

King's Quest

Entertainment Family



IBM

Personal
Computer
Software

Take on the challenge! Find the magic treasure. Put on your armour—and your thinking cap—as you search the countryside... in the days when knights were bold and brave.

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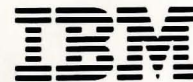
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Continued on inside back cover

King's Quest

By Sierra On-Line, Inc.

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The Challenge of King's Quest

Welcome to King's Quest! This fantasy game features animated characters, life-like images, and multicolored scenery. Realistic sound-effects and an exciting three-dimensional quality combine to create an imaginative type of game entertainment that stimulates your thinking and can provide countless hours of fun.



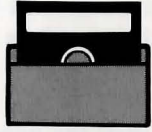
You play the game as Sir Grahame, a knight in the kingdom of Daventry. To save the kingdom, you are sent on a *quest* (mission) to obtain three magical objects. You can control Sir Grahame's movements as you travel through the land of Daventry, searching for treasures, solving puzzles, avoiding hazards, and battling dangerous characters.

You can also save games and then restore these games later so you don't have to start from the beginning every time you play, unless, of course, you want to.

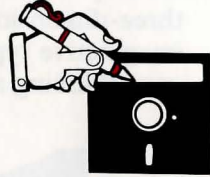
Good luck, Sir Grahame! We hope you are prepared for the exciting adventure of King's Quest.

Caring for Your King's Quest Diskette

To keep your King's Quest diskette in good operating condition, please take the following precautions:



Store the diskette in its protective jacket and never bend the diskette.



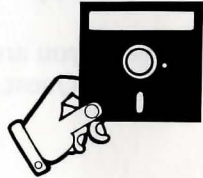
Use a felt-tip pen when writing on the label. Do not use clips, pencils or ballpoint pens.



Keep the diskette dry and out of direct sunlight.



Avoid extreme heat or cold.



Do not touch the diskette through the opening on the envelope. Instead always grasp by a corner.

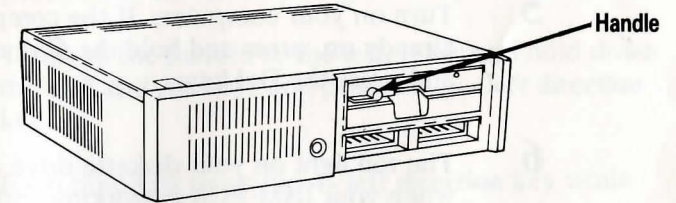


Keep the diskette away from magnets and electrical equipment (including the telephone and TV).

Getting Started

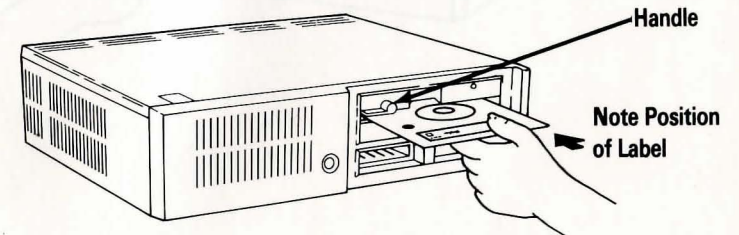
Follow these steps to turn on your computer, to insert your King's Quest diskette, and to remove your diskette:

- 1 Turn the diskette-slot handle to the *open* (horizontal) position.

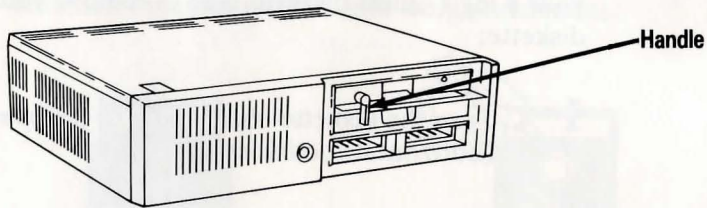


- 2 Hold the diskette with the label up and toward you.

- 3 Gently slide the diskette all the way into the slot.



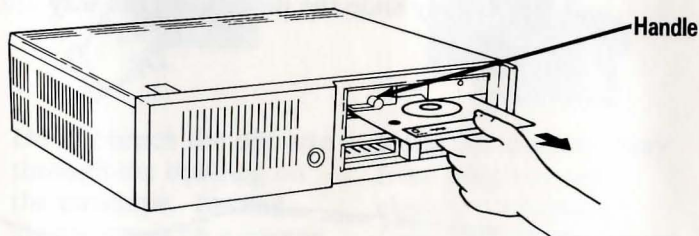
- 4** Turn the diskette-slot handle to the *closed* (vertical) position.



- 5** Turn on your computer. If the computer is already on, press and hold the **Ctrl** and **Alt** keys, and press the **Del** key.

- 6** The red light on your diskette drive comes on when your IBM PCjr is working with your diskette. **When the red light is on, do not remove the diskette from the slot.**

- 7** To remove a diskette, turn the diskette-slot handle to the *open* (horizontal) position and slide the diskette out.



How to Center Your Screen

If the picture on your screen is not centered on the screen, you can move it by doing the following:

- To move the picture to the right, press and hold the **Ctrl** key and the **Alt** key and press the → **right direction** key.

Each time you press the → **right direction** key while holding down the **Ctrl** and **Alt** keys, the picture on your screen moves to the right one space.

- To move the picture to the left, press and hold down the **Ctrl** and **Alt** keys and press the ← **left direction** key.

Each time you press the ← **left direction** key while holding down the **Ctrl** and **Alt** keys, the picture on your screen moves to the left one space.

- When you are finished adjusting the picture on your screen, release all three keys.

Creating a Play Diskette

The **Play** diskette serves several purposes, including giving you the ability to save and restore games. It also offers you protection from damaging your original King's Quest **Master** diskette (the one you purchased).

To make your **Play** diskette, you need a blank diskette and your King's Quest **Master** diskette.

Follow these instructions to create your King's Quest **Play** diskette:

- 1** Place your **Master** diskette in the diskette drive, and turn the diskette-slot handle to the *closed* (vertical) position.

Note: If you are already playing King's Quest, go to step 3. If not, go to step 2.

- 2** Turn on the computer. If the computer is already on, press and hold the **Ctrl** and **Alt** keys and press the **Del** key.

- 3** On the bottom of the screen with Sir Grahame, you see a *Command line prompt* > where you type instructions to the program. When you see this *Command line prompt* > type:

copy disk

- 4** After the message **copy disk** appears on your screen, press the **Enter** key.

The picture on your screen is replaced with the following:

Do you wish to make a Play diskette ?
(y/n)

- 5** If you want to make a Play diskette, type **y**. If you don't want to make a Play diskette, type **n**.

If you type **y** you see a message that says:

Please label a blank diskette
'King's Quest Play diskette'

Be sure to use a felt-tip marker to label your **Play** diskette.

Important: Any information on a non-blank diskette will be destroyed.

- 6** If you have a *write-protect* tab on the blank diskette that you are going to use as your **Play** diskette, be sure to remove it before you continue with the **Play** diskette procedure.

- 7** Make sure the King's Quest **Master** diskette is in the diskette drive.

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Follow the instructions that tell you which diskette to insert. The messages below appear on your screen to guide you:

Please insert your Master diskette in the drive and press Enter.

or

Please insert your Play diskette in the drive and press Enter

Remember, the **Master** diskette is the program diskette that you purchased and the **Play** diskette is the blank diskette you just labeled.

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After 3 times of swapping the **Play** diskette and **Master** diskette in the drive, you see this message:

Your Play diskette
is now ready for use

Leave your Play diskette in the drive. The program returns you to the point where you started the **Copy disk** procedure.

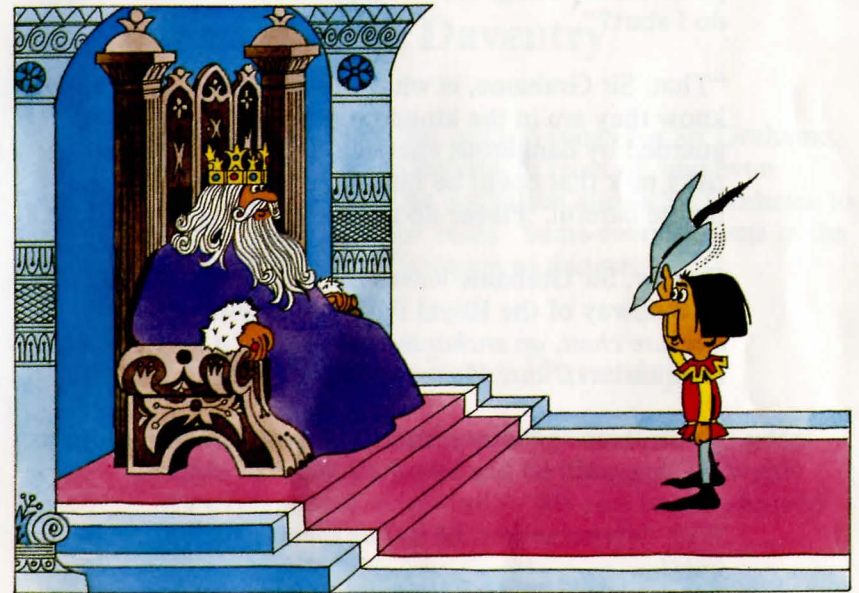
Once you have created your **Play** diskette you should follow these steps each time you begin King's Quest:

- Insert the King's Quest **Master** diskette in the diskette drive and turn on your computer. If your computer is already on, press and hold the **Ctrl** and **Alt** keys and press the **Del** key.
- After the computer is on, and the red diskette drive light goes out, take out the **Master** diskette and insert the **Play** diskette that you created.

The King's Appeal

In the kingdom of Daventry, King Edward is dying. Although his kingdom had been wealthy in the past, recent disasters have brought hardship to his loyal subjects. To make matters worse, the king has no wife, children, or relatives to inherit the throne. Unless the king's quest is fulfilled, the country will be doomed.

King Edward calls his bravest knight, Sir Grahame, to the throne. The noble knight bows before the king and asks, "Your Royal Highness, what may I do for you?"



The weakened king answers, "Sir Grahame, Daventry is now a poor country desperately in need of help to overcome its misfortunes. Recently, I have heard tales of three magical objects that would end Daventry's troubles. I am an old man, Sir Grahame, and my death is near. I am depending on you to search the

countryside and find these three objects. If you do, the throne will be yours.”

Sir Grahame eagerly questions the king, “Please, Your Majesty, what are these three objects?”

King Edward wearily looks at the knight and says, “You need to find a jewel-inlaid treasure chest that refills with gold coins every time it is emptied. Also, an enchanted mirror exists revealing the future to the beholder. Finally, there is a magic shield that fends off all enemies. With these objects, Daventry will never be poor again!”

The knight declares, “Nothing would give me more pleasure, my King, than to capture these items. Where do I start?”

“That, Sir Grahame, is what you must find out. I only know they are in the kingdom of Daventry and are guarded by dangerous characters. It’s an extremely risky task that could be fatal. Go now, Sir Grahame, but be careful. Please do not fail me or your kingdom.”

Quietly, Sir Grahame leaves the room and hurries down the hallway of the Royal Palace. “*A jewel-inlaid treasure chest, an enchanted mirror, and a magic shield,*” he murmurs, “but where will I find them?”

Sir Grahame promises himself that he will not return to the king until he has found the magical objects.

With determination, he leaves the castle and begins his quest.



Traveling Through Daventry

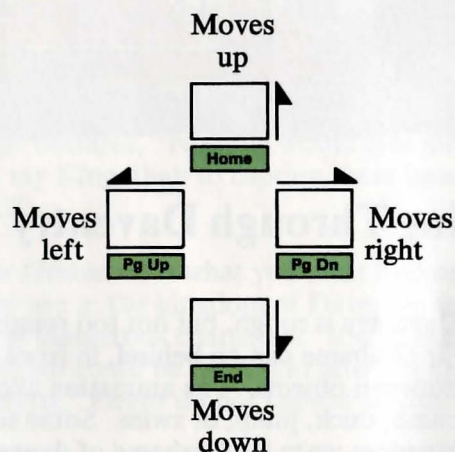
Daventry is rough, but not too rough for Sir Grahame. Sir Grahame can go behind, in front of, and even between objects. The animation allows Sir Grahame to climb, duck, jump, or swim. Some sound-effects in the kingdom warn Sir Grahame of danger.

How Sir Grahame Explores Daventry

Sir Grahame can move quickly through the kingdom either by using a joystick, or by using the keyboard. We explain how to use both. We also explain how to use the command line to take action.

Moving Sir Grahame Using the Keyboard

To move Sir Grahame with the keyboard, press the key that moves you in the direction that you want to go. Once you press one of the direction keys, Sir Grahame continues to move in that direction until you either press that same key again or until you press another direction key. Below is an illustration of the direction keys you use for King's Quest.



The keyboard overlay that comes with your King's Quest program helps you quickly see which keys to press for the action you want to take.

If you are not using a keyboard overlay, the direction keys are labeled as follows: ↑ (**Home**), ← (**PgUp**), → (**PgDn**), and ↓ (**End**).

Note: If you are using a joystick, you may still use any of the keyboard keys including the direction keys (↑, ↓, ←, and →). However, once you start moving Sir Grahame with the keyboard direction keys, you must bring Sir Grahame to a stop before using the joystick.

Moving Sir Grahame Using a Joystick

If you have a joystick, you may use it rather than the direction keys (←, →, ↑ and ↓) to move Sir Grahame in the kingdom of Daventry. Move the joystick in the direction you want to go.

How Sir Grahame Takes Action

To take any actions, you must type commands to the computer since it acts as your five senses (hearing, smell, touch, sight, and taste) during your quest.

For example, as you wander through the kingdom of Daventry, you see objects along the way. Many of these objects have mystical qualities and you need them to survive and complete your quest.

- When you type commands, try to keep them simple. Generally, all that is needed is a noun and a verb. You may use three or four words if you want, but the shorter the command, the easier it is for the program to understand. For example, if you see a key and want it, type **take the key**. Later, you may decide to leave it behind by typing **drop the key**. If you see a box and want to look at its contents, type **look in the box**. A word description of the contents of the box is displayed for you.
 - If the computer questions your commands, give direct answers. For example, if you give the command, **cut down tree**, the computer may ask, **with what?** Answer, **with the ax**.
- If you type something the computer does not understand, explain it again using different words. Keep trying until you find the words that work and remember to keep it simple.
- As you travel around the kingdom of Daventry, notice that when you get to the edge of your

monitor or TV screen, Sir Grahame stops moving, the diskette drive starts to make noise, and your picture changes to the next screen. When your screen changes, a new picture is created, and Sir Grahame reappears.

- There are times when you want to move Sir Grahame to another screen, but you can't. In this case, you must solve one of the game's puzzles before the program allows you to move in the direction that you want.
- In most cases, you may move Sir Grahame off your screen in almost any direction. Remember not to worry the first time you move off the screen. You have done nothing to the program or to Sir Grahame.

Special Keys

To react much faster, use commands that require only one key. These commands can help you in times of trouble. You may not have much time to type out whole commands. In fact, you may need to escape immediately.

When you open up your King's Quest package, you notice that it comes with a keyboard overlay. This overlay fits right over your IBM PCjr keyboard and shows you the keys you need to press for each action.

In this section, we discuss both the keys on the overlay and the keys on the keyboard, in case you misplace your overlay or forget to place it over your keyboard.

Here are the keys you need to know:

- **PAUSE** - Stops the game while you take a break. To start the game again, press any key. If you are not using an overlay, this is the **Esc** key.

- **SOUND ON/OFF** - Turns off the sound in the game. Press the key a second time to have the sound turned on again. If you are not using an overlay, the sound key is the **1** key.
- **SAVE GAME** - Starts the save game procedure. The Save Game key without an overlay is the **3** key on your keyboard. This also can be done by typing **save game** on the command line at the bottom of your screen, instead of pressing the **Save Game** key.

Note: We recommend that you read the **Save and Restore Game** section in this booklet before you start the Save Game procedure.

- **RESTORE GAME** - Starts the restore game procedure. The Restore Game key on a keyboard without an overlay is the **5** key. You also may type **restore game** on the command line at the bottom of your screen to start this procedure instead of pressing the **Restore Game** key.

Note: We recommend that you read the **Save and Restore Game** section in this booklet before you start the Restore Game procedure.

- **RESTART GAME** - Starts a game over again from the beginning as if you had just started playing. If you are not using a keyboard overlay, the **Restart Game** key is the **7** key.

You may also restart a game by putting the **Master** diskette in the drive and either turn the computer off and then turn it on again, or if your computer is already on, press and hold down the **Ctrl** and **Alt** keys, and then press the **Del** key.

After you press the **Restart Game** key, you see this message:

Restart Game (y/n)?

If you want to restart a game, type **y** . If you don't want to restart a game, type **n**.

- **ECHO** - Lets you repeat a phrase or sentence on the Command Line without having to type the whole line over again. If you are not using a keyboard overlay, the **9** key is the **Echo** key.

Here's an example of using the **Echo** key: When you want to look at a tree, type the following command:

look at tree

Then, press the **Enter** key. A message like this may appear on your screen:

You're too far away to do that.

Move Sir Grahame closer to the tree, and repeat the same message. To do this without typing the whole line again, press the **Echo** key. The message, **look at tree**, reappears. Now all you have to do is press the **Enter** key, and the computer responds to your command.

- **DUCK** - Sometimes Sir Grahame may need to duck out of the way of danger. To do this, just press the **Duck** key. If you are not using a keyboard overlay, the **Duck** key is the **-** key. When you press the **Duck** key once, Sir Grahame ducks. When you press the key a second time, Sir Grahame stands up straight again.



If you are using an IBM PCjr Attachable Joystick, you can duck by holding down the button on top of your joystick. When you release the button on your joystick, Sir Grahame stands up straight again.

- **JUMP** - Sir Grahame also has the ability to jump. To do this, just press the **Jump** key on the overlay. If you are not using a keyboard overlay, the **Jump** key is the **0** key.

If you are using an IBM PCjr Attachable Joystick, you can jump by pressing the button on the back of your joystick once. If you hold down the joystick

Sir Grahame keeps jumping until you take your finger off the button.

- **SWIM** - Because of the large amount of water around the kingdom of Daventry, you may find it necessary to have Sir Grahame swim. To do this, just press the **Swim** key. If you are not using a keyboard overlay, the **Swim** key is the = key.

Note: Sir Grahame continues to swim until land is reached.

- **STATUS** - This key tells you two important facts. First, it gives you an inventory; that is, a screen appears telling you what objects you have in your possession. Second, the **Status** key gives you your score (scoring is explained later in this book). You may press the **Status** key at any time during the game.

If you want to get back to the game after seeing your status, just press any key. If you are not using a keyboard overlay, the **Status** key is the **Tab** key.

Saving a Game

King's Quest is a challenging game that you may not solve in one sitting. Because there is danger everywhere in the land of Daventry, Sir Grahame might not get too far before he runs into trouble.

The **Save Game** command lets you save the game where you are, so you don't have to restart the game from the beginning every time Sir Grahame fails in his quest or every time you need to turn the computer off.

Follow these steps to save a game:

- 1** Be sure that your Play Diskette is in the diskette drive.

- 2** There are two ways to save a game. The first is to press the **Save Game** key on your keyboard. This is the **3** key if you don't have a King's Quest keyboard overlay. The second is to type **save game** on the command line on the bottom of your screen and press the **Enter** key.

After you press the **Save Game** key (or type **save game** on the bottom of your screen), you see this message:

Please type a letter between A and Z under which you wish to save your game or press the Enter key to exit.

- 3** Follow the instructions on the screen, and type in any letter from **A** to **Z** where you want to save a game.

- 4** After selecting a letter, press the **Enter** key.

The diskette drive light comes on for a moment, then goes out. You now see the Command line prompt **>** and can continue with the game.

Note: If you should accidentally press a key other than the letters **A** through **Z**, you won't see anything on your screen. Don't worry; the program is just waiting for you to type a letter between **A** and **Z**.

- 5** The current state of the game is saved on your Play Diskette for future use. You now may continue with the game in progress or take the diskette out of the computer and turn it off.

If you already have saved a game under a given letter and you use the same letter again at a later time, the Play Diskette contains the status of the latest saved game.

Restoring a Game

Follow these steps to Restore a game:

- 1 If you want to go back to a game that you've saved on your **Play** diskette, press the **Restore Game** key (the **5** key if you are not using a keyboard overlay), or type **restore game** on your command line at the bottom of your screen.

After you either type **restore game** or press the **Restore Game** key, you see this message:

Please type a letter between A and Z under which you wish to restore your game or press the Enter key to exit:

- 2 Type the letter of the game you want to restore. The diskette drive light comes on briefly and then goes out.

After the light goes out, the game you just asked for is restored. The screen where you left off before you started the **Save game** procedure is shown so you can continue with your quest.

Things to Remember

King's Quest is a challenging game that can be played again and again. There are several ways of completing the game.

- Many Solutions

Most puzzles have more than one solution. You can achieve different outcomes by solving a problem one way instead of another.

- Multiple Point System

King's Quest has a multiple point system that allows you several ways to increase or decrease your score. Refer to the section on "Scoring Points" for this information.

- Continuous Playing

The game runs constantly, even when you are not playing. If you decide to let Sir Grahame rest, an evil character may attack him and end his quest. If you want to take a break, be sure to press the **Pause** key (this is the **Esc** key if don't have a keyboard overlay). If you don't press the **Pause** key, you may be in danger.

Scoring Points

Your highest possible score is 158 points. You can obtain this score only if you find all of the treasures, discover the more creative solution to every puzzle, and make no mistakes.

When you first complete your quest, your chance of receiving the maximum number of points is small, but don't give up! Play the game often so you can try to better your score.

The information below tells you how to score points:

- Collect Treasures

Treasures are hidden throughout Daventry; some help to solve the puzzles, while others increase your score. If you lose a treasure, you also lose its point value.

- Use Creative Solutions

Most obstacles and puzzles have more than one solution. Each solution helps you in your quest, but finding the more difficult solution results in extra points.

Mapping Your Progress

You can easily lose your way in the large kingdom of Daventry. It is to your advantage to draw a map during your travels. Using a map helps you find treasures and avoid trouble spots. Your map should show everything you come across while traveling.

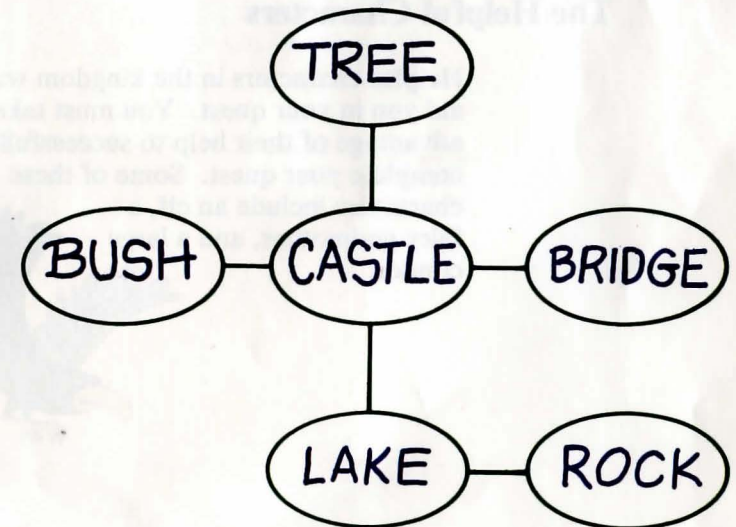
There are some things you should note when drawing a map of Daventry:

- Daventry's world has a three-dimensional quality about it. Places "wrap around" like countries on a globe. Imagine Daventry as a country so large that it bends around the world. Remember this when drawing your map.
- You may need to draw more than one map of Daventry because of the three-dimensional quality of the kingdom. One map may get confusing.
- Trace the different directions you have taken and where they lead.
- Include where you found objects, left treasures, or ran into dangerous areas. Later you may want an object. With the help of your maps, you can find a safe way back to its location.
- Try every direction, and map all of the different possibilities. If you forget an area or fail to explore it, you can miss an important clue, object, or treasure.

Look at the sample maps illustrated below:



These samples show you how you might map out the worlds of Daventry.



Helpful and Dangerous Characters

Dangerous characters roam the mystical land of Daventry, trying to end your quest. Fortunately, a few kindly characters exist to help you. You can avoid the dangerous characters in several ways by finding out their weaknesses.

The Dangerous Characters



You must think and act quickly when you meet the dangerous characters of Daventry. The dangerous characters include a sorcerer, dwarfs, ogres, a hungry wolf, and an airborne wicked witch.



The Helpful Characters

Helpful characters in the kingdom want to aid you in your quest. You must take advantage of their help to successfully complete your quest. Some of these characters include an elf, a fairy godmother, and a large condor.

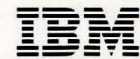


Helpful Hints

Here are a few hints that may help you out just a little:

- **Make the Right Move**—You can increase or decrease your score by taking the appropriate action at the right time or making an error at the wrong time. Sorry, that's all we can say about this.
- Try looking at everything out of the ordinary; you may learn something that may not have been obvious to you before.
- Save a game before you try anything that may be dangerous; this way you can return to where you were the next time you play.
- Most of all, don't give up.

We hope you enjoy King's Quest and good luck!



Reader's Comment Form

King's Quest

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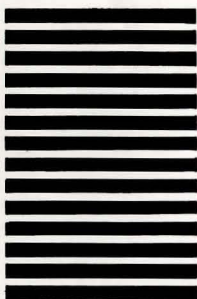
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