp 4w ENCOUNTER
2	1pp 8w ADVENTURE
2	2pp 8w CHARACTER
3	last CLUES
3	4w EXAMINE
3	1w LOOK
4	7w PLACE
4	5w INCLUDES
4	1w DRAW
4	9w VISIT
5	9w NIGHT
5	4w TAMIR
5	7w TERRIFYING
5	lastw TEAMS
6	verb list last "B" BRIDLE
7	lastw FUNCTION
8	1pp 6w TRICK
8	2pp 3w REASON
8	1pp 4w EVERY
8	1pp lastw SPELL

NOTE: The Readme file on the *King's Quest V* French version may show tab marks or other irregularities on some system configurations.

# KING'S QUEST V SYMBOLS

