

The Official Book of

King's Quest VI

Third Edition

Covers KQ I-VI

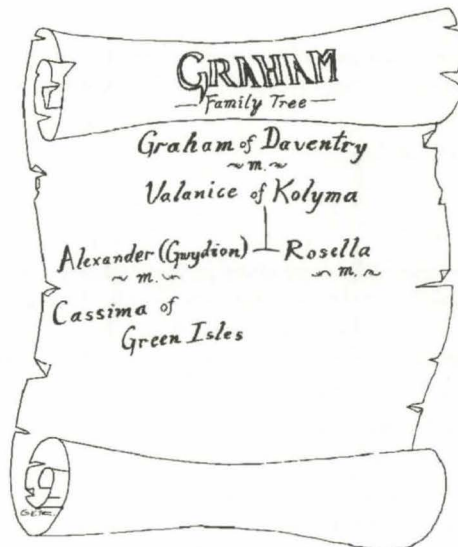


Contains essential hints, maps, and strategies
for solving *King's Quest I-VI*.

Donald B. Trivette

THE OFFICIAL BOOK OF KING'S QUEST

DONALD B. TRIVETTE



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*For my mother,
Who can solve any puzzle.*

CONTENTS

ACKNOWLEDGEMENTS	VII
FOREWORD	IX
INTRODUCTION	XV
SIERRA: A REAL-LIFE ADVENTURE	1
HOW TO USE THIS BOOK	13
KING'S QUEST I	
QUEST FOR THE CROWN	25
KING'S QUEST II	
ROMANCING THE THRONE	53
KING'S QUEST III	
TO HEIR IS HUMAN	83
KING'S QUEST IV	
THE PERILS OF ROSELLA	119
KING'S QUEST V	
ABSENCE MAKES THE HEART GO YONDER	151
KING'S QUEST VI	
HEIR TODAY GONE TOMORROW	189
KING'S QUEST VII	
?	235

THE OFFICIAL BOOK OF KING'S QUEST

APPENDICES	239
APPENDIX A	
PRONOUNCING GUIDE TO THE CHARACTERS AND PLACES	241
APPENDIX B	
PRICE AND AVAILABILITY OF KING'S QUESTS	243
APPENDIX C	
THE MAKING OF THE QUESTS	247
APPENDIX D	
INFORMATION ON DEBUGGING COMMANDS	263
APPENDIX E	
CD-ROM	267

ACKNOWLEDGEMENTS

There are quite a few people at Sierra On-Line who took the time to help me with this book. Chief among them are Wanda Smith, Bill Linn, Anita Greene, and, of course, the sorceress herself, Roberta Williams. Without their help I would have surely been lost in the woods of Daventry and stranded in the Garden of the Beast.

Early tests by the publisher confirmed that black-and-white screen shots did not have the clarity and definition we wanted, and publishing costs being what they are, color screen shots were out of the question. To the rescue came Travis Getz with his clear, concise drawings that convey more hints than the proverbial thousand words.

Finally I gratefully acknowledge the patient work of my quality-control team. Byron Faler, Charles Smith, and, especially, Dan Southerland spent many hours falling down steps, plunging into chasms, and being devoured by dragons in search of my errors. I believe they found most of the cases where I wrote east when I really meant west. Thanks, guys.

FOREWORD

An Interview with Roberta Williams

What is *King's Quest VI* about?

At the end of *King's Quest V*, Alexander met Princess Cassima and really liked her. She invited him to visit the Land of the Green Isles, and then they both got poofed off to their own countries.

In the beginning of *King's Quest VI*, we see Alexander in the throne room going crazy because he can't locate the Green Isles. At this point a vision of Cassima appears on the magic mirror; she's in a tower calling for Alexander. It's night and Alexander recognizes the stars in the sky and realizes he can locate Cassima from those. He outfits a ship and sails away.

Next we find Alexander's ship in heavy seas off the coast of an unknown island; it piles up on the rocks and Alexander is washed ashore on the beach. That's how the story begins.

Aren't there several new technical innovations in *King's Quest VI*?

Yes. For one thing the opening animated sequence that I just described was done in 3-D rendering using a flying camera technique. It's very realistic, especially the CD-ROM version. This is also the first *King's Quest* where the character shrinks as he walks away from

the viewer. We call that scaling, and it adds to the illusion of depth and perspective.

And for the first time we can use expanded/extended memory if your computer has it. I don't know much about the details, but it makes the screens load faster.

In KQV we did video capturing of people and modeled the movements of the animated characters from that. In KQVI we took it a step further by putting the people in costumes while we filmed their actions. And we picked people who looked like the characters they portrayed.

Who played Alexander?

That's one that didn't work out too well. The guy who played Alexander had long, blond hair; he was totally miscast because Alex has short, black hair. I don't know how he got picked, but we had to completely repaint him.

This quest seems to have a darker, more ominous tone than the other King's Quests; it is also more wordy. Is there a reason?

I was thinking that same thing the other day, but I don't believe we made it intentionally ominous. It just turned out that way.

The reason it's more wordy is that I didn't write the text. This is the first time I have had a collaborator. Jane Jensen wrote all the script, and we worked on the story line and characters together. We spent a month working together before Ken and I left on a two-month vacation to France.

Jane has a different style than I do, and maybe she is more text oriented. Even her design documents were four times as thick as mine usually are—her fingers just fly on a word processor.

Each quest seems to have fewer arcade sequences where you pilot the character around obstacles, up steps, and along cliffs. In KQIV there is only the one scene where Alexander picks his way across a maze in the catacombs. Is this intentional?

We got more complaints about that than we got people liking it. Most people say, "We just want to go from here to there; we don't want to worry about falling off steps." So back in *King's Quest IV* we started taking you up stairs automatically. And in *KQV* we introduced the Travel icon where you just click the place you want to go, and the software pilots you there safely.

In *KQVI* there is some danger: You *can* fall off the logic cliffs, but it's not easy.

***King's Quest VI* is the first quest that comes with both a long and a short version. What's the reason for that?**

Way back in *Colonel's Bequest* I developed the technique of confining the adventure to a small area and dividing the story into acts. In that game everything takes place in an old mansion and the surrounding grounds. A variety of things can happen in the same room depending on where you are in the story and what you have done. Contrast that with the *King's Quest* series where each room has a fixed script.

In a linear game like *King's Quest V*, you have to keep moving to new places for the story to continue. But in *KQIV*, I used the concept of acts. You return to the same island over and over, and different stuff happens. The way this game is advanced is by hitting different plot points—someone saying something, seeing something, or getting something. There are plot points that you have to do such as get the magic map, and there are lots of optional things and subplots such as sending messages to Cassima via Sing-Sing.

King's Quest VI has five acts although they are invisible to the player. The first act, for example, ends when you use the magic map for the first time. The third act ends when you exit the catacombs. Act IV ends when you get Beauty's old clothes. The last act is the longest and has several optional subplots like the Druids and the Realm of the Dead.

Although people think of it as longer and shorter versions, I think of it as doing optional stuff. All the magic spells, for example, are optional.

Why is so much stuff in this quest optional?

Well, that's a designer's dilemma. Some players think the games are too difficult, and others think they are too easy. You can't please everybody.

We batted around different ideas. We thought about designing and marketing different games: a beginners game, an intermediate game, and an advanced game. But that's not a good idea because no one would buy a beginners game—none of us like to think of ourselves as beginners. Then we thought about asking what level of difficulty you wanted when you installed the game and adding or dropping puzzles based on that. But I didn't like that idea at all.

I favored the act approach with some *must do* plot points and lots of *could do* things. Any player should be able to find the easy stuff and get through the game. We think it adjusts itself to your level of play.

If we got any complaints about *King's Quest V*, they were that it was too easy. So this quest takes more thinking; the puzzles are more difficult.

Which is your favorite King's Quest?

I like this one. But I think my favorite is *King's Quest IV* where Rosella goes on a quest. The others sold really well, but when you read the comments from players, *IV* seems to have the highest approval rating. People really like it. My least favorite is *King's Quest III*, probably because you have to type all those spells.

What can you say about King's Quest VII?

Well, I think *VII* is going to be about Rosella again. Or maybe it will be Valanice—Graham's wife; she never does anything. If the main character is Rosella, I haven't decided whether she falls for Edgar (Lolotte's son in *King's Quest IV*) or someone else.

And I am planning to design and write *VII* myself so it should have more of my own style. I'll try to make it brighter and in the tradition of *King's Quest IV*.

Are the main characters like Graham, Valanice, and Rosella going to age?

I don't know. The characters aged a lot between *King's Quest II* and *III* because I needed to get the kids [Rosella and Alexander] in there. Between *III* and *VI*, there's only a period of about two years. Graham and Valanice are still young enough to be active, and the kids are mature. It would be nice to think that they will go on forever. They seem to have a life of their own.

INTRODUCTION

I first came across King's Quest when I was writing a monthly column for a computer magazine. Never a great fan of arcade games and disappointed by the flat, map-like characteristics of adventure games in those days, I was overwhelmed and delighted by the three-dimensional cartoon quality of King's Quest. So were hundreds of thousands of you.

The games did well, and I wrote about them in several issues. Every time I did, I got piles of letters asking for clues. Some were written in crayon on notebook paper and others were typed on fine stationery. King's Questers are all ages: A grandfather wanted to know the gnome's name (the biggest mystery in the saga) so he could impress his grandchildren, a six-year-old wanted to know how to get the lady fish to show up, and a wife wanted to give the gnome's name to her husband as a birthday gift!

These games are not easy. When you pay \$30 to \$60 for entertainment, the people at Sierra think you deserve more than a few hours of fun and challenge. It may take you several weeks to solve a quest. Even if you know the answers beforehand and have the programmers' maps—as I did when working on this book—it still takes hours to complete a quest.

THE OFFICIAL BOOK OF KING'S QUEST

I urge you to study the clues and maps and challenge you to refer as little as possible to the questions and the guided tours. I solved the first three quests without assistance, and only a tight publishing deadline caused me to use the programmers' notes on the others. Incidentally, I never did figure out the gnome's name by myself, but you don't have to know it to complete *King's Quest I*.

All the early King's Quest games draw characters and plots from nursery rhymes, classic mythology, and fables of old. If your childhood is well grounded in *Mother Goose*, you will have an inside track on solving them.

You may, of course, play the games in any order; each is a great adventure game in its own right, but true questers will follow the saga.

SIERRA: A REAL-LIFE ADVENTURE

CHAPTER 1

SIERRA: A REAL-LIFE ADVENTURE

Not too long ago there lived in the City of Los Angeles a young couple. The man was named Ken and the woman Roberta. To amuse herself, Roberta played adventure games while Ken was at the office writing accounting programs for major corporations. And that's how a real-life adventure begins.

In the late 1970s, a computer adventure game did not have pictures or drawings, but consisted only of words. The player would read a paragraph and enter a one- or two-word response. One of the very first adventure games, called *Colossal Cave*, was written at the Massachusetts Institute of Technology and found its way into mainframe computers around the country. In about 1979 a variation of *Colossal Cave* was published by Microsoft as *Microsoft's Original Adventure* and by Apple as *Apple's Original Adventure* (neither, of course, being entirely original).

A typical *Colossal Cave* scenario might have several paragraphs of text describing in detail what you were "seeing." For example, "You are walking down a long dark passage with cold water dripping from the stone

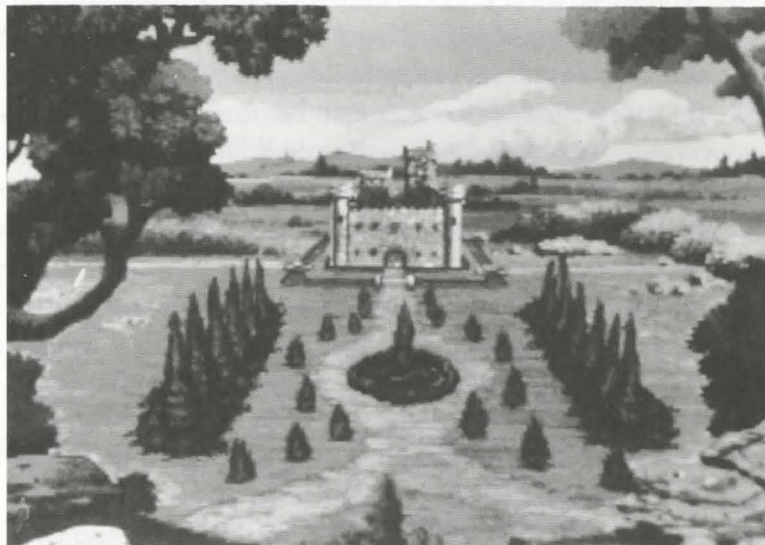
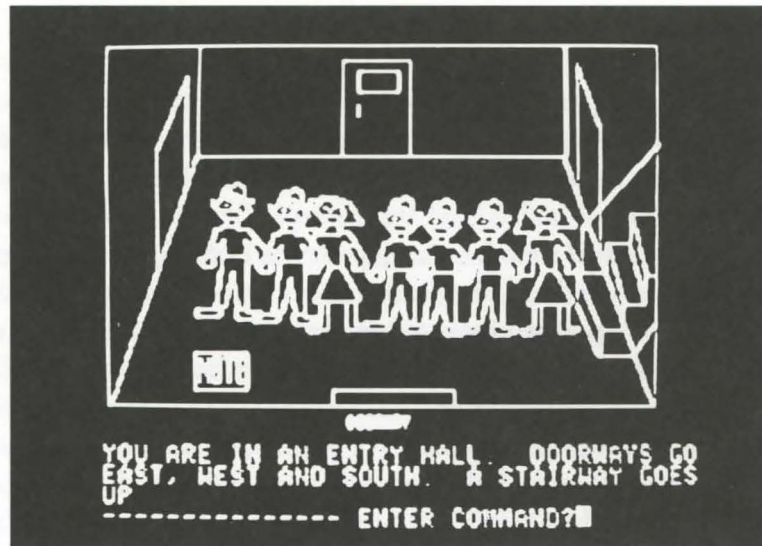
SIERRA: A REAL-LIFE ADVENTURE

walls. Ahead you see an ugly troll carrying an ax; he is coming toward you." Perhaps you respond to this inconvenience by typing: "Take Ax." *Colossal Cave* might then reply: "Too bad, the nasty troll swung the ax and hit you in the head. You are now dead." Everything was done with words; there were no pictures.

Roberta soon solved *Colossal Cave*. She looked around for similar adventures, but there were none. So she began concocting her own. One night at dinner, in February 1980, she tried to tell Ken about her idea for a new game, but he didn't want to listen. Finally he heard her out and realized she was on to something.

The couple wanted to include pictures as part of the story, but in 1980 there were no graphics programs and little graphics hardware. Finally, they found a store in Thousand Oaks, California, that sold a device called a Versawriter. It was a primitive type of scanner constructed with an arm, an electric eye, and a piece of Plexiglas. Moving the arm across the Plexiglas caused the device to draw on the computer screen. Of course there was no software support, so Ken had to write the programs necessary to connect the Versawriter to the computer.

The project was conceived as a hobby or family project like converting the basement into a rec room or planting a vegetable garden, but soon it took on a life of its own. With Roberta working on the story line and Ken doing the programming, the first graphic adventure game was born on their Formica kitchen table. It was called *Mystery House* and featured black-and-white pictures along with text. (In 1989 Sierra released the full-color, animated adventure *Colonel's Bequest*, which has many plot similarities to the original *Mystery House*.)



Mystery House was Sierra's first 3-D adventure game, although it was primitive compared with games like King's Quest V.

Mystery House was a combination of an Agatha Christie novel and the parlor game Clue. You find yourself in an abandoned Victorian house with seven other people. Your challenge is to find a treasure of jewels. As you explore the house, you keep stumbling over the bodies of your fellow explorers. In order to complete the game, you must also discover the murderer.

Mystery House had pictures along with the text. You did not see the main character, as you do in *King's Quest*, but rather you saw the rooms from the character's perspective—a first person view. The pictures were black and white, and the commands were still limited to one or two words; nevertheless, *Mystery House* was so unusual that Ken and Roberta placed a small ad in *Micro* magazine. For \$24.95, the ad promised, you could buy a copy of *Mystery House* to run on your Apple II.

This was in the days before IBM invented the PC, and few people had any idea that personal computing would become so widespread. The Apple and the TRS/80 were about the only personal computers around. To everyone's amazement, *Mystery House* eventually sold over 10,000 copies. The company expanded from the kitchen table to the den and spare bedroom. A few months later Ken and Roberta decided that if they were going to run a "garage industry," they could at least locate the garage in a pleasant place. They moved from bustling Los Angeles to Coarsegold, California, not far from Yosemite National Park. Sierra On-Line was officially born.

At first Sierra continued to operate from the Williams' home, but when space there became inadequate, the company moved to a real office over a print shop. Later it expanded into several other buildings.

Soon three new adventure games were climbing the bestseller chart: *The Wizard and the Princess*, *Mission: Asteroid*, and *Time Zone*. The first was about a beautiful princess who needed to be saved from an evil wizard; the second featured an asteroid headed toward earth; and the third was the popular *Time Zone*, in which you were allowed to travel back in time and make changes to history. *Time Zone*, with more than 1300 screens, required six double-sided Apple disks and still holds the record as

Sierra's largest adventure game. Although these games were in color, there was no animation and commands were limited to two words.

A year before the IBM PCjr was announced—when the “Peanut” was just a rumor to the rest of us—IBM asked Sierra to create a game that would show off the new computer's color-graphics capabilities. IBM supplied the company with a prototype Junior, and Roberta set to work designing a new type of adventure game. Eighteen months and \$700,000 later, she and a team of six programmers completed the task.

King's Quest was the first three-dimensional animated adventure game. The main character, Sir Graham, looked and moved like a cartoon figure. He could walk from scene to scene, disappear behind trees, swim lakes, and enter buildings. King's Quest was a phenomenal success, partly because of its stunning graphics and partly because of its creative and unusual story line.

In the tradition of Hollywood, *King's Quest II* followed in May 1985, *King's Quest III* was released in October 1986, *King's Quest IV* appeared in September 1988, *King's Quest V* hit the streets in December 1990, and *King's Quest VI* made its debut in October 1992.

Each is more detailed and sophisticated than its predecessor. Originally developed for the IBM and DOS family of computers, the saga has expanded to the Macintosh hardware (see Appendix B).

In a nutshell, here are the six King's Quest stories:

- In *King's Quest I* a dashing young knight named Graham must find three magic treasures—a chest, a mirror, and a shield—that old King Edward has let slip from the Kingdom of Daventry. Graham succeeds and becomes King Graham on Edward's death.
- King Graham falls in love with the mysterious maiden Valanice in *King's Quest II*. She is imprisoned in a tower in the Land of Kolyma, and Graham must solve the mystery of the three doors in order to rescue her. Eventually, after a visit to Neptune's Kingdom and Dracula's Castle, Graham completes his quest and marries the fair Valanice.

SIERRA: A REAL-LIFE ADVENTURE

- A boy named Gwydion is held captive in Llewddor by the wicked wizard Manannan. Gwydion must escape to learn his true identity in *King's Quest III*. When he does, he rescues his twin sister Rosella who is in Daventry in the clutches of a dragon. That done, Gwydion and Rosella are reunited with their parents, King Graham and Queen Valanice.
- This time it's Rosella who goes questing. In *King's Quest IV* she is after an enchanted fruit that will restore her aging father's health after his heart attack. Along the way she must do the bidding of an evil fairy. At the completion of her quest she receives a surprise proposal.
- King Graham returns to the quest in *King's Quest V* as he tries to rescue his family and home, which were swept away by a magical tornado created by the evil wizard Mordack. Graham soon learns that Mordack is the brother of Manannan, the wizard who was turned into a cat by Graham's son, Alexander.
- In *King's Quest VI*, Graham's son Alexander goes in search of his true love, Princess Cassima, whom he first encountered when she was scrubbing floors in Mordack's kitchen. After trudging from island to island in search of clues and help, Alexander finally confronts the wicked Vizier in the wedding chapel.

Over the decade during which the saga developed, there have been astonishing changes in personal computers and an interesting evolution in the content of adventure games.

The early quests—still my favorites—required a lot of typing. Commands like “Get Basket,” “Use Cross on Dracula,” and “Crumble Cookie in Porridge” were used to tell Graham what you wanted him to do. But many players didn't like all that typing, which reached a ridiculous high in *King's Quest III*. In that quest you had to type the instructions and ingredients to prepare seven spells. Type one letter wrong, and you had to begin again.

King's Quests I through *III* are more difficult to solve than later quests. There are lots of opportunities for Graham to die, and it's possible (even probable) to get deep into the game before you discover you do not have some vital item. Animated sequences are few.

A new and improved gaming language was used to create *King's Quest IV*. You still had to type instructions, but nothing like the whole paragraphs in the previous quest. The quest begins with an animated introduction and has several animated sequences. The copy protection scheme was changed from key-disk to word-lookup.

Mouse support and VGA graphics were added, and Graham could be speeded up or slowed down simply by using the plus or minus keys. The graphics in *King's Quest IV* were so good that *King's Quest I* was rewritten using the new interface, and a few things (like the gnome's name) were made easier. An animated sequence was added to the beginning of *King's Quest I*. Plans were made to re-do *II* and *III*, but at this writing that has not been done.

Just two years later *King's Quest V* came out with an even more advanced interface. This was done in part to make it easier to move the game to a CD-ROM platform and in part to bow to continuing player resistance to typing. *King's Quest V* was the first to use the 256 colors made possible by super VGA displays, and that considerably changed its appearance. The cartoon flavor was lost to a more realistic look.

The big change in *V* was the complete elimination of typing. No longer could you tell Graham to "Look at Cabinet." Icons replaced words. To look at something, you clicked on it with an Eye icon; to take something, you clicked on it with a Hand icon. Even walking was simplified: a Travel icon automatically steered Graham safely from one point to another—no more falling off cliffs or accidentally drowning in water.

King's Quest V was also made considerably easier. Sequences that in earlier quests would have been arcade challenges (like crossing the snowy mountains) were taken over by animation. There were fewer chances to die—players don't like having to restore games—and more checkpoints

SIERRA: A REAL-LIFE ADVENTURE

were put in to prevent players from progressing too far without the items they needed.

King's Quest VI further refines Sierra's gaming software with support for extended/expanded memory that allows faster scene loading. The animated introduction was created by Kronos, an outside company, using a technique that looks very three-dimensional and lifelike.

The look and feel of *King's Quest VI* is a sharp departure from past quests, in large measure because this is the first quest where creator/designer Roberta Williams has a collaborator. It is the most wordy Sierra adventure yet, with screens of text to digest and ponder. There's also a darkness in the scenes and characters not found in earlier quests. Overall the sixth quest has an ominous tone.

In October 1988, Sierra became a public company with shares for sale to the public. This was done, in part, to provide the company with working capital to develop new products and technologies. To this end, Sierra acquired Dynamix, Inc., of Eugene, Oregon, a leader in three-dimensional modeling and simulation development software. In 1992 Bright Star, a maker of children's software, was added to the Sierra family.

Today, Sierra On-Line is a thriving business employing more than six hundred people with a wide range of interests and talents. The creative inspiration for the *King's Quest* series still comes from Roberta, but other members of the product line, such as *Leisure Suit Larry* and *Hero's Quest*, have their own creators.

Ken oversees the corporate finances, planning, and production. The Sierra family includes professional artists, musicians, animators, and programmers as well as public relations representatives and a large customer-service staff. John Williams, Ken's brother, is vice-president of marketing.

In 1988 the company moved into a new building located in Oakhurst, California. The building, modular in construction and easy to expand, is located in a park-like setting with skiing in winter and canoeing, swimming, and fishing in nearby Bass Lake. A few years later the

building was doubled in size to provide more space for things like an artists' studio and a sound stage.

Sierra's headquarters has an elaborate security system that would do justice to a military installation or an adventure game. It not only protects the company's products and secrets, but also the equipment loaned to it by major hardware firms like IBM and Apple. Sierra frequently works with developmental models of computers that haven't been announced. There are three large vaults where hardware can be securely stored, and the entire building is divided into security zones. You must enter the appropriate code to pass from one zone to another.

In addition to business offices and a recently doubled-in-size warehouse, the headquarters has a sophisticated music studio, an animation lab, and a facility to develop CD-ROM products which holds great promise as the media of the next generation of adventure games (see Appendix E).

Ken foresees a considerable evolution in entertainment software in the next five to ten years. His pet project has been *The Sierra Network*, which finally went nationwide in the summer of 1991 after several years of testing in California. This is a realtime, multiplayer environment where people from across the country can electronically gather to chat and challenge one another to games and contests. The participants are connected over the telephone network.

The basic TSN service is called *Constant Companion*. It includes card games like hearts and bridge and board games like checkers, chess, and backgammon. You can, for example, play chess in a realtime setting with someone 2000 miles away.

In addition to the basic service, there are several premium areas on TSN. *Sierra Land* is the arcade portion where you can fly Red Baron missions against foes from around the country or engage in paint-ball wars. *Larry Land* is best described as an adult nightclub. And a new, as-yet-unnamed land that will include a role-playing adventure game is under development. Each of these areas is priced separately like the premium channels on cable television.

SIERRA: A REAL-LIFE ADVENTURE

Indeed, Roberta and Ken both see adventure games becoming more like interactive movies—more like renting a video for an evening's entertainment than playing a grueling chess match. Puzzles will become easier to solve and will take perhaps 6 hours rather than 40; the prices will be in the \$20 range rather than the \$60 range.

Adventure game technology may be where motion pictures were in the early 1920s and television was in the early 1950s—about to become mainstream American entertainment.



The Williams and their two children, D.J. and Chris, live in a lakefront house not far from the company. The family enjoys many of the outdoor activities the region affords, including snow skiing, water skiing, and cycling. Roberta stays fit and trim doing aerobics. Each member of the family has a computer: Roberta keeps hers in the bedroom; Ken's is in the office. Both sons show signs of carrying on the family's creative traditions: D.J. is interested in culinary arts and Chris plays with the King's Quest animation tools and hopes to author his own game.

HOW TO USE THIS BOOK

CHAPTER 2

HOW TO USE THIS BOOK

Each of the King's Quest adventures is a sophisticated piece of computer software that required thousands and thousand of man-and-woman hours and upward of a million dollars a quest to complete. Nevertheless, you may find yourself wondering what's so great about King's Quest. There's nothing to shoot at, and your character doesn't seem to be in any immediate danger. The screen isn't pulsating and flashing. Indeed, it's not obvious to first-time players what you are supposed to *do*.

The answer, in a word, is *explore*. Walk from screen to screen, look for things to take, and try to avoid danger. Once you've collected a few items, you'll begin to figure out how they relate and how they can be used to solve larger puzzles.

Each quest chapter in this book is divided into four parts: Hints, Questions, a Guided Tour, and Scoring.

The hints give clues as to how major stumbling blocks may be overcome . . . without giving too much away. Read them carefully. Study the drawings, too. We choose drawings instead of actual screen shots because they reproduce more clearly on paper and let us emphasize important areas.

HOW TO USE THIS BOOK

The most helpful part of the hints section is surely the maps. Without maps you are lost; without maps you are dead. But don't rely blindly on these maps; a few screens are not represented. In the bears' house in KQIV, for example, the upstairs is not shown on a map because the steps going up from the downstairs are so obvious.

Most adventurers should be able to solve a quest using only the hints and maps, but if there's something you just can't figure out, consult the questions. The answers aren't subtle or clue-like, they are straightforward solutions. Questions and answers are grouped in sections related to items and geographic area.

The guided tour will take you from the beginning to the end of each quest. The tour doesn't remove all the challenge—no amount of written instruction can guide you up the whale's tongue—but it does remove much of the thinking. We suggest you turn to the tour as a last resort, and then follow it for only a short time before you continue questing on your own. Throughout the tour we suggest places for you to save the game, but you are advised to save even more often. Words printed in all capital letters are commands.

The last section in a chapter has the scores for each of the items and actions in the quest. The values themselves aren't important, but the list is very telling. In *King's Quest I*, for example, you can learn the two ways of getting by the dragon; one awards five points and the other *subtracts* two points.

To get the maximum entertainment and challenge from *King's Quest*, we urge you to limit yourself to the hints, drawings, and maps. Those, along with the tips below, will assure your success.

The 25 Golden Rules of Questing

1. Save Often. This is the first rule of questing. Even when you are doing something you've done before, save the game.
2. Before you begin questing, make some extra directories under the King's Quest directory for saving games. You can't make a directory from inside the game. The software lets you save 20 games (12 in *KQI* through *IV*) in a directory, but that's not enough for prudent savers.
3. Never replace one saved game with another unless it's an emergency. Just as sure as you do, you'll need to go back to the original one.
4. If you are in a place where it's difficult to walk, like the paths down the mountains in *KQIII* and *KQIV*, save the game every few steps.
5. Look for bold or obvious things in each screen. For example, if you see a clam on a beach, look at it. Take it. Look under it.
6. If something sparkles, investigate. Often small items don't show up well, especially on EGA monitors, so they are made to sparkle to attract your attention.
7. When you first enter a screen, look at it. For example, in a witch's house type LOOK AT ROOM. Often the response will give you a clue like, "In the corner is an old trunk." Then you know what to investigate more fully.
8. When walking in dangerous territory, walk along the edge of the screen and be ready to cross into a new screen when danger appears. This works well in the early quests, but later ones prevent you from moving out of harm's way.
9. Bad guys cannot chase you from one screen to another, so if you can get to another screen, you are safe . . . for the moment.

HOW TO USE THIS BOOK

10. Slow the game when walking along cliffs or climbing steps. In *KQII* and *KQIII* you set the speed from the menu bar at the top. *KQI* and *KQIV* let you use the plus and minus keys to control Graham's speed; *KQV* and *KQVI* use a control panel with a slide bar to adjust speed.
11. Don't automatically take the shortest distance between two points; find a path that avoids dangerous areas like bandits and ogres and then use it. *KQII*, for example, has lots of dangerous creatures, but you can avoid them entirely by traveling from west to east via a northerly route.
12. Some things are random. Creatures like ogres and witches appear sometimes and not others. Their appearance is determined by a random function whose frequency is set by the programmer. The programmer decided that the cat in *KQV*, for example, would show up in Mordack's bedroom two out of five times. Play the odds and repeatedly restore a game until it's safe. (The most random event in *King's Quest* is the appearance of the Batmobile outside of Hagatha's cave in *KQII*—it happens just once in a hundred times.)
13. Some things aren't random. At the end of *KQIV*, when you are swimming to Genesta's Island, if you don't have the items you need, the shark will get you. At the end of *KQV*, if Cedric isn't with you, you will get zapped by Mordack. When misfortune repeatedly befalls you, you probably forgot something. Try a different approach.
14. At times you want a random event to happen. For example, you need the sea gull to show up in *KQIV*, but he is random. Save and restore the game; wait 20 or 30 seconds. If he doesn't show, restore the game again.
15. When something is closed or locked or doesn't appear, there is probably a good reason. The antique shop in *KQII*, for example, won't open until you've read the inscription on the second door.

16. Trial and error is an important tool. Every item you get, with a few exceptions, has a purpose. When a problem arises, try the obvious, but if that doesn't work, save the game and try other stuff from your inventory. If you don't know what would appeal to a Dink, for example, try different things until something works.
17. When you suddenly discover you didn't pick up something you need, don't panic or quit. Go back to a saved game and proceed from there; it won't take nearly as long the second time. Even climbing the whale's tongue is easier the second time.
18. Learn to use the F3 key; it repeats the last thing you typed. When you try to pick something up and you get the hated message, "You are not close enough," move closer and press the F3 key.
19. The message, "You can't do that here" is a good clue that you can do that somewhere else. For example, you can plant the beanstalk seeds only in certain areas.
20. For those quests where you enter commands, you need type only an object and a verb. Instead of typing PICK UP THE BOOK FROM THE SHELF, you may simply type GET BOOK.
21. Most characters and things have synonyms. For example the word *man* in *KQIII* has 27 synonyms—thus LOOK AT WIZARD, LOOK AT CAPTAIN, even LOOK AT PRINCESS are all equivalent to LOOK AT MAN. Verbs, too, have lots of synonyms: EXAMINE, FEEL, SHOW, SEE, and VIEW are all the same as LOOK.
22. Punctuation and case are ignored: GeT bOok! works just as well as GET BOOK.
23. When you encounter a new character, especially a friendly one, try talking to him or her. Often they will tell you something important. In later quests characters will usually greet you when you first enter their presence.

HOW TO USE THIS BOOK

24. Whether you use the cursor, mouse, or a joystick depends on your hardware . . . and also on preference. The cursor keys and the joystick both work well for *KQI* through *IV* (although I've come to prefer the keys), while *KQV* through *VI* are difficult to play without a mouse.
25. Never forget Rule 1.

Help!

The popularity of King's Quest and other Sierra products means there is a lot of customer support for players.

If you have difficulty installing or running a King's Quest program, call Sierra Customer Service Monday through Friday between the hours of 8:00 a.m. and 5:00 p.m. Pacific standard time (11:00 a.m. through 8:00 p.m. EST). The telephone number is (209) 683-8989.

When this book was first written, there were four quests and ten customer service representatives to assist you; now there are more than thirty-three representatives waiting for your phone call. If you do call, please have the packaging, instruction booklet, and disk handy. You may be asked to verify that you purchased the program.

If you are unable to telephone during Customer Service hours, you may be able to get help from an online bulletin board that Sierra has set up to assist players. Of course, your computer must be equipped with a modem and communications software to use this option. The bulletin board runs at speeds of 300, 1200, and 2400 bps; communications parameters are 8 data, 1 stop, and no parity. The telephone number is (209) 683-4463.

Here's a quick session to answer a *King's Quest V* question:

HOW TO USE THIS BOOK

The Sierra BBS--Main Menu

1 ... Get a Hint
6 ... Order a Product
2 ... Customer Support (Email)
7 ... Information Center
3 ... Sierra "Quick" Mail
8 ... Technical Bulletins
4 ... Library of Files
9 ... Display/Edit User Account
5 ... Free Publications
X ... Exit (terminate session)
Please select one of the options shown and
press RETURN:
1

1 Sierra's Get a Hint online
1 ... Conquests Series
2 ... Kings Quest Series
3 ... Laura Bow Series
4 ... Leisure Suit Larry Series
5 ... Manhunter Series
6 ... Police Quest Series
7 ... Quest For Glory Series (Hero's Quest)
8 ... Space Quest Series
9 ... Other Adventures
10 ... Dynamix Adventures
X ... eXit to Main Menu
All contents of "Get a Hint" copyright
Sierra On-Line, Inc. Reproduction or use
without express written permission from
Sierra On-Line, Inc., is prohibited.
Please enter selection:
2

HOW TO USE THIS BOOK

You have selected the King's Quest Series.

- 1 ... King's Quest I Quest for the Crown
- 2 ... King's Quest II Romancing the Throne
- 3 ... King's Quest III To Heir is Human
- 4 ... King's Quest IV The Perils of Rosella
- 5 ... King's Quest V Absence Makes the Heart
- 6 ... King's Quest VI Heir Today Gone Tomorrow

X ... eXit to Series Selection Menu

Please enter selection:

5

This is the King's Quest V hint section.

Please select the area in which you are having trouble.

- 1 ... The Town Of Serenia
- 2 ... The Desert
- 3 ... The Witch's Forest
- 4 ... The Main Forest
- 5 ... Snowy Mountain
- 6 ... The Hermit, Ocean Voyage, Island of Harpies
- 7 ... Mordack's Island
- 8 ... Defeating Mordack

X ... eXit to Series Selection Menu

Please enter selection:

7

Problem: I've landed on Mordack's Island.
When I walk up the path leading to his
castle, two cobra dragon statues kill me.
How can I get past them without being fried?
You are at the beginning of this category.
H ... Hint display
N ... Next problem
C ... Category Menu
X ... eXit to Series Selection
Please enter selection: h
Hint: Do you remember killing the Yeti for
Queen Icebella? Well, after you killed him,
did you get a glowing crystal from Crystal
Cave? Use the crystal now to protect
yourself from these dragons' deadly breath!

The bulletin board is open 24 hours a day, seven days a week. The only charge for this service is the long-distance call you must place to reach the bulletin board. Two years ago there were 16 telephone lines for the bulletin board, today there are 48. Even so, you may occasionally reach a busy signal. Keep trying. Other game bulletin boards located around the country have sections set aside for King's Quest fans. One particularly active group meets on Compuserve.

Although we think this book has all the clues you'll need to solve the quests, sometimes things don't seem to work as they should. When that happens, call Customer Service.

If all else fails, you can write a letter to Customer Service at P.O. Box 485, Coarsegold, California 93614. They receive about 1000 letters a week, and they answer all of them within three days. Well . . . most of them anyway.

Getting stuck is no fun, but it doesn't mean you are stupid. Don't put your quest on hold just 'cause you can't figure something out—call or write for help.

KING'S QUEST I

QUEST FOR THE CROWN

CHAPTER 3

KING'S QUEST I

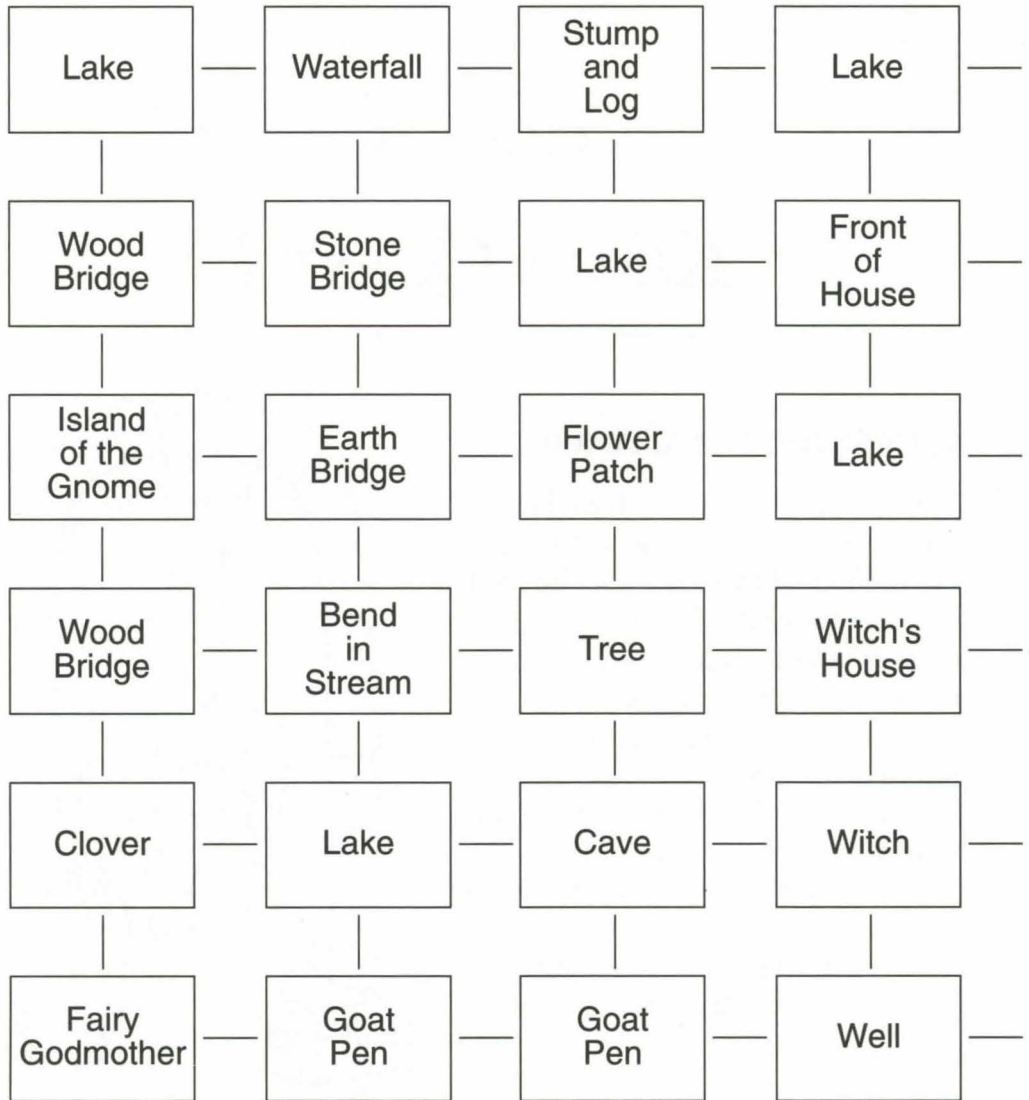
Quest for the Crown

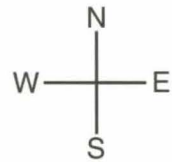
You are Sir Graham. You have been summoned to Daventry by old King Edward to find three treasures he has let slip from the realm. The treasures are a chest of gold, a magic shield, and a magic mirror. It is your job—your duty—to find the missing prizes and return them to King Edward.

To succeed in your quest you will have to visit every corner of Daventry. Although there is no fixed path for your travels, it is sometimes necessary for you to have one object before you can use another object. For example, what good

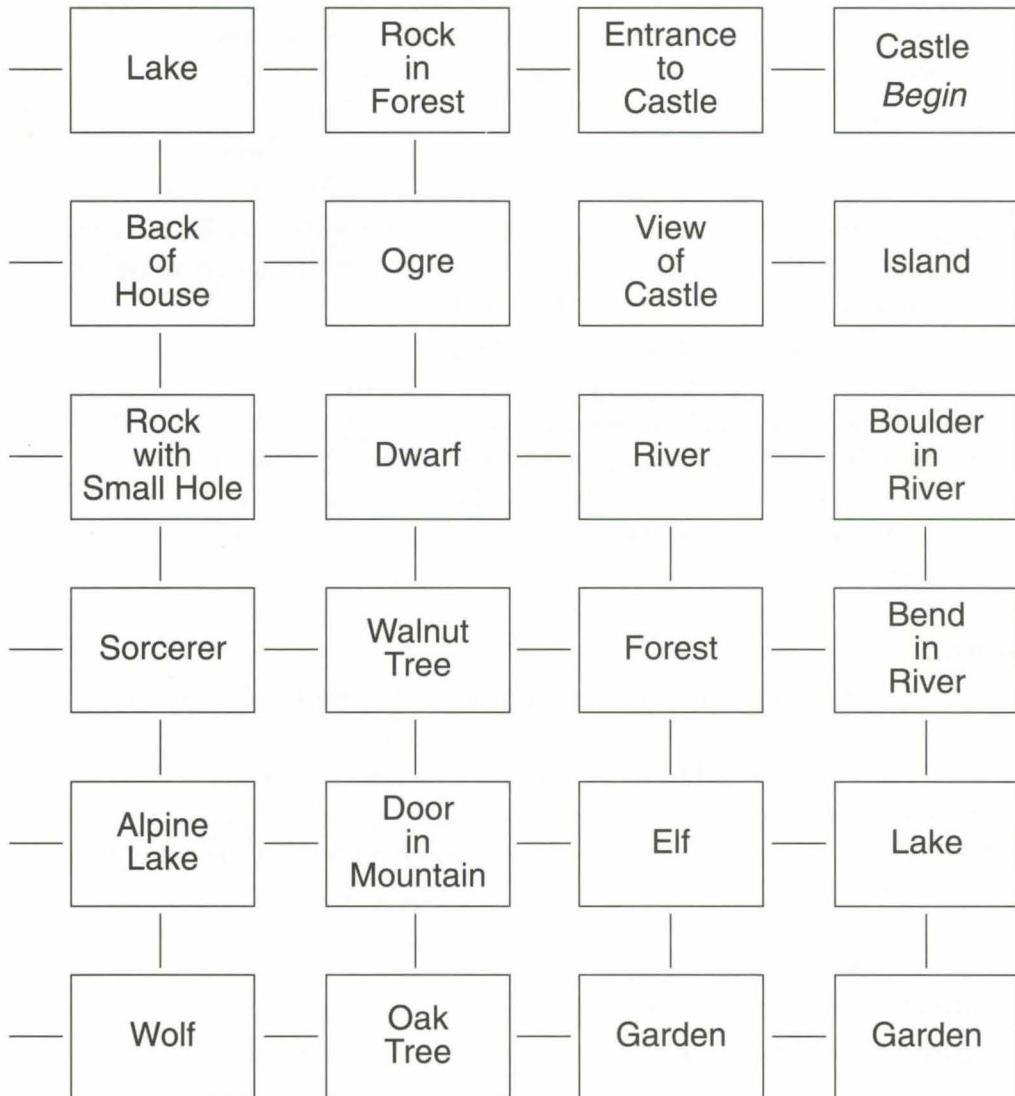


West Daventry





East Daventry



KING'S QUEST I

is a slingshot if you don't have ammunition?

Daventry is where your quest takes place. Although early travelers and explorers had to make their own maps with quill, parchment, and condor droppings, we've included some modern—more sanitary—versions in this book to help you find your way. We have divided the country into two areas. In addition to the main map, which covers Daventry proper, there are separate maps to show places like the Land of the Clouds and the Land of the Leprechauns.

The Kingdom of Daventry is small and compact; it is just eight screens from west to east (left to right) and six screens from north to south (top to bottom). As in the real world, Daventry wraps around itself. If you go far enough east, you'll end up in the west. Jot down your notes on these maps as you travel around the kingdom.

If you selected Introduction from the start-up menu, you'll begin *King's Quest I* with an animated visit with King Edward who will explain what you need to do. You have no control over the character at this point—there's nothing to take or do—so just sit back and watch. If you selected Play from the start-up menu, you'll begin in front of the castle as the portcullis descends behind you. Take a moment to find your location on the map.

Hints:

The real fun of playing an adventure game is solving the puzzles yourself. But sometimes it's nice to have a clue or hint to help you along. Below are some clues that should be of assistance . . . but not too much. Try solving the quest by using these clues. If you need help with a specific problem, check the most-asked questions in the next section. If that fails or if you are really in a hurry, the last section in this chapter is a guided tour.

Points of Interest in East Daventry

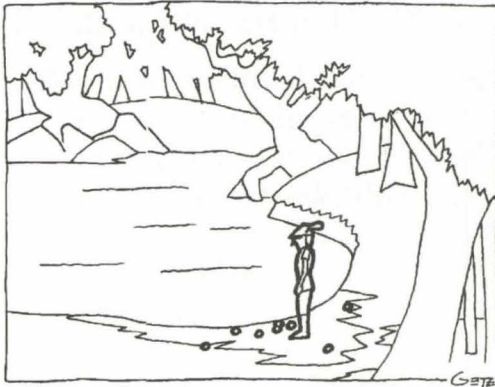
This part of Daventry has several interesting features and attractions.

- You can't get back into the castle until you've completed your quest and collected the three treasures. Only then will the doors unlock.
- Be sure to stop at the rock in the forest; it's like no other rock you'll roll.



Although this looks like an ordinary rock, there's something underneath it.

- There are some pebbles lying on the lake shore (or the river bank in early versions), and they will surely come in handy in a high place.

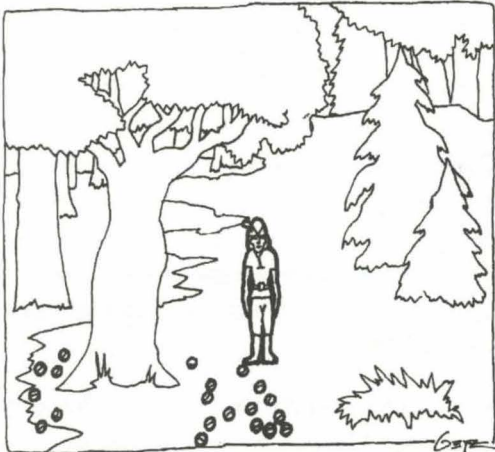


The pebbles beside the lake will come in handy when you find yourself in a high place.

- The mushroom on the island looks tasty. You cannot get to it by swimming across the river, but you must have it before you meet with the Leprechauns. It will be useful in a tight place.

KING'S QUEST I

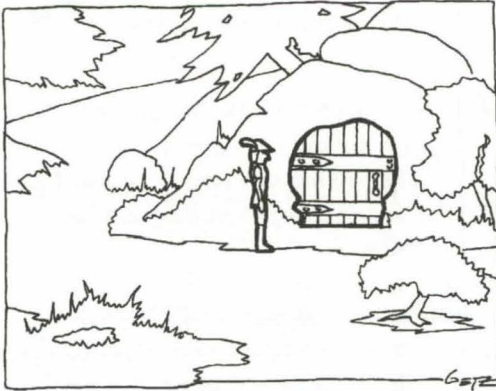
- The biggest challenge in this area is getting to the island, but you can't get there from here.
- The boulder with the small hole is not an entrance.
- The boulder in the river looks like a special rock, but it's just an ordinary boulder. No kidding.
- The southeastern area is an uncivilized place with several menacing creatures lurking in the woods. Be ready to run to another screen at the first sign of danger. If you don't run fast enough, you may be frozen for a while or even killed.
- An elf may appear several places; he is not to be feared. Indeed he may give you something.
- The wolf, ogre, troll, dwarf, witch, and sorcerer are bad; they will do you harm.
- There are two trees in this area that have delighted visitors for generations. They both yield golden treasures.
- Good things come in small, brown, woody packages.



If you open one of these walnuts, you'll find more than walnut.

- Remember to eat your veggies—and show them to dumb four-legged creatures.

- Stop by the mountain. There's a door in its base, and like everyone else, you will want to get inside. There are two ways to do that, and you get the most points by not going in the door.



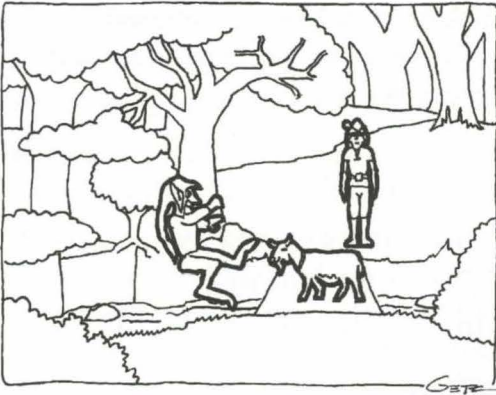
This door can be opened with a key from a little old man who spins straw into gold.

- In early versions, when you finish the quest and return to King Edward, you must bow from the steps.

Points of Interest in the Western Area

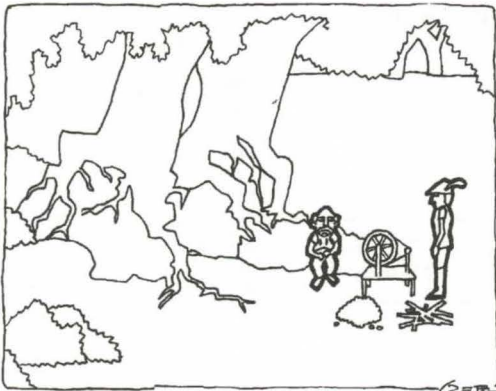
- There is an island in this area that you will want to visit. There are two bridges to the island, but they are guarded. For maximum points, don't give up a treasure to cross a bridge. It might be helpful to review the fairy tale "Billy Goat's Gruff."

KING'S QUEST I



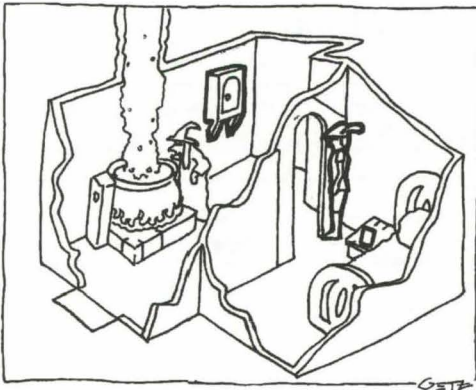
The goat will take care of the troll if you can find a way to get the goat to the bridge.

- The woodcutter's yard has an ax and a rusty pump. They were put there by evil artists to drive you mad trying to figure out what to do with them. You can't do anything with them, but don't tell your friends.
- Words of advice: charity begins in the woodcutter's house.
- The most difficult part of *King's Quest I* is guessing the gnome's name. But it's not that tough—you *can* figure it out. A clue is written on a paper inside the witch's house. Your first idea is probably the right one, but you need to carry it a little farther. Remember the fairy tale with the old man who had the funny name?



Now what was the name of the dude who spun straw into gold? Rumplestiltskin? Think backwards, the note said.

- If you should be given some beans, review “Jack and the Beanstalk.”
- Bean seeds seem to thrive in the flower patch and may even sprout outside a cave in the southwest area.
- Diamonds are a quester’s friend; look in woody places if you haven’t found any.
- Among the attractions in the west are a delicious house and a smelly old goat in a pen with a gate.
- The house has a clue to the gnome’s name; and the goat is an answer to the troll-on-the bridge problem.
- Outside the cave is a good place to take some air. You might even catch something there. (Hint: Try JUMP.)
- Sometimes the witch’s house is occupied, and sometimes it isn’t. Remember what Hansel and Gretel did to their witch? Don’t get caught.



Hide in the corner until the witch isn't looking and then push her into the pot. Now check her house for useful items and clues.

- Going down in the well can be quite a trip—if you don’t have everything you need, it will be your last.

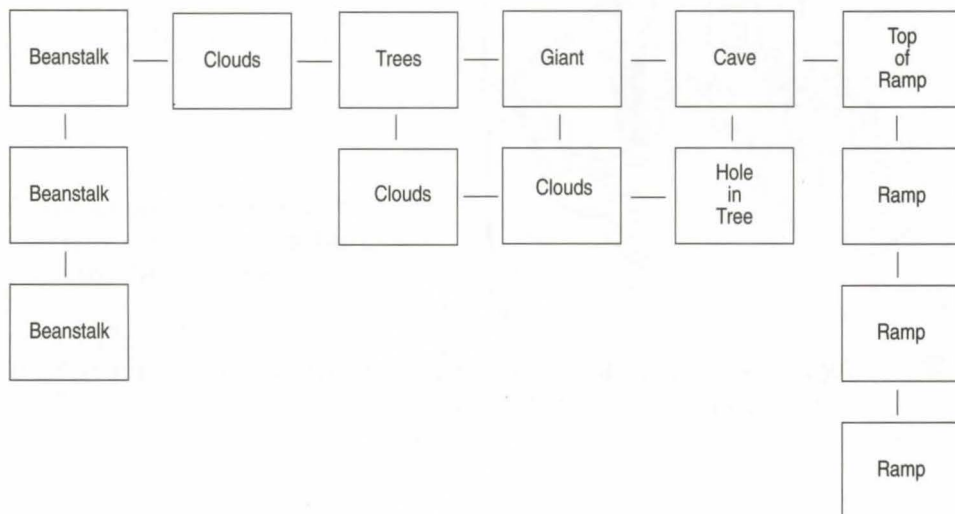
KING'S QUEST I



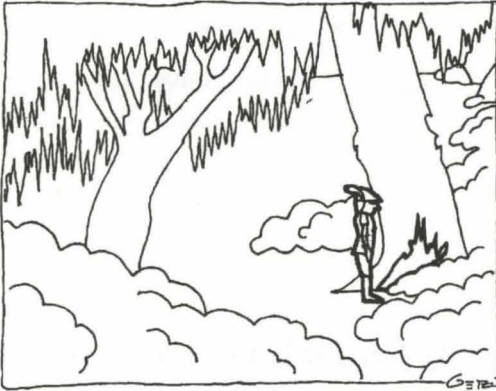
For a quick trip to the bottom of the well, jump into the bucket.

- You can ride down into the well in the bucket, or you can climb down the rope.
- Keep an eye out for a member of the *Trifolium* family with an extra leaf—also known as a shamrock or four-leaf clover.

Points of Interest in the Land of the Clouds



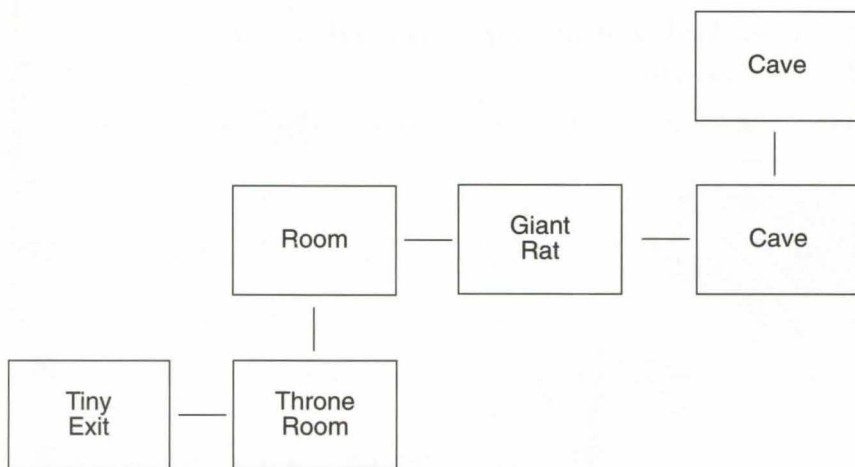
- No matter how you get to the Land of the Clouds, it's a dangerous journey, and you'll have to be careful not to fall.
- Walking on clouds is an airy experience and requires either Air Jordans or great care.
- You find the strangest things tucked away at the bases of trees.



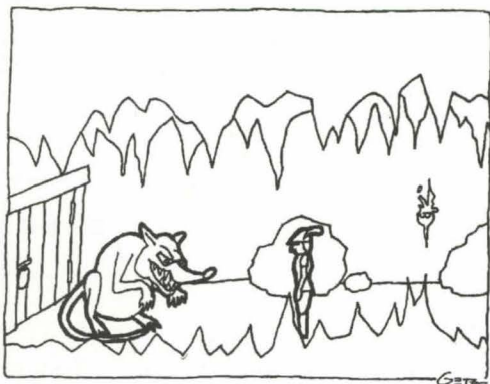
*The hole in the base of this tree,
growing in the Land of the Clouds,
contains a surprise.*

- Remember David and Goliath?
- *King's Quest* rewards patience. Don't be so quick to use your weapon. Some creatures tire easily and fall asleep.

Points of Interest in the Land of the Leprechauns



- There's only one way out of the cave with the hole in the ceiling . . . and it's not the way you came in.
- Leprechauns are Irish and set great store in the color green, fiddle music, and shamrocks.
- Rats just love cheese.



This ain't Mickey Mouse. See if he would like a hunk of cheese.

- You can take two things out of the Throne Room besides yourself; one is difficult to spell.
- The Throne Room is a good place to fiddle around.
- If you don't have a tasty fungi to munch on, you are doomed to spend the rest of your quest underground.

Points Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've saved the game.

- Stand in front of the rock when you move it
- Let the witch have you for dinner
- Do a swan dive into the mote surrounding the castle
- Pet the giant rat
- Step on the dragon's tail

Often Asked Questions About . . .

THE MAGIC MIRROR

Where is the magic mirror?

It's at the bottom of the well . . . and well guarded.

What must I have before I can get the mirror?

The well bucket and a dagger to cut the bucket rope.

What do I say to get the bucket?

Type CUT ROPE and then type GET BUCKET.

How can I get to the bottom of the well?

There are two ways: For the most points, cut the bucket from the rope, lower the rope into the well, and then climb down the rope. A faster, less point-ly way is to climb in the bucket and ride down.

KING'S QUEST I

I keep drowning in the well; what can I do?

When you reach the bottom of the rope, either **GET OUT OF BUCKET** or **LET GO OF ROPE**. Then type **SWIM** and **DIVE**. Once in the water you'll have to swim down to the dark area on the left.

How do I escape the fire-breathing dragon?

There are two ways: Get close to the dragon—but not too close—and type **THROW DAGGER**. To spare the dragon, and earn maximum points, **FILL BUCKET WITH WATER** and **THROW WATER** on the dragon.

How do I get out of the dragon's den?

The same way you came in: Swim up to the surface of the water and then **CLIMB ROPE**. Or, if you throw water on the dragon instead of killing him, he will move the boulder that blocks the door.

THE CHEST OF GOLD

Where is the chest of gold?

In the clouds.

How do I get to the Land of the Clouds?

There are two ways: From the gnome you can get either a key or some magic beans. If you get the beans (because you guessed his name) you can plant them and then climb the beanstalk just like Jack did. If you get the consolation prize, take the key to the door in the mountain and carefully climb the stairs.

Where do I plant the magic beans?

The beans won't grow in the King's garden. Because of the amount of fertilizer in the soil, however, they will sprout nicely in the flower patch outside the cave where the condor flies. They will also grow in the dwarf's area . . . probably for the same reason.

How do I keep from falling out of the beanstalk?

Put the game in slow mode and save often. Beanstalk climbing ain't easy.

How do I cross the troll's bridge?

There are two ways to get by the troll: You can lure the goat to the bridge if you **SHOW CARROT** to the goat; the goat will then take care of the troll. Or you can give the troll a treasure, but you'll lose points for that.

Where can I find a carrot?

Carrots are in the King's garden, behind the castle.

What is the gnome's name?

This is probably the most asked question in *King's Quest*. The gnome's name is, as any reader of fairy tales knows, Rumpelstiltskin. It was decided that that was too easy, so in the first versions of the game it was spelled with a turned-around alphabet. That is: A became Z, B became Y, C became X, and so on. That was so hard that almost no one guessed the correct name. In later versions, including the one now in stores, just the spelling of the name is reversed. The clue in the witch's house tells you to turn it around. The correct answer for early versions is: IFNKOVHGGROGHPRM. The correct answer for the current version is: NIKSTLITSELPUR.

Once I'm in the clouds, how can I kill the giant?

Shame on you! What has the big man done to you? OK, you want to kill him anyway. Use the slingshot you found in the hole in the tree in the Land of the Clouds and the pebbles you found beside the water (either a river or a lake, depending on version). Walk up to the giant and type **USE SLING**. If you got this far without the pebbles, you'll have to try a kinder, gentler, but much more challenging method. Hide completely behind the tree in the middle of the screen, and the giant will relax and fall asleep. Then you can get the chest.

THE MAGIC SHIELD

Where is the magic shield?

It is well guarded in the Land of the Leprechauns.

KING'S QUEST I

Where is the Land of the Leprechauns?

You can't walk there from where you are. You must catch a flight—literally, you must grab hold of the condor, and he will take you there.

Where is the condor?

The giant bird appears in the screen north of the goat pen, but in some versions he shows up only after you've gotten the two other treasures.

How do I catch a condor?

Carefully. Timing is very important. Stand in the field and wait for him to appear. Just as he passes overhead, type JUMP. If that doesn't work, try switching the game to slow mode.

What things will I need on my journey?

The four-leaf clover (shamrock), the fiddle, and the magic mushroom are needed on your trip.

Where are the clover, the fiddle, and the mushroom?

The clover is growing in a field. The fiddle is in the woodcutter's house. The mushroom is on the island where the condor drops you.

Why can't I get the stingy woodcutter to give me his fiddle?

He and his wife are hungry—there's not much call for woodcutters today. Take the red bowl you found in the forest into the house and GIVE BOWL to the woodcutter; then type FILL. The man will be so happy he will reward you with the fiddle.

I fell in a hole; how do I get out?

It's impossible to get out the way you came in.

How can I get past the giant rat?

Either give it a treasure (and lose points) or give it the cheese you found in the cupboard of the witch's house.

How can I escape the guards?

You must have the four-leaf clover. If you don't, you can't complete the quest.

What do I do in the Throne Room?

Play the fiddle and take the magic shield.

How do I get out of the cave?

If you don't have the magic mushroom, you can't. If you do have it, walk to the stairs on the left side of the room, stand directly in front of the tiny hole, and then EAT MUSHROOM. Quickly walk through the hole.

OTHER AREAS

What is in the witch's house?

The note giving you a clue about the gnome's name, some cheese, and, if you are unlucky, . . . the witch.

How do I get out of the witch's house?

Hide in the bedroom and wait until she bends over the pot and then PUSH WITCH into the fire.

Once I have the three treasures, what do I do?

You must return them to King Edward. Walk to the castle and go to the Throne Room. Climb the steps to the throne and BOW TO KING. (In later versions this is not necessary.)

Why won't the castle door open?

It will stay closed until you have all three treasures.

How can I keep all the bad creatures like the wolf, ogre, and dwarf from getting me?

The best way is to stay close to the edge of the screen and run to the next screen when you are threatened. The magic shield will protect you from most creatures, but you probably won't get that 'till later. The magic ring will make you invisible.

KING'S QUEST I

What can I get from the elf?

If you talk to him, he will give you a treasure.

A Guided Tour to King's Quest I

THE DIAMONDS . . .

You are in the country of Daventry standing outside of King Edward's castle. Walk to the east (right) across the bridge. Take care not to fall in the moat. Proceed east, past the lake and waterfall, until you come to a stump and log. LOOK IN the STUMP, and GET the POUCH. OPEN the POUCH. Now, go east to the lake and then south (down) until you come to a gingerbread house. Save the game.

THE CHEESE AND THE CLUE . . .

Go up to the door and open it, but be ready to move back outside if a witch is home. Keep repeating this until the witch isn't inside (you may want to wander around a bit and then return). Once inside go immediately to the bedroom and wait for her return. Type PUSH WITCH and press the Enter key. The game will say something about the witch not being present; that's OK; you are just cocking your gun. Save the game.

When the witch approaches the boiling pot, quickly move up behind her and press the F3 key which will type out the message PUSH WITCH (the F3 key repeats the last thing you type). If you push her before she sees you, you are safe, but it is unlikely you will be that lucky. You probably will have to repeat this several times before you can successfully sneak up on her.

Once the witch is out of the way, you can explore the house more fully. Look in the cupboard and take the cheese; return to the bedroom and read the note on the table beside the bed.

THE PEBBLES AND THE DAGGER . . .

Now leave the house and head back north, the way you came, until you reach the shore of the lake. Go east until you see some sparkling pebbles beside the lake. Take the pebbles and move east one more screen

to a rock in the forest. Save the game and move the rock. Look under the rock and take the dagger. Now walk north.

THE EGG . . .

You'll come to a giant oak tree. Save the game and type CLIMB TREE. When you are in the branches, slow the game down with the minus key, and very carefully climb out on the branch toward the nest. This will take you several tries as the path along the branch is very narrow. Finally, look at the nest and take the egg. Come down from the tree, taking care not to drop the egg or fall.

THE CARROT . . .

Walk east until you come to a garden. Go to the second garden screen and pull up a carrot. Keep moving to the east—you may be blessed by a fairy godmother—until you get to a goat pen.

THE GOAT . . .

Look for a gate in the pen and open it. Get close to the goat and type SHOW CARROT. The goat wants the carrot badly and will follow you almost anywhere. Come out of the pen (no point in closing the gate) and walk south. Here you will see the stump again. Move west to the waterfall and then south to a stone bridge.

THE TROLL . . .

Go west from the stone bridge to a wooden bridge and begin to cross it. A troll will appear and threaten you, but before he can do you harm the goat will take care of him. Cross the bridge to the Island of the Gnome.

THE MAGIC BEANS . . .

You'll encounter a little man spinning straw into gold. He'll ask you to guess his name. Of course you'll guess Rumpelstiltskin. You will be wrong. Save the game. This Gnome has the spelling of his name turned around as you learned from the piece of paper in the witch's house. Try

KING'S QUEST I

NIKSTLITSELMUR. He will give you some magic beans for being correct.

THE BEANSTALK . . .

Go east two screens and plant the beans by the flowers. They will sprout into a beanstalk of humongous proportions. You can climb this into the Land of the Clouds. Be sure to save the game before you start up the beanstalk.

THE KEY . . .

The beanstalk is difficult to climb, and you will fall many times before you succeed . . . if ever. If you just can't get up the stalk, restore the game to the Island of the Gnome (you did save, didn't you?) and guess his name as DAVID, ZAX, and CHARLES. He will give you a key instead of the beans—a key you can use to open a door as an alternate way to get to the Land of the Clouds.

THE SHAMROCK AND THE DOOR . . .

With the key in your pocket, head south across another bridge and into a field with flowers. You spot a four-leaf clover. Pick it. Go to the east for five screens until you reach a door in the side of a mountain. Use your key to unlock the door. Once inside the mountain, which is an alternate path to the clouds, head south to a series of ramps which you can climb. (In early versions of the game, these were steps and were very difficult to climb.) Save the game; then carefully follow the path ever onward and upward.

THE SLINGSHOT . . .

Step out of the cave and head south. Look in the hole at the bottom of the tree and retrieve a slingshot. Now move two screens west and one screen north. This is where you will come out if you have climbed the beanstalk. A giant lives in the screen just to the east of your location. Save the game.

THE CHEST OF GOLD . . .

Quickly step to the east and look at the giant. He is carrying a chest of gold—one of the treasures you seek. Now step back to the west—here's the plan. If you completely hide behind the tree in the middle of the screen and the giant doesn't see you, he will eventually fall asleep, and you can take the chest of gold. It's a real challenge to pull that off, so there's an alternate way to get rid of the giant: Use the slingshot with the sparkling pebbles you have in your inventory to kill the giant. Either way you will get the chest. Now return to Daventry, either by the beanstalk (which is difficult) or by the ramp in the cave to the east.

THE WALNUT AND THE BOWL . . .

Congratulations, you have finished a third of your quest. Head north to a walnut tree and stop to pick up one of these tasty treats. Open it and then move on to the east where you'll find a red bowl in the forest. Sounds strange, but you'll need the bowl, so pick it up.

Now we are going to the woodcutter's house, but we will take a 'round about way so as to avoid troublesome things like a sorcerer, wolf, and ogre. Head south two screens until you get to the carrot garden, then go west to the oak tree, then go south again to the place where you found the dagger. Now walk west to the lake and then south. This is the back of the woodcutter's house.

THE FIDDLE . . .

Go to the front of the house and save the game. Enter the doorway—these people are too poor to have a real door—and listen carefully to the woodcutter's story. Is there anything you can do? The meager food you are carrying is not sufficient to help the starving couple, but if you read the bottom of the bowl and then type the word found there The woodcutter will give you his fiddle as a reward.

THE WELL . . .

From the woodcutter's front door walk south four screens until you come to an old well. Save the game and then stand behind the well and

KING'S QUEST I

climb into the bucket. This will cause the bucket to travel down into the cold, dark, wet well. Now cut the rope, and you'll fall into the water. Take the bucket (you might find a use for it) and type DIVE. Under water you'll see an opening in the lower left corner; swim through that and then swim upward. Climb out. The chest on the bottom of the well is there to attract your interest long enough for you to drown; don't pay any attention to it.

THE MAGIC MIRROR . . .

Slowly walk to the west. You'll see the magic mirror and also a fire-breathing dragon. Quickly go back east, walk to the edge of the water, and fill the bucket. Save the game. Approach the dragon—not too close—and throw the water in his face. He will be so embarrassed that he will run from the cave, and you can follow him. Don't forget to take the magic mirror. Although the cave door is in the west wall of the next screen, it is difficult to find. If you used the dagger to kill the dragon or if you can't find the cave door, you'll have to swim out the way you swam in. Stand by the water and type SWIM; swim down, through the hole, and up the well. When you surface, climb the rope back to Daventry.

Congratulations, you just snagged the second treasure. Now you are off in search of the magic shield.

THE CONDOR . . .

(In early versions you could get the treasures in any order, but players who got the magic shield first complained that it should protect them from all dangers; in the current version the condor won't show up until you have the first two treasures.)

If you came out of the well the way you went in, walk one screen to the north and one to the west, and you'll be at the cave exit. This is also the place to catch the condor, a large bird that serves as air transportation in Daventry. Save the game and stand so that you're about in the middle of the screen. When the giant bird flies over, type JUMP. You may have to do this several times before you catch on.

THE MUSHROOM . . .

The condor will transport you to an area surrounded by water and high cliffs. Move to the west and look for a mushroom growing by the river. Take it and return east and allow yourself to fall into the black hole in the center of the screen. You are now in a cave.

THE MAGIC SHIELD . . .

Follow the path until you get to a door guarded by a large rat. Save the game. Get close to the rat and give him the cheese you picked up in the witch's house. Now you can walk through the door. The two guards will be most helpful if you play the fiddle. Once the guards are out of the way, go into the Throne Room. The King of the Leprechauns and his court have heard the music too and are so delighted by your fiddling that they dance out of the room. You may now take the magic shield and pick up the jeweled sceptre just for good measure. Walk west until you see a tiny hole in the cave. This tiny hole is the only way out, so if you are to fit through, you'll have to shrink. About the only thing that could do that is the magic mushroom. Eat the mushroom. Once out of the cave you must hurry back to King Edward's castle and hope it is not too late. The castle is two screens to the north and two screens to the east.

THE REWARD . . .

Open the door and go to the Throne Room. Once there you will be rewarded.

Scoring

King's Quest awards points for finding and using items scattered around Daventry. How you use what you find also affects your score. *King's Quest* does not reward violence or payoffs; if you get or do something peacefully, you will receive a higher score. The maximum score is 158.

KING'S QUEST I

Item/Activity	Value
Bowing to king	3
Bowing to king later	3
Checking stump	1
Climbing rope	1
Climbing tree	2
Diving into water	4
Eating mushroom	2
Eating house	2
Entering cave	1
Entering castle	1
Filling bucket	2
Flying	3
Getting bowl	3
Getting bucket	2
Getting carrot	2
Getting cheese	2
Getting clover	2
Getting dagger	5
Getting diamond	3
Getting egg	6
Getting fiddle	3
Getting golden nugget	3
Getting chest	8
Getting magic mirror	8
Getting magic shield	8
Getting mushroom	1
Getting note	2
Getting nut	3
Getting pebbles	1
Getting pouch	3
Getting ring	3
Getting sceptre	6
Getting slingshot	2
Getting past dragon by using water	5
killing	-2

QUEST FOR THE CROWN

Getting to clouds by finding key	5
Guessing gnome's name	11
Getting chest by killing giant	2
waiting	7
Giving bowl to needy	3
Giving cheese to rat	2
Giving up a treasure	-value of treasure
Leaving by hole	1
Getting spell from Fairy Godmother	0
Moving rock	2
Opening cupboard	2
Pushing witch into oven	7
Reading bowl	1
Reading note	1
Returning to Edward's castle	1
Swimming out of well	2
Tempting goat	5
Using goat	4
Using magic ring by wolf, elf, and so on	-2
Maximum	158

KING'S QUEST II

ROMANCING THE THRONE

CHAPTER 4

KING'S QUEST II

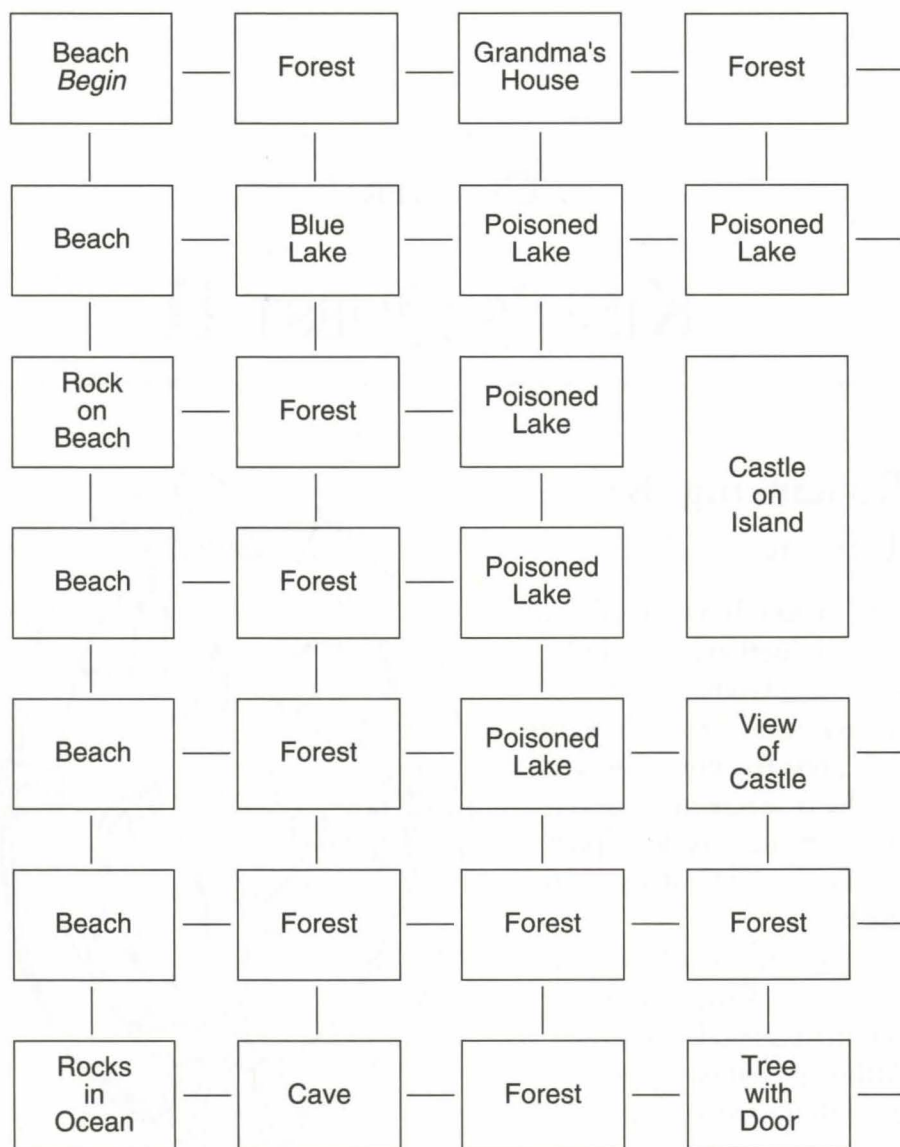
Romancing the Throne

King's Quest II has an animated introduction beginning with King Graham on the throne in his castle. To bypass this, press the Enter key while on the title screen; to watch the introduction, don't push any keys until Graham is on the beach.

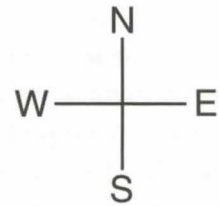
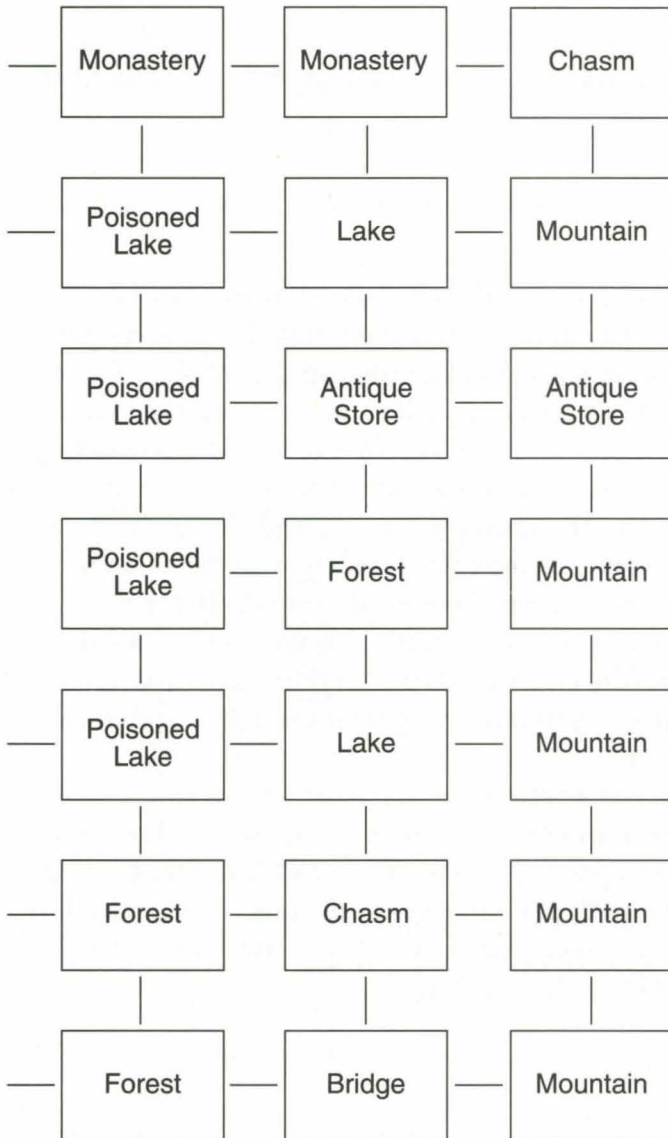
Your name is Graham; you are the King of a small country named Daventry. Although you have about everything a king could



West Kolyma



East Kolyma



KING'S QUEST II

want—an awesome palace, a hot carriage, and a great job—you are terribly lonely. What you really want is for a beautiful young maiden to become your wife and Queen. Rumor has it that such a lady lives in a tower in a distant land.

You begin *King's Quest II* on the beach of Kolyma, seeking the fair maiden Valanice. You will have to open three doors before you find her. Good luck.

Traveler's Tips

GETTING STARTED

For your quest to be successful you will have to visit many places in Kolyma. Although there is no fixed path for your travels, it is sometimes necessary for you to have one object before you can use another object. For example, what good is a wooden stake if you don't have a mallet?

Kolyma is where your quest takes place. We've included a map to help you find your way. In addition to the map of Kolyma, there are separate maps for places like the Enchanted Island and Dracula's Castle.

Kolyma is a rather square country: It's seven screens from east to west (left to right) and seven screens from north to south (top to bottom). In most places you can get to the north by going south since the land wraps around itself. The east-west direction is limited, however, by the ocean and mountains, so you cannot swim far enough west to meet the mountains on the east.

Use the maps to record what you see and hear. In Kolyma, unlike Daventry, people and creatures are not limited to one screen, but rather may appear at anytime in up to six screens. You may encounter Little Red Riding Hood in the area south of Grandma's house one time and in the area west of Grandma's the next time. You've got to stay on your toes.

Here are a few hints to help you along.

Hints:

The real fun of playing an adventure game is solving the puzzles yourself. But sometimes it's nice to have a hint to help. Below are some clues that should be of assistance . . . but not too much. Try solving the quest by using these clues. If you need help with a specific problem, check the most-asked questions in the next section. If that fails or if you are really in a hurry, the last section in this chapter is a guided tour.

Points of Interest in West Kolyma

This is where you begin; the area has several items you should collect.

- The large rock on the beach plays an important part in your visit to Neptune's Kingdom, but there's no point in hanging around it until you've read the inscription on the first door. Once you've read that, come back here.
- Somewhere on the beach you'll find a clam.

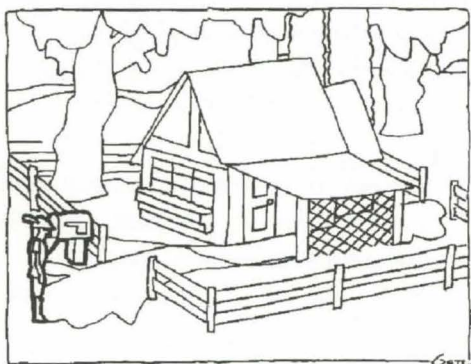


As you stroll along the beach, look for a clam. Under the clam is a valuable piece of jewelry.

- If you fall or jump or walk into the ocean or a lake, just type SWIM.
- All women, even fishy ones, like gifts. Perhaps if you offered something that smelled good . . .
- The first door isn't in the northwest area—that would be too easy.

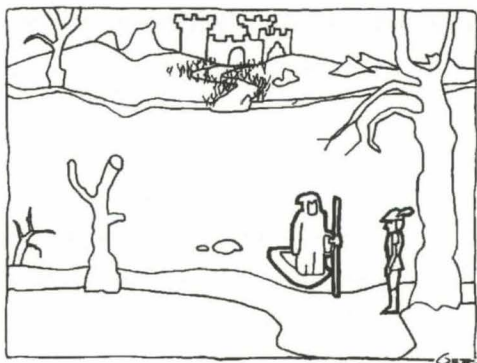
KING'S QUEST II

- With all this talk of doors, you may wonder what kind of door you're looking for. You'll know it when you see it.
- If you enter Grandma's house and find someone else there, you will want to get out fast. Grandma is triggered by a random number, so keep visiting 'till she's home.
- Grandma is in bed, ill. She probably hasn't eaten in days. If you can find something to feed her, you'll be ever so much better, as will she.
- If you don't take two things out of Grandma's, you'll be sorry later.
- Help Miss Hood find what she has lost, and you'll gain points. She didn't lose sheep; that's another story.



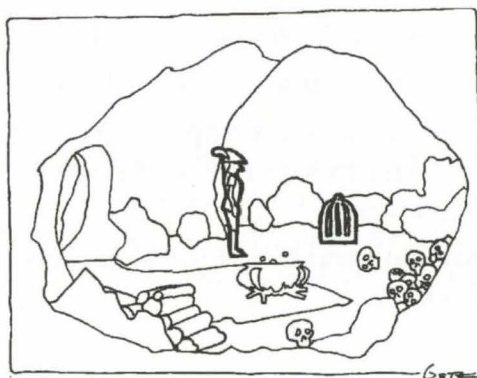
Check Grandma's mailbox; maybe there's a Social Security check or something of value in there.

- The castle in the distance, across the Poisoned Lake, belongs to a fellow named Dracula. You can't get to it by swimming.
- It's hard not to notice the black and brown lake. It makes a toxic-waste dump look like a pasture. Just for fun, Save the game, and swim to the castle.
- **Traveler's Warning:** Most of southwest Kolyma is marked as dangerous; it is home to the witch Hagatha and the thieving dwarf.
- Only along the coast are you entirely safe.
- It is from the area marked "View of Castle" that you can eventually catch a ride to visit the Count.



If you put on the black robe and wear the ruby ring, the hooded boatman may think you are the cousin of Count Dracula or a member of the Adaams family.

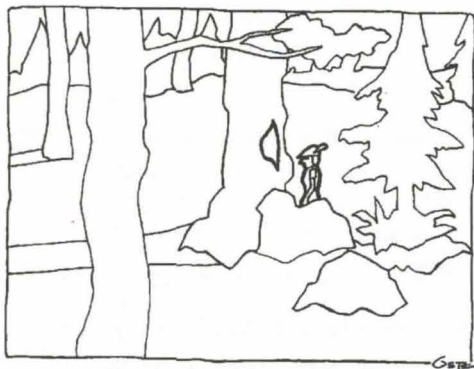
- If you loiter outside Hagatha's cave often enough, you'll see something incredible. Once in a blue moon—or whatever odds the programmers set—a Batmobile will thunder forth from the cave. But the danger of hanging around may far outweigh the amusement of what you'll see.
- You'll find something belonging to Neptune in this area; please don't call it a pitchfork.
- There are two ways to capture the nightingale. If you had something to throw over the cage, maybe the dumb bird wouldn't make so much racket. On the other hand, if no one is around, who cares how much noise the bird makes?



In one corner of Hagatha's cave, amidst the skulls and other signs of her wickedness, is a beautiful cage with a nightingale inside. Grab it and run.

KING'S QUEST II

- If the dwarf has stolen from you, you may find your belongings in his den.



Northeast of the dwarf's tree, in a hole in a tree, you'll find a mallet that can be of use in Dracula's Castle.

- The dwarf's den has at least two goodies. No, the soup isn't for you: think elderly.
- In the woods, northeast of where you find something for Neptune, take a good look at the trees.

Points of Interest in East Kolyma

There are two tourist attractions in the northeast: the Monastery and the Antique Shop. The Monastery is open, but the Antique Shop will remain closed until you read the inscription on the second door.

- Stop by the Monastery and do what people do in church.
- If you are nice the monk will give you something.
- The Antique Shop has one of almost everything, except a caged nightingale. I'll bet the owner would love to have one, that is if you just happen to know where you can find one.
- A Good Fairy hangs out in the area south and east of the Monastery, and she may bless you with good luck.

- An Enchanter haunts the area south and west of the Antique Shop. Be particularly careful around the area where the log extends into the lake.
- There's a brooch in this area that matches the bracelet found in another area and a necklace found in still another area. Earrings are the fourth piece of jewelry.
- There's no way you can cross the mountains or chasm to the east—the programmers saw to that.
- Do you remember the story of Aladdin and his magic lamp? Do you know how to treat a magic lamp?
- The dwarf's territory extends into the southeast area, so you must be careful.
- The southeast area is lacking in interesting features, except for one. In this area you'll find the **DOORS**.

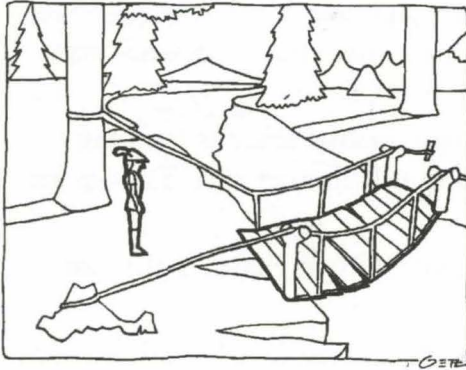
Special Section on the Doors

The key to *King's Quest II* is the doors (not the late 60s rock group). Here's how they work. Somewhere in Kolyma you'll find a door. To open the door you'll need a key, but you can't find the key until you've read the inscription over the door. So you've got to find the door, read, and then look for the key.

Once you've found the key, you can return and open the door. Then you'll see another door—now you know “What's behind door number 1?”—and you must read the inscription above it before you can find the second key. Ditto the third door and third key.

The doors are located in a place that can be reached only by a bridge, and the bridge falls after seven crossings. If you do everything just right, you're OK; if you don't, you can't complete the quest.

KING'S QUEST II



This is the famous seven-crossings bridge; it leads to the three doors that are vital to solving the quest. Don't ramble around on the bridge—go straight across.

Crossing 1 & 2: Find the door's location, read the inscription over it, return.

Crossing 3 & 4: Unlock the first door, read the second door, return.

Crossing 5 & 6: Unlock the second door, read the third door, return.

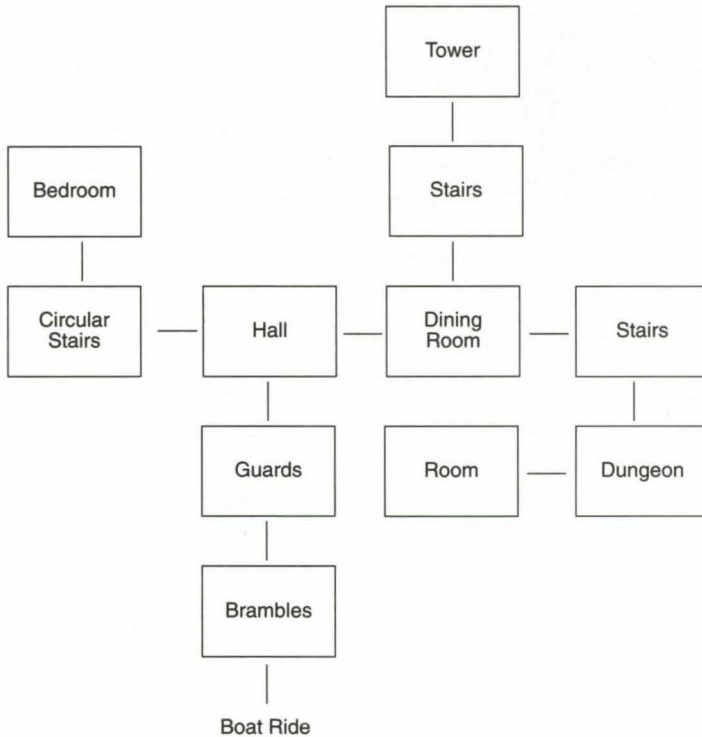
Crossing 7: Unlock the third door.

There's a counter in the middle of the bridge, and when it reaches seven you can no longer cross—the bridge will fall. Don't roam around on the bridge because you might trip the counter twice in just one trip.

That's the biggest hint you could ever hope to get. I've told you too much. With that knowledge you can't possibly fail.

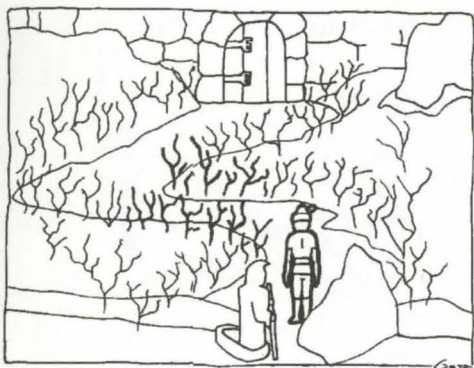
Points of Interest in the Castle of Dracula

Castle of Dracula



- You got this far, so you must have figured out one of the two ways to cross the poisoned lake. No? Then you must be reading ahead.
- You can always pay for passage in a boat, but it's more fun to dress up and pretend to be someone you're not.
- You can pick your way through a sticky situation or eat a sweet.

KING'S QUEST II

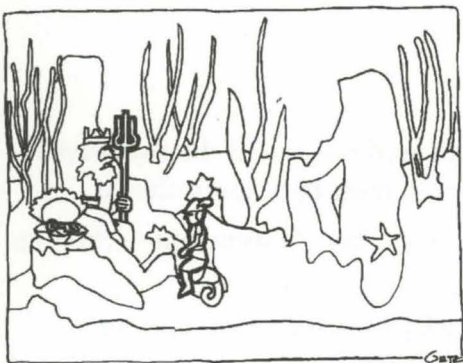


If you are good at arcade games, you can work your way through the brambles; if you are not good at arcade games, eat the sugar cube.

- Did you go upstairs in the castle? There must be something up there. Does that light up your life?
- Nice torch along the steps, wonder what you can use it for?
- It's OK—just this once—to kill someone who is already dead and in his coffin anyway. Don't forget to search the coffin.

Points of Interest in the Kingdom of Neptune

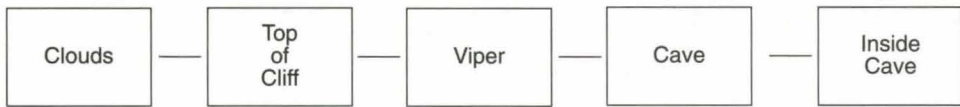
- Getting here requires the help of a fishy woman and a horse—but you must already know that.



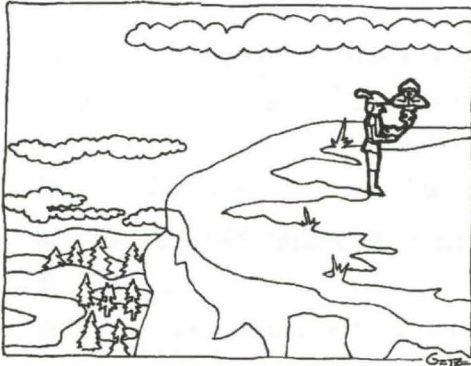
If you return the trident that Neptune lost, he just might open the giant clam.

- Everyone in this game wants something. What do you suppose would appeal to Neptune?
- Pearls are found in oysters; keys, apparently, in clams.
- There's one more item you can pick up here.

Points of Interest in the Clouds



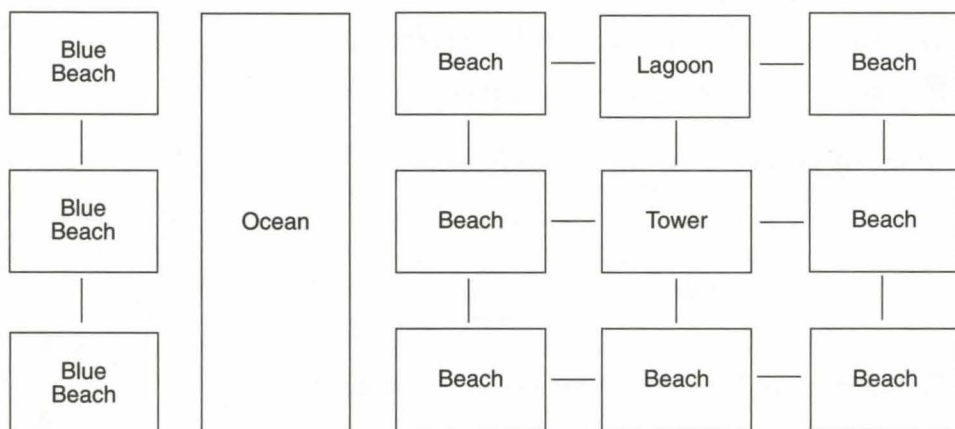
- Great place for a restaurant—how was your flight?



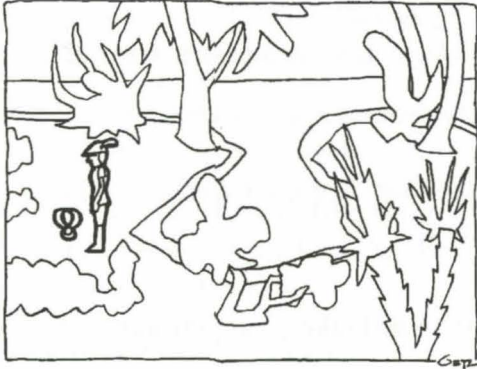
Once you ride the carpet to the top of the cliff, you still have two more wishes due from the genie.

- This place is really classic. If you know mythology, you'll probably know what to do with a snake and a bridle—if not, you'll just have to fake it.
- The bridle? Oops, you didn't know about the three wishes?

Points of Interest on the Enchanted Island



- You are not yet on the island, but on a very colorful beach.
- You must make do with what you find around you, and the only thing around here is a net.
- So, you've got a dying fish, what now?
- Once in the tower you have only to feed the lion. No, it doesn't eat treasure or chicken soup.
- If you must, you can slay the lion, but that will cost you.
- The key to getting home is also on the island.



Your quest is almost complete, but if you don't pick up this amulet, you will never see Daventry again.

- Never say "Never," just say "Home."

Points Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've saved the game.

- Drink from the Poisoned Lake
- Kiss Hagatha
- Kill the monk
- Kill Grandma
- Open the nightingale's cage
- Let the ghost get you
- Put out the light in Dracula's dungeon
- Walk into the waterfall

Often Asked Questions About . . .

KOLYMA

Where is the mermaid?

She will appear on the rock in the ocean after you read the inscription on the first magic door.

KING'S QUEST II

Why does the mermaid keep swimming away?

She wants something. Jewels or flowers always please a woman.

Does the Good Fairy's spell protect me from the water around Dracula's castle?

Nothing can protect you from that water. The spell works against Hagatha, the evil enchanter, and the dwarf.

How can I get in Hagatha's cave?

Wait 'till she's not home; then slip in and take what you want.

The thieving little dwarf keeps taking my stuff; what can I do?

Stay away from the guy, but if he does mug you, look for your stuff in his house.

What can I do to keep the dwarf from catching me in his house?

Run. Or use the Good Fairy's spell.

Why does the bridge keep falling?

There's a counter in the middle of the bridge, and when it reaches seven, you can no longer cross—the bridge will fall. Don't roam around on the bridge because you might trip the counter twice in just one trip.

What can I do if the bridge keeps falling?

Nothing. If you've made any extra trips across the bridge—you get three and one-half round trips (which is exactly how many you need)—you will have to begin again.

How can I get to Dracula's Castle?

You can't until you've unlocked the second magic door and read the inscription on the third door.

Why is the Antique Shop closed?

It will remain closed until you've opened the first magic door and read the inscription on the second door.

What's to do in the Antique Shop?

Buy the old oil lamp—which contains three magic gifts.

What can I do for Grandma?

Give her chicken soup.

Where is Little Red Riding Hood's basket of goodies?

In Grandma's mailbox, but give them to Red, not Grandma; you need something else for her.

THE FIRST MAGIC DOOR

How can I get in the first door?

Find the door and read the inscription above it; find Neptune's trident (looks like a pitchfork); give a treasure to the mermaid, and she will summon a sea horse to take you into the deep. Wave the trident at the giant clam and take the key inside. Use the key to unlock the first door. Read the inscription on the second door.

THE SECOND MAGIC DOOR

How can I get in the second door?

Give two treasures to the old lady in the Antique Shop to buy an oil lamp. Outside the store, rub the lamp and take a carpet ride to the top of the cliffs. Rub the lamp again; you can use the sword to kill the snake; the second key is in the cave. Unlock the second door. Read the inscription on the third door.

THE THIRD MAGIC DOOR

How can I get in the third door?

Get a silver cross from the monk in the Monastery by telling him your name. Go to the south shore of the Poisoned Lake and buy passage to the castle from the guy in the rowboat. After picking your way through the poison brambles, show the cross to the ghost. Enter the castle. The key is

KING'S QUEST II

under the pillow in Dracula's coffin. Take the key to the third magic door (that is your seventh trip across the bridge) and open it.

NEPTUNE'S KINGDOM

Where is Neptune's Kingdom?

Under the ocean, west of Kolyma, but you can't swim to it.

How do I get to Neptune's Kingdom?

The only way is to ride a sea horse.

Why won't Neptune respond to me?

You need a gift for him—try a trident (not the gum).

THE CLOUDS

What can I do with the snake?

Throw a bridle on the snake and watch the sudden change.

What good is a winged horse I can't ride?

Talk to the horsey, and perhaps he'll give you something useful.

DRACULA'S CASTLE

How can I get through the brambles?

Very carefully pick your way through this thorny problem, or eat the magic sugar cube, which will protect you.

How can I protect myself from Dracula?

A silver cross is an ideal Dracula-buster.

The castle is dark; where can I get a light?

Look for a candle in the tower bedroom and light it from the torch in the hall.

How can I open the trunk in the tower room?

Kill Dracula with a stake and mallet while he's asleep and get a silver key from him.

THE ENCHANTED ISLAND

How can I get off the island?

Use the net to catch a fish.

How do I get past the lion?

One of two ways: Use your sword or toss the lion some food.

How can I get out of the tower with my girlfriend Valanice?

Use the amulet you found on the island and type HOME.

A Guided Tour to King's Quest II

THE CLAM AND THE BRACELET . . .

You are on the beach in the northwest corner of the country of Kolyma. Walk south (down) along the shore until you see a clam, GET the CLAM, and you'll find a bracelet underneath. GET BRACELET.

THE STAKE AND THE TRIDENT . . .

Go one screen to the east (right) and GET the wooden STAKE leaning against the tree. Now go back west and continue on south until you see a trident lying in the sand; take it too. Walk south until you return to where you began—Kolyma is a compact country.

THE GOODIES . . .

Walk east two screens, and you'll be at Grandma's house; no need to go in just yet. Look in her mailbox, and you'll find a basket of goodies. Poor Red Riding Hood is looking for the basket; it is your duty to find her and return it. Save the game.

THE FLOWERS . . .

Look for Riding Hood in the forest around Grandma's house. She can be in any of several screens, so just roam around the northwest area until you spot her. Return her basket of goodies, and she will give you some flowers. Once that good deed is done, you are ready to go in search of the first door.

KING'S QUEST II

THE GOOD FAIRY . . .

Lurking somewhere around Grandma's house and the Monastery is a Good Fairy who will dust you with a protective spell. The spell doesn't last too long, so once you've got it, it is a good idea to pause the game while you are thinking or studying the map—that will make the spell last longer.

DOOR THE FIRST . . .

Return to Grandma's house and walk east three screens. You will be on the right side of the Monastery. Go around behind the building to the middle of the screen, and then walk north. You will see the famous seven-crossing bridge. Save the game. Cross the bridge and walk north to the first door. Look at the door and read the inscription. Now head back the way you came—across the bridge, south to the Monastery, and west to Grandma's and on to the beach. This will become a regular route for you to the doors and other areas, so remember it. It has the advantage of passing through the Good Fairy's territory, so you have a chance to get the protective spell often.

THE MERMAID . . .

Once you are back at the beach, head south until you see a pretty mermaid perched on a rock in the ocean. Swim out to her (go in the water and type SWIM), and give her the flowers you got from Miss Hood. In gratitude she will summon a sea horse to carry you into the deep. Swim to the sea horse and type RIDE SEA HORSE. It will carry you to Neptune's Kingdom.

THE KEY AND THE BOTTLE . . .

Look around at the beautiful sea bottom. Notice the clam beside Neptune. Give the King the trident, and he will reward you by giving you a bottle and opening the clam. In the clam you'll find the first golden key. Take it. Ride the horse back to shore. Save the game.

DOOR THE FIRST . . .

Now return to the door: Walk north on the beach to the screen where the game begins; follow the path east to Grandma's house, on to the second Monastery screen, and finally north. (Did you forget to go to the left corner behind the Monastery before going north? Bet you won't forget again.) Cross the bridge (four crossings left) and unlock the first door. Read the inscription over the second door.

THE OIL LAMP . . .

The next task is a little shopping in the Antique Shop. Walk south two screens from the east side of the Monastery. Now that you've read the inscription on the second door, the shop will open. If you fall in the lake—any lake—you must quickly type SWIM, or you will drown. (You cannot swim in the Poisoned Lake.)

Go inside the Antique Shop and talk with the lady. Notice the nifty old lamp on the table. It looks like quite a find. The lady says you can have it for two treasures or the caged nightingale that Hagatha the witch stole from her. Since you don't have two treasures just yet, you better go in search of the bird. Leave the shop and save the game.

THE CAGED NIGHTINGALE . . .

Head back to Grandma's house—you should be able to find it on your own by now. Walk one screen west from her house and then north. If Hagatha is wandering around outside her cave, run to the south. Keep peeking until she's not around. Save the game again. This is an ominous place, and you don't want to spend much time here. Quickly go in the cave—but be ready to run outside if she's home. With luck you can grab the nightingale and be out before she returns home. It may take several tries, but you can do it.

THE NECKLACE AND THE MALLET . . .

Once you are out of Hagatha's way, save the game and walk to the forest east of Grandma's house. Then walk north. The tree with the door in it is the home of the dwarf. Before you go in, get two more items. Walk

KING'S QUEST II

north and west from the dwarf's tree, and you'll find a necklace in the tree stump. Walk three screens to the east and look in the hole in the tree. Now return to the dwarf's house.

THE SOUP AND THE EARRINGS . . .

Open the door to the dwarf's house, go inside, and slow the game before you try to climb down the ladder. If the dwarf is home, run back to the ladder. Keep trying until he is away. Once in the dwarf's den, look around. Take the pot of chicken soup cooking over the fire and open the trunk in the corner. In the trunk you will find anything the dwarf has taken from you as well as some earrings; take them.

THE CLOAK AND THE RING . . .

Climb the ladder and return to Grandma's house. Save the game and go inside. If granny is home, you are safe, but if a wolf is in her bed, run out the door. Keep returning to the house until it is safe. Give the delicious chicken soup to the sick granny. She feels so much better that she tells you to look under her bed. Golly, gee whiz! Just what you need: a black cloak and a ruby ring. What kinda granny is this?

THE MAGIC CARPET . . .

Return to the Antique Shop by the familiar path leading by the Monastery. You can take other routes around Kolyma, but there are evil creatures lurking everywhere. This is a fairly safe one.

Enter the shop and return the nightingale to the lady. She will give you the oil lamp. Go outside and rub the lamp. Pooofffff. A Genie appears and conjures up a magic carpet. You are going on a flight. Type FLY ON CARPET. After a short journey—this is a commuter line—you'll be at the top of a mountain with Kolyma far below. Save the game. Rub the lamp again. Rub the lamp a third time. Now walk east.

THE POISON VIPER . . .

In your path is a poison viper—or in more simple terms a deadly snake. You could kill it with your sword, but why not throw the leather bridle on it. What kind of nonsense is that, you ask. It does seem a little

odd, but reader's of Greek mythology know that a winged horse, named Pegasus, sprang fully grown from the head of Medusa (she was the babe with snakes for hair) when she was slain. So there is a link between winged horses and snakes. This particular winged horse, however, claims to have been turned into a viper by an evil spell.

THE KEY . . .

Anyway, with the snake dead or turned into a flapping horse, you can safely enter the cave on the east and fetch the second gold key. It would make sense to fly the horse back to Kolyma, but this horse doesn't take passengers. Talk to the horse, and he will give you something sweet. Take the carpet back to Kolyma. Save the game and walk to the doors—remember the path? Antique Shop to Monastery . . .

DOOR THE SECOND . . .

Unlock the second door and read the inscription on the third. Walk back across the bridge—only one crossing left—and this time go in the Monastery.

THE SILVER CROSS . . .

Pray with the monk. He will ask you your name. You can't fool him; he knows you are not Erik or Joe or Christy. Tell him you are Graham. He will give you a silver cross. Save the game.

THE BOATMAN . . .

Next you've got to get into Dracula's Castle. Walk southwest to the edge of the Poisoned Lake and follow it around to the south side where you can see the castle in the distance. This is a dangerous area, and you may get zapped by the evil enchanter. If you do, there's nothing to do but come back from a saved game. When you reach the castle, there will be a boatman dressed in black. Save the game.

Put on your own black cloak and also the ruby ring. Walk up to the boat bold as blood and type GET IN BOAT. The noise you hear is your teeth chattering.

KING'S QUEST II

THE POISON BRAMBLES . . .

The boatman will row you across the moat to the castle. LEAVE BOAT and walk to the clearing. If you are really good at arcade games, you can thread your way through the maze of poison brambles (why is everything in this quest poison?), but since you have the sugar cube, eat it. Everyone knows that sugar cubes are a cure for scratches. Now walk to the front of the castle. The ghosts will allow you to enter because you are still wearing the cloak and ring. Save the game.

THE CANDLE . . .

You are now in the entrance hall of Dracula's Castle. If you meet him anywhere in the castle, show him the cross. This will protect you. Go through the door on the west and climb the ramp into the west tower. Open the drawer in the table and take the candle. On your way down the ramp, light your candle on the wall torch.

THE HAM AND THE TWO KEYS . . .

From the entrance hall, go east into the dining room, pick up the ham that's on the table, and go down the steps on the right into the dungeon. Move into the crypt room and look in the coffin. If Dracula is in there, kill him with the stake and mallet and take the silver key from him. Either way, get the red pillow in his coffin and the gold key under the pillow. Save the game and head upstairs.

THE TIARA . . .

From the dining room, walk north to the steps that go to the east tower. These are tricky, so you must go up them carefully. In the tower you'll find a trunk which can be unlocked with the silver key. Inside get the diamond tiara. Now go back down the stairs to the entrance hall. Just in case Dracula is in the hall, type SHOW CROSS before you go in; then you can quickly press the F3 key if you see him. Once you are safely out of the castle, cross the moat in the boat.

DOOR THE THIRD . . .

Return to the Monastery and go north to the bridge. This is your last crossing. Use the key to unlock the third door.

THE GRATEFUL FISH . . .

You are instantly transported to a strange and colorful land. Pick up the fish net. Try fishing from the beaches until you catch something. Once the fish is on the land, GET FISH and then THROW FISH BACK. If you take too long to throw the fish back, it will die and smell awful; you will have to catch another.

After you return the fish to the ocean, it offers you a ride in gratitude. Ride the fish to the Enchanted Island.

THE AMULET . . .

Look behind the tower on the Enchanted Island, and you'll discover a magic amulet. Take it and return to the tower. Save the game. Open the door and carefully climb the stairs to the top of the tower. At the very top, guarding the door, you'll find a hungry lion. Toss him the ham you took from Dracula's table. Open the door.

THE GIRL . . .

Inside is your true love, Valanice—the girl you saw in the magic mirror back in your home castle. Kiss her. Now you have only to get back to Daventry. Fortunately you do not have to go back the way you came. Look at the amulet. It has the word HOME engraved on the back. Type HOME.

POOOFFF!

Scoring

King's Quest II awards points for finding and using items scattered around Kolyma. How you use what you find also affects your score. It does not reward violence—except in the special case of the un-dead—or payoffs; if you get or do something peacefully, you will receive a higher score. The maximum points you can accumulate in *King's Quest II* is 185.

KING'S QUEST II

Item/Activity	Value
Catching fish	2
Covering bird cage	2
Crossing bridge	1
Discarding fish	3
Eating sugar	1
Flying	4
Getting amulet	3
Getting basket	2
Getting bird cage	2
Getting bottle	4
Getting bracelet	7
Getting bridle	2
Getting brooch	7
Getting candle	2
Getting carpet	2
Getting cloak and ruby ring	4
Getting earrings	7
Getting ham	2
Getting key to Door 1	5
Getting key to Door 2	5
Getting key to Door 3	5
Getting magic sword	2
Getting mallet	2
Getting necklace	7
Getting net	1
Getting silver cross	2
Getting silver key	2
Getting soup	2
Getting stake	2
Getting sugar cube	2
Getting tiara	7
Getting trident	3
Getting Valanice	5
Giving two treasures for lamp	-Value of treasure
Giving basket	4

ROMANCING THE THRONE

Giving bouquet	2
Giving soup	2
Giving treasure to mermaid	-Value of treasure
Giving treasure to ghoul	-Value of treasure
Killing Dracula	7
Lighting candle	1
Looking in hole	1
Losing a treasure	-Value of treasure
Opening mailbox	1
Praying	2
Removing cloth	2
Retrieving stolen treasure	-Value of treasure
Returning home	3
Riding fish	1
Riding sea horse	2
Trading nightingale	6
Unlocking chest	1
Unlocking Door 1	7
Unlocking Door 2	7
Unlocking Door 3	7
Using bridle	5
Using cloak and ruby ring	3
Using ham	4
Wearing cross	2
Maximum	185

KING'S QUEST III

TO HEIR IS HUMAN

CHAPTER 5

KING'S QUEST III

To Heir Is Human

King's Quest III has an animated introduction as the opening sequence: To bypass it, press the Enter key; to watch it, don't press any key until the story starts to repeat and then press Enter.

In a far-off land known as Llewddor, there lives a wicked old Wizard named Manannan. Like most of us, he hates housework. One day he discovers that a boy whom he has kidnapped makes a dandy housekeeper.

As we join *King's Quest III*, the boy Gwydion—unfortunately, that's you—has reached his seventeenth birthday and lost interest in his chores;



KING'S QUEST III

he has started to chase girls and hang out in town. Although Gwydion doesn't know it, his days with Manannan are numbered unless he can outwit the wily Wizard and escape.

What this has to do with Sir Graham—now King Graham and Queen Valanice of *King's Quest I & II*—is not immediately apparent. But this is indeed the third installment of that continuing adventure.

Traveler's Tips

GETTING STARTED

You begin in the entrance hall of the Wizard's house. He has just instructed you to finish your chores, and you had better do them fast—this Wizard is known for his impatience.

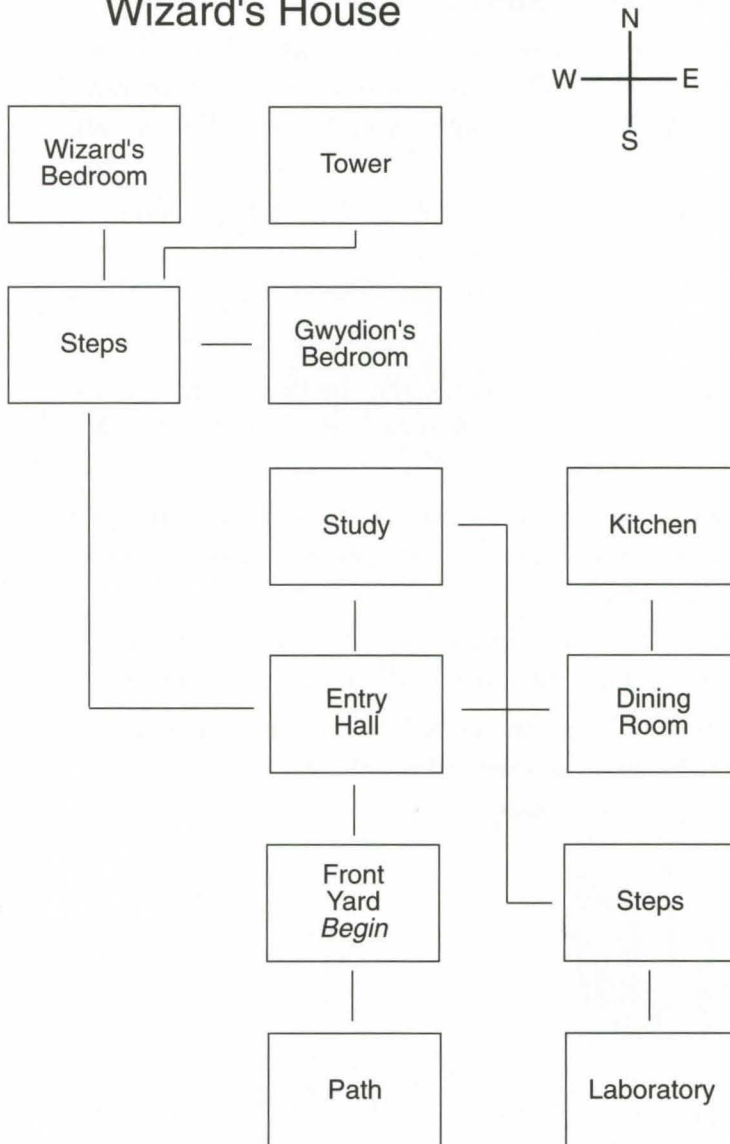
While you are working, keep in mind that *King's Quest III* is divided into two parts. First you must escape from the wicked Wizard, and in the process of doing that you'll find out about the second part of your quest. You might also glance at the maps and travel tips in this book, but be very careful that Manannan doesn't catch you. It's a good idea to mark what you find and where you find it, just in case you should fail and have to begin again.

Once you've finished your chores, you should look around the house, but don't take anything yet. Manannan will "poof" you if he finds certain things missing. Here are a few hints to help guide you.

Hints:

The real fun of playing an adventure game is solving the puzzles yourself. But sometimes it's nice to have a hint to help. Below are some clues that should be of assistance . . . but not too much. Try solving the quest by using these clues. If you need help with a specific problem, check the most-asked questions in the next section. If that fails or if you are really in a hurry, the last section in this chapter is a guided tour.

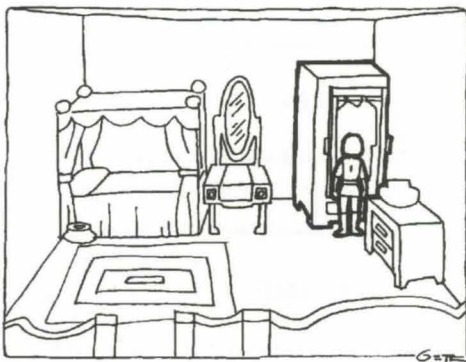
Wizard's House



Points of Interest in the Wizard's House

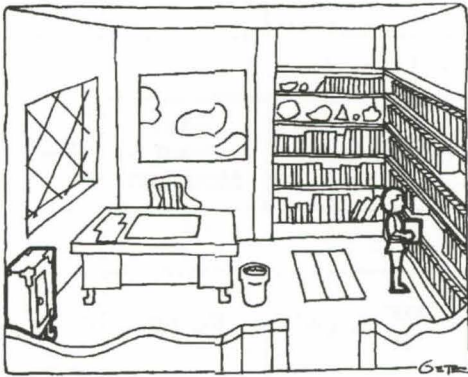
This is where you begin and where you'll spend many unhappy hours serving the Wizard Manannan. The only place you are safe is in your bedroom, but if Manannan is out to punish you, hiding will only delay his wrath.

- There are a lot of good things lying about the kitchen. Don't take the food until you leave the house for the last time; that way if Manannan becomes hungry, you'll have something to serve him.
- The microwave is broken; you'll have to use the fireplace to cook.
- You can't do much until you can get into the laboratory—that's LABoratory not LAVatory—and you can't do that until the Wizard leaves.
- Manannan is a busy guy. He is also very punctual. Take note of how long he stays away—it's always the same length of time. Twenty-five minutes comes to mind. Or is it fifteen? Ten, maybe?
- Once you've figured out Manannan's schedule, you can time your explorations by watching the clock at the top of the screen.
- You will have to visit Manannan's bedroom to empty his chamber pot—there may be valuable items stored there.



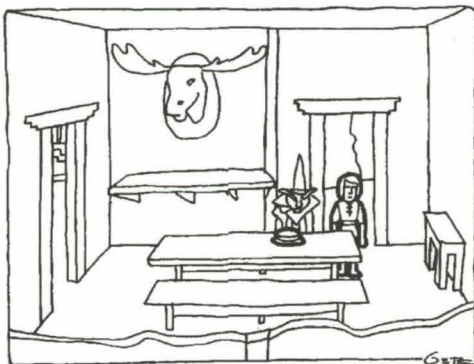
The closet in the Wizard's bedroom has a map under a pile of clothes and a key on top.

- Be sure to give yourself enough time to hide stuff before he comes home.
- Hiding your goodies isn't enough. You must be sure to put everything in the study back like you found it, or Manannan will know you're up to no good.



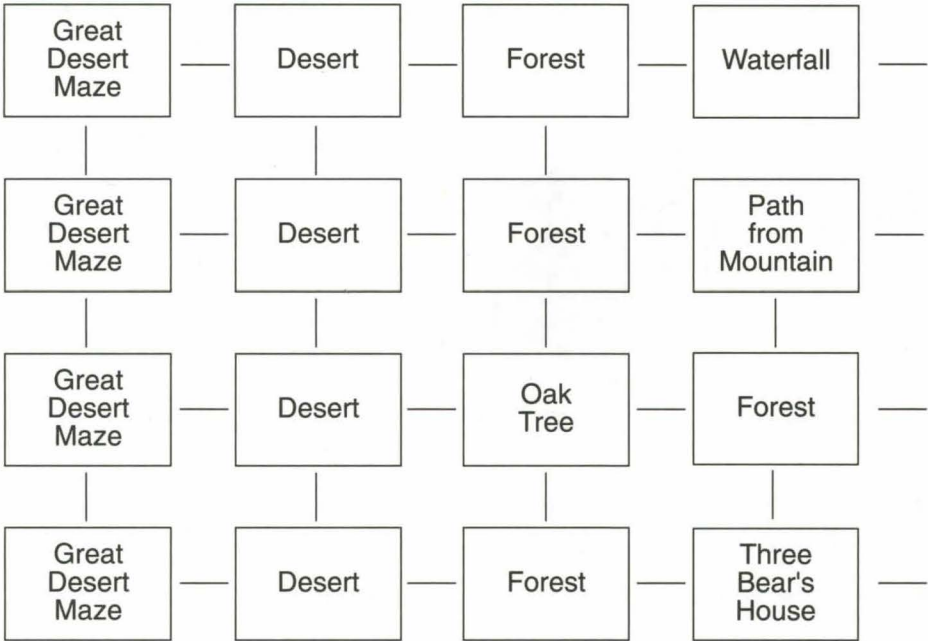
Move the books in the Wizard's study, and you'll find a lever; be sure to put everything back before Manannan returns home.

- You will have to make at least one trip down the mountain—probably several—to collect things.
- You must take care of Manannan, and turn him into a cat.
- Spelling is the key to *King's Quest III*; you must learn to conjure. See the special section at the end of this chapter on spelling.

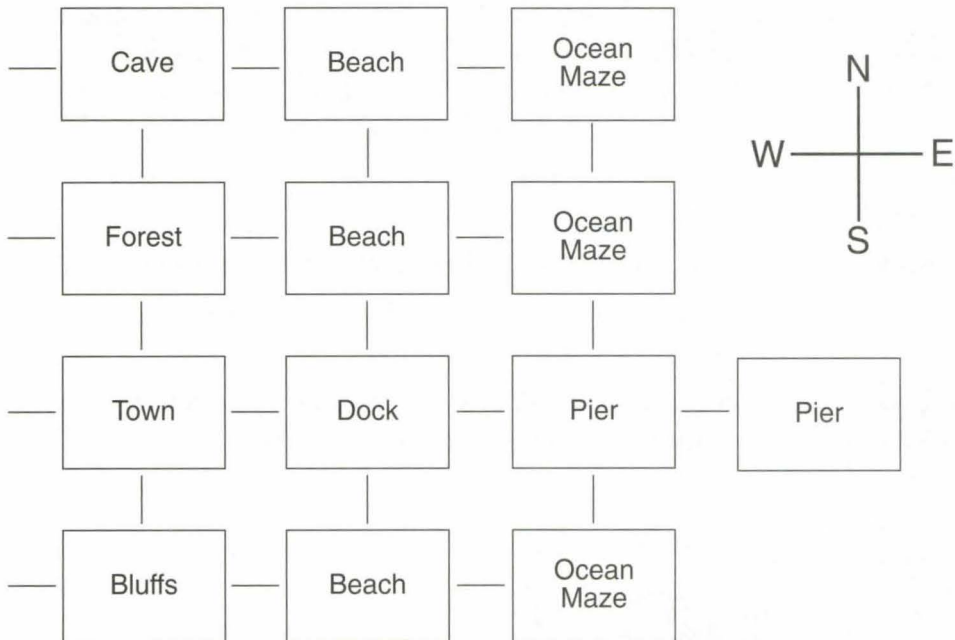


Manannan is demanding to be fed . . . serve him the nice bowl of porridge with the crumbled poison cookie in it.

West Llewddor



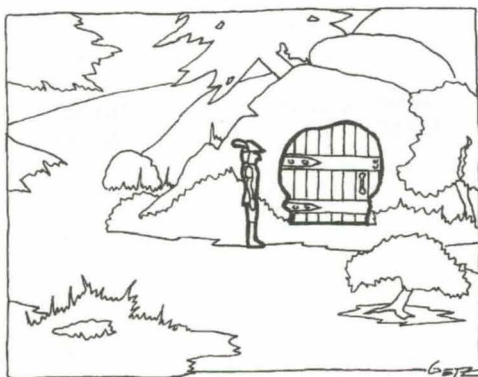
East Llewddor



Points of Interest in Llewddor

When you come down the path from the mountain, you'll be in west Llewddor. The country wraps around itself in the north/south direction, but on the east and west are hideous dangers. Stay out of the desert maze and don't try to swim in the ocean maze. Once you enter these areas, even briefly, it's unlikely you'll ever find your way back. (If that doesn't tempt you, nothing will; be sure to save the game before entering.)

- There are several important ingredients you'll need to collect in Llewddor.
- Money in the form of a purse of gold coins may be found here.
- If you have something in your ears, you'll be able to hear some interesting things from the smaller creatures.
- Bandits hang out around the oak tree, but if you stay close to the edges you can escape to another room when they threaten.



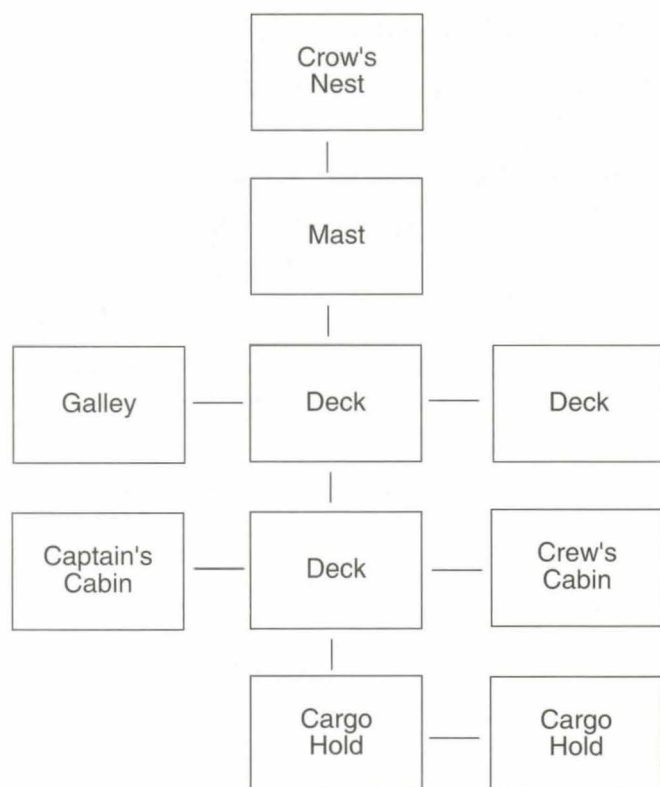
This door can be opened with a key from a little old man who spins straw into gold.

- The desert seems to be free of perils.
- You'll have to find the bandits' hideout in order to complete the quest.
- Even bandits sleep sometime.

- East Llewddor is the ritzy part of the country, but the waterfront attracts some unsavory characters.
- There's a molting eagle that sometimes flies around Llewddor.
- You've got to get into the cave, and that means finding a way to kill the spider. Check your spells.
- No! Spider's don't make good cats. A different spell.
- After you solve the mystery of the cave, your ship will come in.
- Once you've got your stuff together and are ready to leave Llewddor forever, you can book passage in the tavern.

KING'S QUEST III

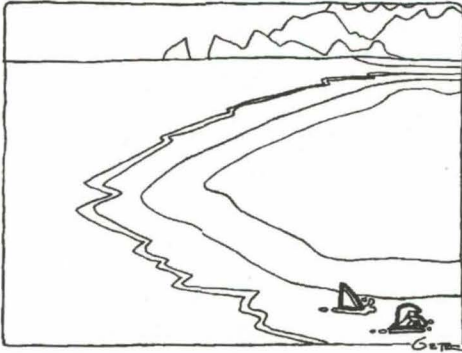
Points of Interest Aboard the Cruise Ship



- Surprise! Surprise! This isn't a cruise ship, but you can survive if you lie low.
- The mice are the key to treasure on the island. You must hear the mice tell you where it is.
- The treasure is bonus points, and you don't have to have it to complete the quest.
- You can get out of the cargo hold, but you'll have to move some of the cargo. Jump to it!
- You might as well stay below until the proper time.

TO HEIR IS HUMAN

- If you don't disable the pirates with a spell, you'll wish you had.
- To get to shore, try the backstroke.
- Once off the ship, swim e out for sharks.

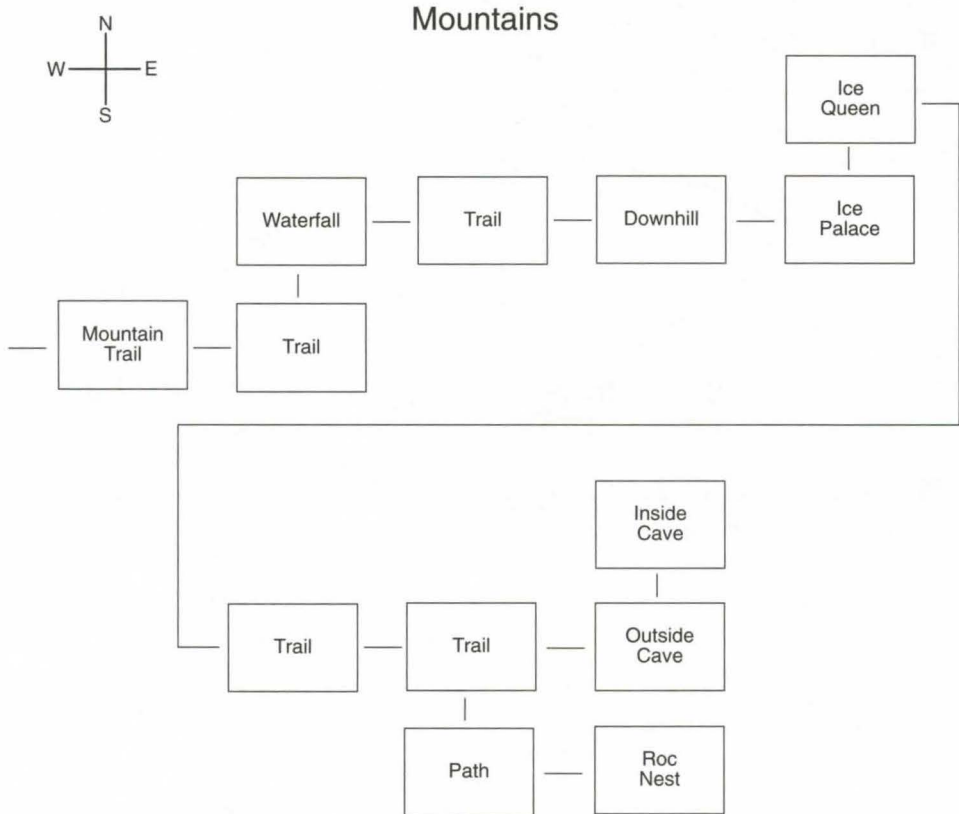


You can't swim fast enough to get away from Jaws, but if you duck into another screen, he won't follow.

- When you get to the island, remember where the mice said the treasure was buried.

KING'S QUEST III

Points of Interest in the Snowy Mountains

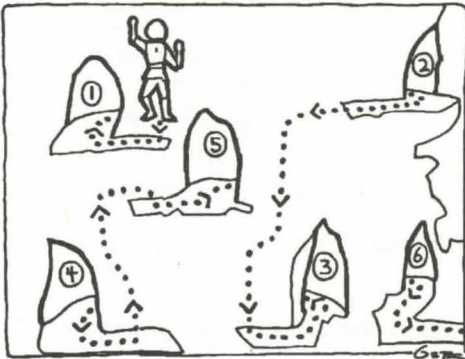


- Getting to the top of the mountain is like an arcade game. Persistence pays off. Eventually.



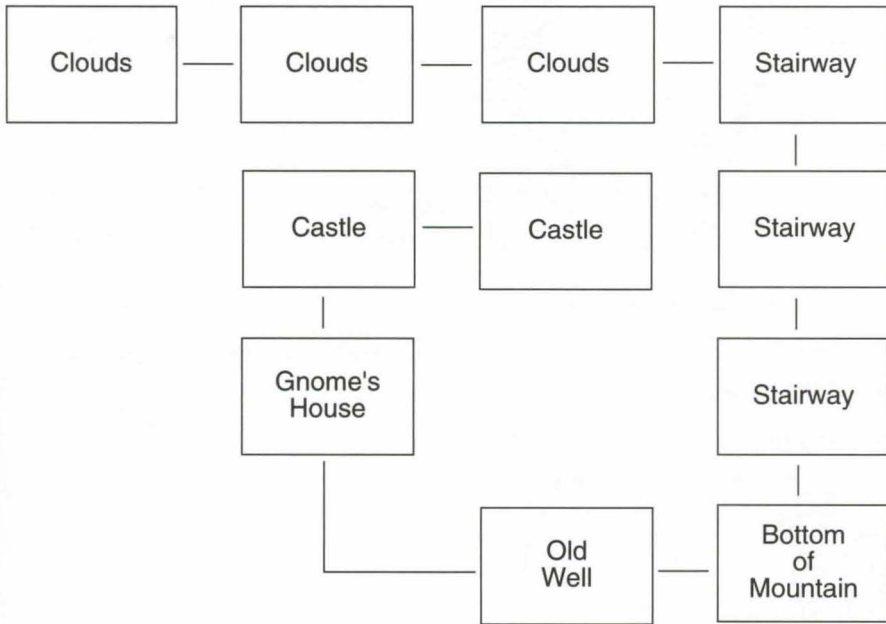
The only way to climb higher on this mountain is to climb up the waterfall.

- You'll be scaling new heights.
- The big, ugly dude is a snowman. I'd fly right by him if I were you. He looks mean.
- Getting down the cliffs is another arcade game.



This cliff is a real puzzle. Follow the arrows . . . carefully.

Points of Interest in Daventry



- You got this far? Excellent! Rest awhile. Talk to the natives.
- Somewhere in the clouds you'll find your destiny . . . and Princess Rosella.
- You better have two spells left to use in the clouds—one right after the other.
- Don't forget to go by and visit your mom and dad when it's all over.
- The way out of Daventry is up the steps hidden in the rocky ruins.

Special Section on Spelling

Spells must be mixed and prepared in the Wizard's laboratory which is in a secret place. Some of the ingredients like mandrake root and toadstools are standard items in any lab; others, like mud, lard, and an amber stone are not. You will find them in the house and in the country of Llewddor.

Once you have all the ingredients for a spell you can and should prepare it, even though you may not need it at the moment. Spells may be prepared in any order; you carry them with you until you need them. The ingredients are listed in the booklet that came with *King's Quest III*, but in case you lost it, here's what you'll have to find. Check off the ingredients as you find them. Trying to prepare a spell without all the ingredients and measuring tools can be fatal (and amusing).

UNDERSTANDING THE LANGUAGE OF CREATURES

- Chicken feather
- Tuft of fur from an animal
- Dried snakeskin
- Powdered fish bone
- Thimbleful of dew
- Magic wand

FLYING LIKE AN EAGLE OR FLY

- Eagle's feather
- Fly's wings
- Saffron
- Rose petal essence
- Magic wand

TELEPORTATION AT RANDOM

- Salt grains
- Mistletoe
- Amber stone
- Magic wand

KING'S QUEST III

CAUSING A DEEP SLEEP

Three dried acorns
Nightshade juice
Magic wand
Empty pouch

TRANSFORMING ANOTHER INTO A CAT

Mandrake root powder
Ball of cat hair (yuck!)
Fish oil
Magic wand

BREWING A STORM

Cup of ocean water
Spoonful of mud
Toadstool powder
Magic wand
Empty jar

BECOMING INVISIBLE

Jar of lard
Cactus
Toad spittle
Magic wand

Just finding these items isn't enough—although that ain't easy. You've got to mix them exactly according to the formulas found in the great book and reprinted in the *King's Quest III* booklet. You've lost that too? (Did you steal this game?) OK, here are the directions, but take great care to type and spell everything exactly as it appears. Except for capitalization, everything must match, or strange things will happen.

First, you must type TURN TO PAGE nn, where nn is the page number of the spell in the original *Book of Spells*. The number is listed here after the spell name. One complication: You must type the page number in Roman numerals—you'll have to figure those out for yourself

because Llewddor College didn't teach Latin. Then you enter the recipe. Exactly. Below the directions for preparing each spell are the instructions for casting it. Do not type that which is in parentheses. Remember, it must be *exactly* as it appears here.

UNDERSTANDING THE LANGUAGE OF CREATURES—2

Put the small feather in a bowl
Put the fur in the bowl
Put the reptile skin in the bowl
Add a spoonful of powdered fish bone
Put a thimbleful of dew in the bowl
Mix with hands
Separate mixture into two pieces
Put dough pieces into your ears

II

(Recite This Verse)

*Feather of fowl and bone of fish
Molded together in this dish
Give me wisdom to understand
Creatures of air, sea, and land*

Wave the magic wand

(This spell is in effect immediately; you will be able to hear small creatures, but not talk to them.)

FLYING LIKE AN EAGLE OR A FLY—4 IV

Put a pinch of saffron in essence

(Recite This Verse)

*Oh winged spirits, set me free
Of earthly bindings, just like thee
In this essence, behold the might
To grant the precious gift of flight*

Wave the magic wand

(To cast this spell, type either: DIP THE EAGLE FEATHER IN THE ESSENCE or DIP THE FLY WINGS IN THE ESSENCE

KING'S QUEST III

Eventually the spell wears off, but you can end it early with a special chant. Unfortunately that chant is missing. You should have *bought* the game.)

TELEPORTATION AT RANDOM—7 VII

Grind a spoon of salt in a mortar
Grind the mistletoe in the mortar
Rub the stone in the mixture
Kiss the stone

(Recite This Verse)

*With this kiss, I thee impart
Power most dear to my heart
Take me now from this place hither
To another place far thither*

Wave the magic wand

(To cast this spell, type RUB THE STONE. You do not, however, have a choice in your destination, and it may be no better, or even worse, than where you are.)

CAUSING A DEEP SLEEP—14 XIV

Grind the acorns in a mortar
Put the acorn powder in a bowl
Put the nightshade juice in the bowl
Stir the mixture with a spoon
Light a charcoal brazier
Heat the mixture on the brazier
Spread the mixture on a table
(Recite This Verse)

*Acorn powder ground so fine
Nightshade juice like bitter wine
Silently in darkness you creep
To bring a soporific sleep*

Wave the magic wand

Put the sleep powder in the pouch

(To cast this spell, which brings a deep sleep to all in the area, type: POUR SLEEP POWDER ON GROUND and then say, SLUMBER, HENCEFORTH! The sleep spell can only be cast in a dark and damp place like a storage area. [hint, hint]).

TRANSFORMING ANOTHER INTO A CAT—25

XXV

Put mandrake root powder in a bowl

Put the cat hair in the bowl

Put two spoons of fish oil in the bowl

Stir the mixture with a spoon

Put the dough on the table

Pat the dough into a cookie

(Recite This Verse)

Mandrake root and hair of cat

Mix oil of fish and give a pat

A feline from the one who eats

This appetizing magic treat

Wave the magic wand

(This creates the famous Cat Cookie rumored to be even better than Famous Amos cookies. If you can't think of someone you want to eat this cookie, then you should give up the quest. But he won't eat it unless you crumble it up in something else.)

BREWING A STORM—84

Put a cup of ocean water in a bowl

Light a charcoal brazier

Heat the bowl on the brazier

LXXXIV

KING'S QUEST III

Put a spoon of mud in the bowl
Add a pinch of toadstool powder
Blow into the hot brew

(Recite This Verse)

*Elements from the earth and sea
Combine to set the heavens free
When I stir this magic brew
Great god Thor I call on you*

Wave the magic wand
Pour the storm brew into the jar

(To cause a terrifying storm, type: STIR THE BREW WITH MY FINGER, and then recite BREW OF STORMS, CHURN IT UP! There is a way to cause the storm to stop early, but the paper it was written on got wet and is now illegible.)

BECOMING INVISIBLE—169

Cut the cactus with a knife
Squeeze the cactus juice on a spoon
Put the cactus juice in a bowl
Put the lard in the bowl
Add two drops of toad spittle
Stir the mixture with a spoon

(Recite This Verse)

*Cactus plant and horny toad
I now start down a dangerous road
Combine with fire and mist to make
Me disappear without a trace*

Wave the magic wand
Put ointment in the empty lard jar

(This vanishing cream can be used in only one place: in mist and fire. That's just as well because you have only enough for one application. To use it, type: RUB OINTMENT ON BODY. It lasts only a short time.)



CLXIX

Points Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've saved the game.

- As you descend the lab steps, kick the cat
- Go for a dip in the ocean maze, and try to return
- Stroll through the Great Western Desert
- Lie on your bed
- Look behind the tapestry in the hall outside your bedroom
- Take a long walk on a short plank (let the pirates get you)
- Prepare each spell incorrectly and watch how you die
- Hug the snowman
- Ignore Manannan's orders

Often Asked Questions About . . .

THE WIZARD'S HOUSE

How can I stop Manannan from zapping me?

You are safe in the bedroom, but you can't live your life there. Don't let him catch you with any item that has a star by its name on your inventory. Ultimately you will have to turn the Wiz into a pet.

Why is there a clock at the top of the screen?

When Manannan leaves the house or goes to sleep you have a chance to explore the house and the country below the mountain. Manannan is always "out" for 25 minutes. Keep track of the time and leave enough slack to hide stuff under your bed.

How do I turn the Wizard into a pet?

Get the porridge and create the spell to turn someone into a cat. This spell is in the form of a cookie. Crumble the cookie into the porridge when Manannan wants something to eat.

KING'S QUEST III

Where is the porridge?

In the bears' house, but it's random; keep going back until you can get it.

What can I get in the Wizard's closet?

Under a pile of clothes is a magic map; feel across the top of the closet for a key.

How can I catch the cat?

You must keep trying. I have the best luck in the kitchen.

How do I feed the chickens?

Go to the back of the chicken coop, near the pile of yellow corn, and feed them from there.

LLEWDOR

How can I keep the bandits from robbing me?

You can't. But you can walk close to the edge of the screen and be ready to cross over if they appear. The bandits won't follow you to a new screen. If they do steal your loot, it will be in their hideout.

Where is the amber stone I need for a spell?

It's in the cave guarded by a spider.

Where is the mistletoe?

In a tree by the ocean.

Where is the thimbleful of dew?

The thimble is upstairs in the bears' house and the dew is in Mrs. Bear's flower garden.

Why isn't the ship at the pier?

It won't arrive until you have created all the spells and disabled the Wizard.

Why won't the eagle drop a feather?

He will eventually. Be patient. Restoring the game in the waterfall screen seems to speed up his molting.

What things do I get from the desert?

A cactus and a snakeskin are in the desert.

How can I get past Medusa?

Hold the mirror so she can see herself, but be sure you are facing in the other direction.

THE PIRATE SHIP

How can I get out of the hold?

Carry the little box to the big box and jump up on them, one at a time, then jump for the rope.

How do I kill the pirates?

You don't; try putting them to sleep with one of your spells. But don't send them to dreamland too quickly, or the ship will wander off course. Wait until land is sighted.

Where is my stuff?

The captain has taken it from you; it's in a chest in his cabin but you shouldn't go in if he's there.

Is there anything in the crow's nest or galley?

No, they are there just to take up room on the ship.

How do I get off the ship?

Swim, after walking off the deck.

KING'S QUEST III

DAVENTRY

How can I get past the boulder on the trail?

Stand close to the front of the boulder and then using your hands and feet (the arrow keys) slowly climb up and over until your feet are even with where the trail resumes.

How do I kill the snowman?

You can't. Either turn into an eagle and fly past him or rub the stone and be teleported somewhere. If you use the stone, you may have to try several times as your destination is unpredictable.

At the very top of the mountain are two trails; which way do I go?

Follow the trail on the left to the cliffs.

How can I get out of town?

There are stairs at the ruins where you first fell into Daventry. They are difficult to see, so you may have to poke around the ruins to find them.

How do I kill the dragon?

You don't. You brew up a storm to do the deed. Of course you can't get close to the dragon unless you are invisible.

How do I get my sister down the stairs?

Stay in front of her and use the diagonal key on the keypad.

A Guided Tour of King's Quest III

THE CHORES . . .

You are trapped in the Wizard's house in the country of Llewddor. You must do what he says. There are several chores he will keep reminding you to do: sweep the kitchen floor, feed the chickens, and empty his chamber pot. As you go around the house doing these things, look for stuff you can pick up. Be careful, some things you take are safe—Manannan will not miss them—and others will lead to your quick death.

THE KNIFE AND THE SPOON . . .

In the kitchen it's safe to TAKE the KNIFE and to TAKE the SPOON hanging near the broom and the clay bowl on the shelves. In the dining room, get the cup on the table. Look at your inventory. The items marked with a star are dangerous (you shouldn't have any at this time), and if Manannan catches you with them, he will kill you.

THE CLOCK . . .

After you've picked up what you can, wander around the house and wait for Manannan to tell you he is either going on a journey or to sleep. Either way, when that happens he will not be a threat to you for 25 minutes. Watch the clock at the top of the screen.

THE MAP, THE KEY, AND THE WAND . . .

Once the Wizard is gone, go into his bedroom and open the dresser drawer, the drawer in the chest, and then go to the clothes closet. The magic map is inside under the clothes. Now FEEL TOP OF CLOSET, and you'll find the key. Go back down to the study and open the cabinet in the left corner using the key. Inside you'll find the magic wand. Save the game and look at the clock. You are off to town in search of some important ingredients to cast a spell on the Wizard.

THE GOLD . . .

Climb down the path (you may have to slow the game to normal or even slow) to town. When you reach the bottom of the mountain, Save the game and walk west to the forest and south to an oak tree. In the top of this tree lives a family of bandits. You need money, and they have money. Reach in the hole at the base of the tree. Pull the rope and a rope ladder will fall. Climb the ladder and step off onto the platform. Don't go inside yet. Look in the door. If a bandit is asleep inside, it is safe to go in; if not, go up and down the ladder until it is safe.

Once safely in the tree house, take the bag of gold on the table and flee down the ladder. If you've lost any of your stuff to the bandits, it will also be in their house.

KING'S QUEST III

THE ACORNS . . .

At the bottom of the tree take a few acorns. You may have to try several places to find some dry ones. Save the game in case thugs rob you of your loot. Walk two screens east to town.

THE SALT, THE OIL, THE LARD, AND THE POUCH

This is a small village, but it has a store with some wonderful supplies. Go inside and pet the dog, then talk to the shopkeeper. Look at the shelf and then buy salt, fish oil, lard, and a pouch. You'll have to purchase these one at a time because the shopkeeper can't total up a bill with more than one item.

THE PORRIDGE AND THE DEW . . .

Leave the store and walk south and then west to the three bears' house. Look inside; if the bears are gone, it's safe to go in. Look on the table. Boy, does that look good! Take a bowl of porridge. Go up the stairs and look in the chest of drawers in their bedroom. Take the thimble and go outside to the garden. The thimble is the perfect vessel for collecting dew. (Yeah, I know that sounds strange, but it's true.) Save the game.

THE FEATHER . . .

From the bears' house walk south to the lovely waterfall. You are looking for an eagle feather. The eagle can fly through this screen or several others including the one to the west, but I've had good luck finding him here. Sometimes he will fly over and not drop a feather, but that's a good sign. When that happens, try restoring the game until he does drop a feather. Once you get the eagle feather, Save the game and head back up the mountain.

THE CAT FUR . . .

You've got everything from the town you need in order to get rid of the Wizard. Once in the house go to the kitchen. The cat should be there or will enter soon. Somehow you've got to catch the cat to get a ball of its fur. This may take several tries, but eventually you'll get it.

THE LABORATORY . . .

After you have the cat fur, go to the study, walk to the bookcase on the right wall, and type MOVE BOOKS. Behind the books there is a lever. Pull it. A trap door will open. Save the game.

Walk down the steps into Manannan's secret laboratory. Go to the shelf and TAKE MANDRAKE ROOT POWDER. Then TAKE SAFFRON. Go to the book of spells on the table. Save the game. Type TURN TO PAGE XXV.

SPELLS . . .

Consult the section above in this chapter (or the one in your *King's Quest III* manual) about mixing and casting spells. Type the spell exactly as it appears to turn someone into a cat. If you make any errors, strange things will happen.

We are going to prepare another spell. Move up to the book and type TURN TO PAGE IV. Copy the exact spell and chant from your *Kings Quest III* manual or from this book. With these two spells in your pocket, you are ready to go back upstairs.

THE FLY WINGS . . .

Close the trap door, move the books back, and return the magic wand to the cabinet. Save the game and look at the clock. Manannan is always gone for 25 minutes. Go to the second floor. If you have time—3 or 4 minutes—climb the steps to the tower and get the dead fly. If you don't have time, you can do that later.

THE COOKIE . . .

Go to your bedroom. CRUMBLE COOKIE INTO PORRIDGE. Now HIDE STUFF UNDER BED. Check your inventory. Oops, you are going to need the porridge soon, so GET PORRIDGE FROM UNDER BED. Check your inventory to be sure the only thing you have is the poison porridge—anything with a star beside it is deadly for you. Save the game and go down to the dining room and wait for Manannan.

KING'S QUEST III

Check the clock. You may have several minutes to wait. There's nothing you can do but wander around. Waiting is slow business . . .

Or you may be out of time. On your first try, you may not be able to get all the stuff you need from town and create the two spells in just 25 minutes. Restore the game to the place where Manannan walks out the door (or falls asleep) and try again; the second time will be much faster.

THE LAST LUNCH . . .

Finally the Wizard will return and demand you serve him some food. Put the porridge on the table in front of him. Watch with glee as he wolfs it down; sure hope he enjoys it . . . NOT.

Pooofffff.

With the Wiz now pussyfooting around the house, you can do whatever you want without fear. Well, almost: Be careful of the black cat on the cellar steps; he will trip you every time. Retreat and return to the steps later if he is on them.

THE FOOD . . .

Get the dead fly in the tower (if you haven't already) and the food from the table in the kitchen. Now you must return to Llewddor and collect ingredients for the other spells. But first go to your bedroom and GET the STUFF from UNDER the BED. Save the game at the top of the mountain and once again when you reach Llewddor.

MEDUSA . . .

Walk west into the forest. Prepare to meet Medusa, one of death's most hideous creatures. She has snakes for hair and is so ugly that she instantly turns anyone who looks at her into stone (how do you think those guys ended up on Mt. Rushmore?). Type SHOW MIRROR TO MEDUSA before you even think of walking west one more screen. Ease over to the west, turning back to look east as soon as you get in the desert. Wait till she is almost to you and press the Enter key. She will see herself in the mirror and turn herself into stone. Whew, that was close.

THE CACTUS AND THE SNAKESKIN . . .

There's nothing else to fear in the desert; just don't venture to the west or you will surely be lost in the unending sands. From the stone Medusa walk south, and you'll see a cactus over by the big rock. Get it. Walk south until you see a brown snakeskin lying in the sand. It doesn't look much like a skin, but you'll see it. Take that too.

THE MUD . . .

Walk south until you are back at the stone Medusa and then walk to the waterfall. Step up to the stream and scoop up some mud. Walk east to the cave. Save the game.

THE AMBER STONE . . .

Somehow you've got to get into the dark hole guarded by a deadly blue spider. You have only one weapon: your eagle spell. Now's the time to cast it; type DIP THE EAGLE FEATHER IN THE ESSENCE. Once in the cave, listen to the Oracle and get the amber stone he gives you. Exit the cave and save the game.

THE SEA WATER AND THE MISTLETOE . . .

Walk east to the beach, down to the water, and GET SEA WATER. Now walk north and look for mistletoe in a tree. After you've got that, you are ready to return home. Save the game. The only real danger you face is the bandits. Walk close to the edge of the screens and run to the next one if the bandits suddenly appear. If they get you, you'll have to go back to your last saved game, which is why you'll want to save often in Llewddor.

THE FEATHER OF FOWL

Climb the path back to the house. Before you go in, stop by the chicken coop, open the gate, and catch a plump bird. Pluck a feather from it. Walk to the house and go to the cellar, stopping to retrieve the wand from the locked cabinet if you don't have it.

KING'S QUEST III

MORE SPELLS . . .

We are now ready to cast the rest of the spells. This is slow, tedious work—a typing test really—but someone has to do it, and unfortunately that is you. Now you know why there are so few wizards left in the world.

Save the game after each spell. Walk to the shelf and get each item: fish bone, nightshade juice, toad spit, and toadstool powder (saffron and mandrake root you've already used). Move up to the book and TURN TO the proper PAGE in roman numerals. (If you didn't learn these yet in school, they are: 2=II, 4=IV, 7=VII, 14=XIV, 25=XXV, 84=LXXXIV, 169=CLXIX.) Now prepare your spells. You must type them exactly as they are in the book, except the magic book isn't case sensitive.

Spelling is hard work, but you now have five spells (you've already used two). You are ready to leave the Wizard's house forever. Save the game and go to the tavern in the village.

THE SHIP . . .

Talk to the sea captain about booking passage on his ship. Give him the gold. Walk out on the pier and board the ship. Save the game. Oops, turns out this isn't exactly the Love Boat.

The hold is dark and wet. All your stuff is gone except for the hearing aid. Walk right until you find a little box; get it. Take the little box and put it beside the big box in the left hold. JUMP ON BOX, JUMP ON BOX, JUMP ON LADDER. Save the game. Climb out of the hold.

THE TRUNK . . .

The cabin on the left belongs to the captain. Don't go in his cabin if he is there. Your stuff is in the captain's trunk, but you'll have to be quick about getting it. In fact, if you take the time to close the lid, the captain may have enough time to catch you. Once you have your stuff back, return to the hold and save the game.

Listen to the mice: The key to getting the treasure (which is optional) from the island is hearing where it is located from the two mice who randomly visit the right hold.

THE ESCAPE . . .

Wait until you hear the crew shout that land is in sight before you try to leave the hold. This may be a wait of several minutes. It seems like forever.

Once land is in sight, you've got to put everyone to sleep if you are ever going to get away from the pirate ship. If you put them to sleep too soon, the ship will drift helplessly. Lucky you've got the deep-sleep spell. Type: POUR SLEEP POWDER ON GROUND and SLUMBER, HENCEFORTH! Now everyone on the ship is napping except you. Climb the ladder again and get the shovel next to the lifeboat on the right. Climb the ladder to the top deck; go to the rail on deck and walk off. Splash. (There are other places to see on the ship, but they don't have anything you can use.)

THE SHARK . . .

Swim east and avoid sharks. Ha! If you are good at arcade games, you won't have any trouble. The secret is to swim very close to the bottom edge of the screen. If a shark gets near, swim south and then back north. This may take you several tries.

THE TREASURE . . .

Once on the island, walk exactly five paces east from the palm and DIG FOR the TREASURE. Now that you've got the treasure, walk north. Save the game and go up the path carefully. When the trail is interrupted by a giant boulder, you will have to go back down the trail and climb up the face of the boulder.

THE ABOMINABLE SNOWMAN . . .

As you get farther up the mountain, you'll see a waterfall. You will have to climb up the waterfall. Soon the road will turn to snow and ice. Use the fly-like-an-eagle spell to evade the abominable snowman.

THE CLIFFS . . .

Once past the snowman, head back down the mountain by working your way over and through the cliffs. This is a real puzzle and requires

KING'S QUEST III

numerous saves and tactics. You'll have to climb down the face of some of these rocks, and in and out of the tunnels. Eventually you'll end up in the ruins of Daventry, the home of King Graham. This place has really gone to seed since *King's Quest I*. Just look at how the old well has been filled in with stones. Save the game.

THE STEPS . . .

Find the gnome and talk with him. He will reveal to you your true identity. What a shock! Now go back to the ruins and poke around until you find some steps leading up. They are hidden in the rocks, but this is the only way out of Daventry.

THE DRAGON . . .

Once at the top of the steps you'll be in the Land of the Clouds. Save the game. It's awfully hot up here, probably because a three-headed dragon is in the next screen breathing fire. Use the invisible spell and approach the fire-breathing dragon. Luckily he can't see you. Next brew up a storm using that spell. (Be sure you type the spell exactly or it won't work.)

Now untie your sister, Rosella, and lead her down the steps to Daventry. Take her to the castle to be reunited with her parents . . . and your own long-lost parents.

Scoring

King's Quest awards points for finding and using items and for brewing and casting spells. The maximum points you can earn for *King's Quest III* is 210.

Item/Activity Value

Boarding ship	2
Entering castle	4
Escaping ship	5
Finding hideout	2
Finding hiding place	4

Finding lever	5
Finding way out of hold	2
Flying in a hole	5
Getting acorns	1
Getting amber stone	3
Getting bowl	1
Getting brass key	3
Getting bread	1
Getting buried treasure	7
Getting cactus	1
Getting cat hair	1
Getting chicken feather	1
Getting cup	1
Getting cupful of ocean water	1
Getting dew	1
Getting dog hair	1
Getting eagle feather	2
Getting fish bone powder	1
Getting fish oil	1
Getting fly wings	1
Getting fruit	1
Getting knife	1
Getting lard	1
Getting magic map	7
Getting magic wand	4
Getting mandrake root	1
Getting mirror	1
Getting mistletoe	1
Getting money	4
Getting mutton	1
Getting nightshade juice	1
Getting past Mr. Yeti	4
Getting porridge	2
Getting pouch	1
Getting rose petal essence	1
Getting saffron	1

KING'S QUEST III

Getting salt	1
Getting shovel	1
Getting snakeskin	1
Getting spoon	1
Getting spoonful of mud	1
Getting stolen possessions	3
Getting thimble	1
Getting toad spittle	1
Getting toadstool powder	1
Giving money for passage	3
Killing dragon	7
Killing spider	4
Preparing cookie spell	10
Preparing invisibility spell	10
Preparing magic dough spell	10
Preparing magic stone spell	10
Preparing flying spell	10
Preparing sleep spell	10
Preparing storm brew	10
Pulling rope	3
Rescuing princess	3
Hearing bandits in tavern	3
Using cookie spell	12
Using mirror	5
Maximum	210

KING'S QUEST IV

THE PERILS OF ROSELLA

CHAPTER 6

KING'S QUEST IV

The Perils of Rosella

King's Quest IV has an animated introduction as the opening sequence; to watch it, pick that you have never played the game before. If you get tired of watching, the escape key will put you on the beach ready to begin adventuring.

Prince Alexander (first known as Gwydion in *King's Quest III*) and his sister Princess Rosella are in the Throne Room with their parents, King Graham and Queen Valanice. Suddenly King Graham clutches his chest and falls stricken to the floor (too many fatty foods?).

In *King's Quest IV* you play the role of Rosella and embark on a quest to find a magic fruit that will



KING'S QUEST IV

restore your father's health. It turns out that finding the fruit is just the first of five tasks you must complete that day. In order to get an important talisman, you must also find and deliver three items to an evil witch named Genesta. Then you try to save the Good Fairy who helped you. This must all be accomplished in just one Tamir day.

Traveler's Tips

GETTING STARTED

As the game begins, you find yourself deposited in the land of Tamir. Your first order of business is to explore the area, picking up whatever isn't nailed down. Look under bridges. Do good deeds and remember you are a girl so it's okay to act like one: You can kiss cute green things and do housework with a song in your heart.

Tamir is a fair-sized country. On the east are high mountains, but there is a path leading into them. On the west is a broad ocean with a small island two screens offshore. There is no way to swim far enough west to reach the east, but walking north does wrap around to the south. It's a good idea to keep track of where you are and what you find on the map; you can never tell when you'll pass this way again.

King's Quest IV is a race against the clock—a clock that keeps Tamir time. Many things change once it gets dark. For example, you can't enter the fisherman's shack after the sun goes down. He and his wife are sleeping and don't appreciate being awakened. And the witches' hangout is no longer easy to visit. Your greatest challenge is doing as much during the day as you possibly can. You have just 24 Tamir hours to complete your quest.

This adventure game has numerous animation sequences where the computer takes over the story. Be patient, you can't use the keyboard or joystick while the computer is talking.

No point in just standing on the beach looking helpless; start walking.

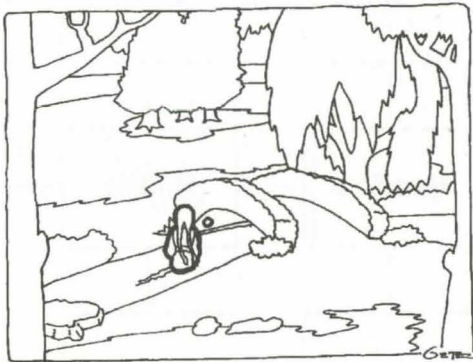
Hints:

The real fun of playing an adventure game is solving the puzzles yourself. But sometimes it's nice to have a hint to help. Below are some clues that should be of assistance . . . but not too much. Try solving the quest by using these clues. If you need help with a specific problem, check the most-asked questions in the next section. If that fails or if you are really in a hurry, the last section in this chapter is a guided tour.

Points of Interest in Tamir

The western part of Tamir is a pleasant place populated by a wandering minstrel, Pan the flutist, a funny looking white horse called a unicorn, and a fisherman and his wife. The fisherman is poor and lives in a broken-down house, but he is nice when you get to know him. There's not much to fear in west Tamir.

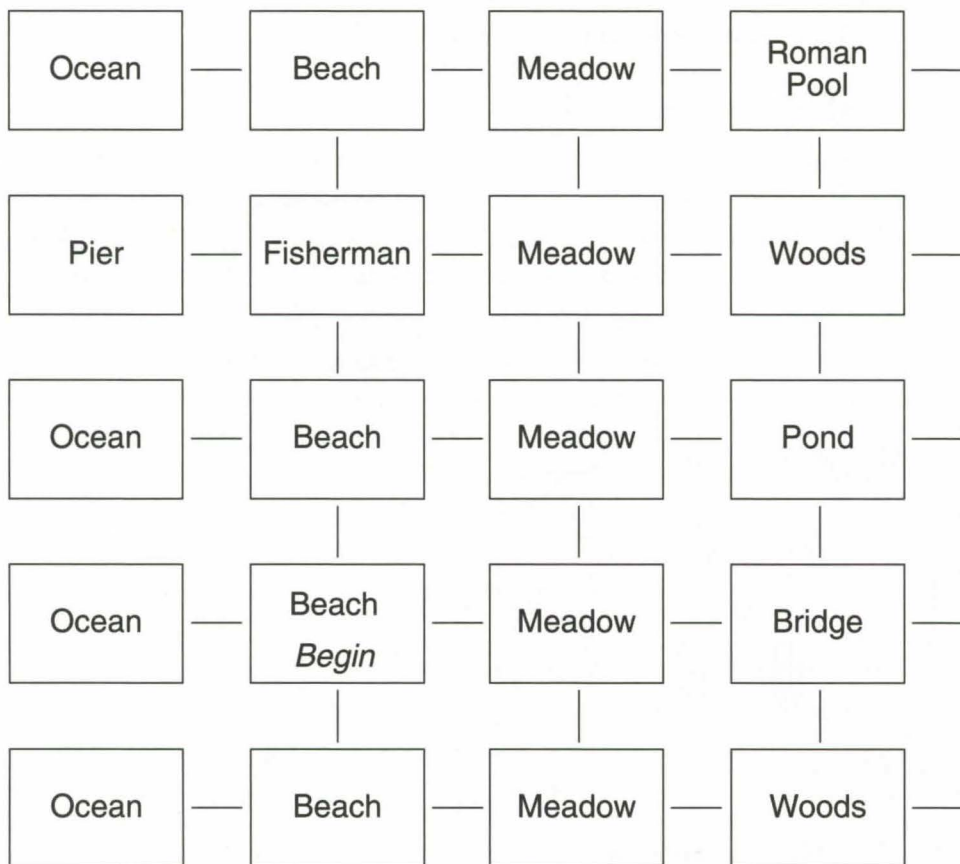
- Do you know where to drop a gold ball? Read the fairy tale *The Frog Prince*, or just toss it into a pond.

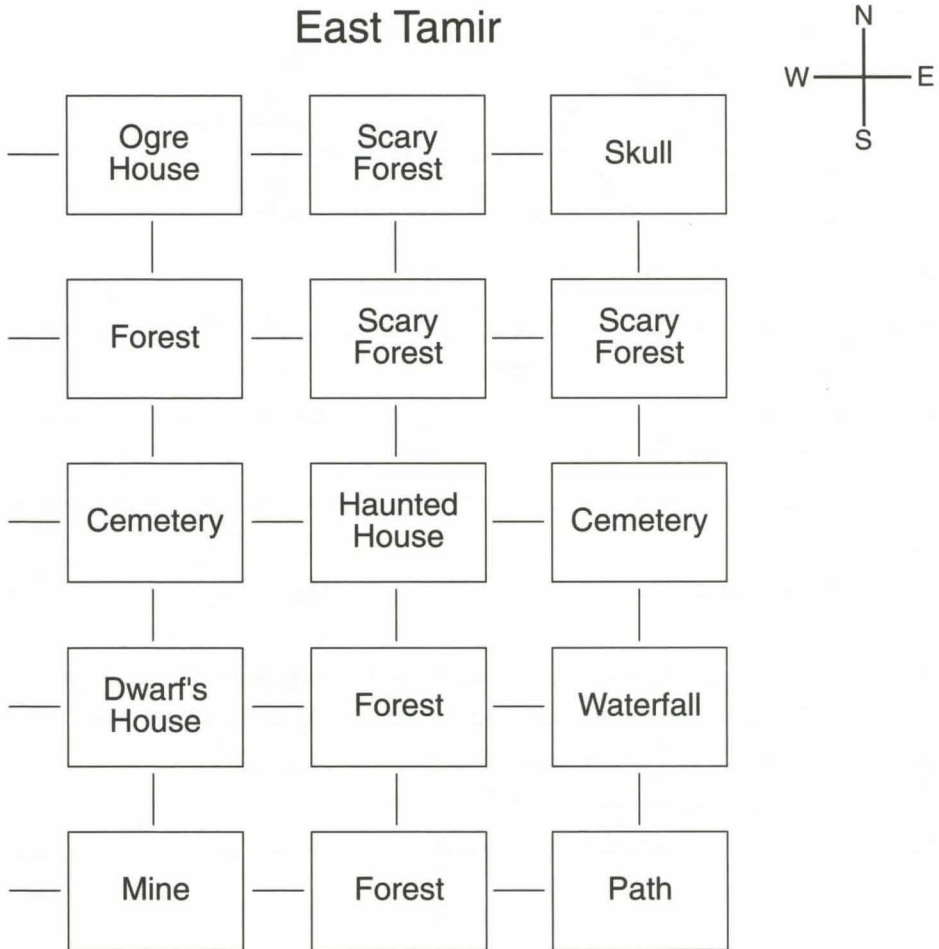


Under the old stone bridge is a tiny golden ball which Rosella can see only if she stands in the water and looks north.

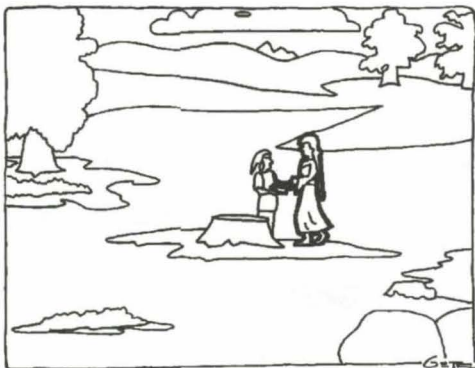
- Have you ever kissed a frog?
- If you locate a man wandering around the woods playing a musical instrument out of key, suggest he take up a new line of entertainment. Perhaps he'd like to be a Shakespearian actor, but for that he needs something to study.

West Tamir



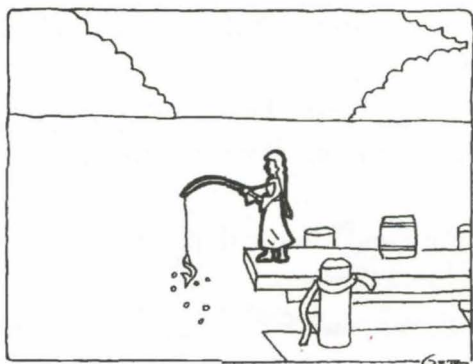


KING'S QUEST IV



The wandering minstrel plays the lute so badly that you hope he'll take up acting instead. Perhaps a book of plays would encourage him.

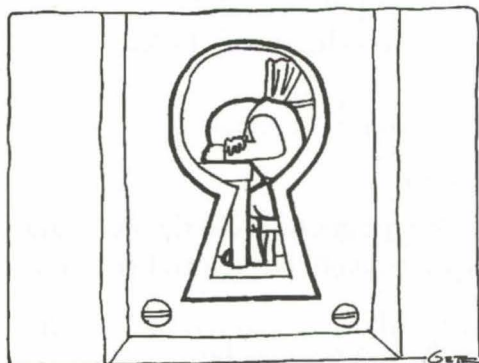
- Minstrels sometimes “borrow” things.
- Pan lives in this part of the country—not Peter, but the mythological Pan. He plays a flute or pipe.
- Try playing a duet with Pan to get his attention. Of course you'll have to get an instrument first.
- Everyone knows flute music soothes reptiles. Better hope the reptiles know it.
- Swimming west from the beach where you began will take you to the Good Fairy's island.
- Sometimes Cupid hangs out around the Roman pool; if you surprise him he may leave you something. Be sure to pick up arrows too.
- The fisherman is a kindly man, but he is often too busy to notice you. When he returns home, follow him.
- You might try a little fishing from the pier if you can barter for a pole . . . and if you have bait.



If you fish long enough from the end of the fisherman's pier, you'll catch a nice sea trout; don't forget to bait your hook with a worm.

The east side of Tamir is bad. Here lives an ogre and his family, three ugly witches, an assortment of ghouls, and some wicked trees. The only good folks on the east side are the seven dwarves. There's much to fear in this area, so take care—especially after dark. Oh yes, a worm lives here, too.

- There's some valuable stuff in the house of Mr. and Mrs. Ogre, but you'll have to hide if he comes home.



If the ogre comes home, you'll have to hide in the downstairs closet until he falls asleep. After a hearty meal it won't take long.

- Knick-knack, paddy whack, give the dog a bone . . . is a good lesson to remember.
- Guess who lives inside the skull? It ain't The Three Bears.
- As disgusting as it is, you're going to have to get your hands on an eye.

KING'S QUEST IV

- Once you have the eye, you will want to step outside a moment to catch your breath and then return.
- There are seven dwarfs who live in east Tamir. They are so industrious and busy they don't have time to clean up. If you're nice, they might ask you to dinner.
- You might pick up something in the dwarf's house that could help you get a lantern. It gets dark early in Tamir.
- There's a cave behind the waterfall, but you'll have to figure out how to get to it. No, even Mark Spitz couldn't swim there.
- Frogs are known for liking water. Could the tiny crown help?
- If you thought handling an eye was bad, wait 'till you dig up a few putrid graves—five to be exact.
- You might have to prune a tree or two along your way.
- The haunted house is full of creepy things that go bump in the night. After dark, you need something special just to get close.
- Check out the crypt, but only if you have a light and the key.

Points of Interest in the Swamp

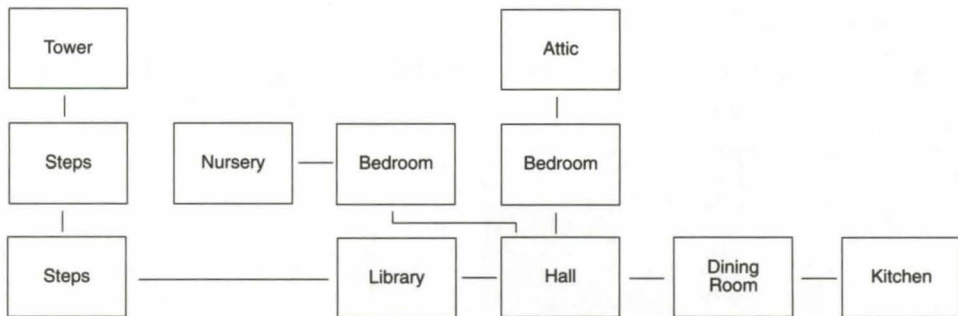
- Just getting to the swamp is dangerous.
- The cave maze is fairly simple, but you've got to avoid the troll, and that may be a little difficult. Patience pays off, but remember, you've now got less than 24 hours.
- There's only one way to get across the swamp; now hop to it.



Getting to the island in the swamp takes both a bit of hopping and, finally, the wooden board you used to cross the chasm. Beware the snake.

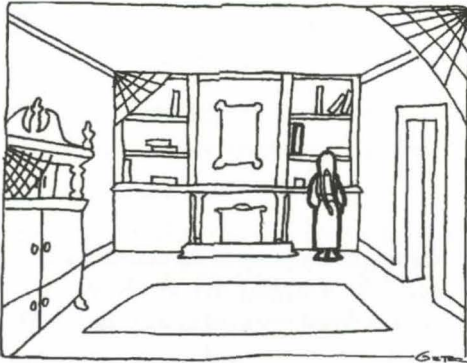
- Don't leave your bridges behind you.
- If you didn't take something from the troll cave, you'll be sorry.

Points of Interest in the Haunted House



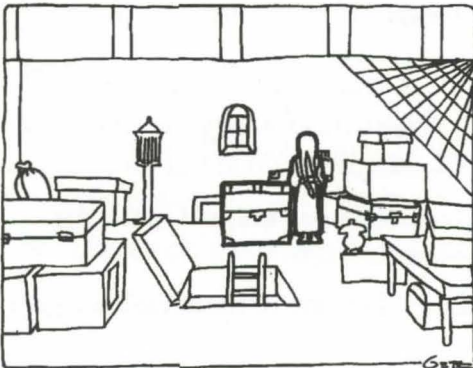
- Look at the picture in the library—anyone you know? Check the wall where the portrait is looking—see a latch?
- There are few books left in the library, but one of them makes a good gift.

KING'S QUEST IV



The library in the haunted house has few books left, but one of them is a volume by William Shakespeare.

- You've got to find a secret panel if you are to get anywhere in this house.
- There are lots of unhappy ghosts here; each wants something that was buried with his or her body. Can you dig 'em up?
- Playing the organ is okay, but it gets a lot better if you have real sheet music.
- There's a way to the attic, but only after you help the family that's haunting the house.



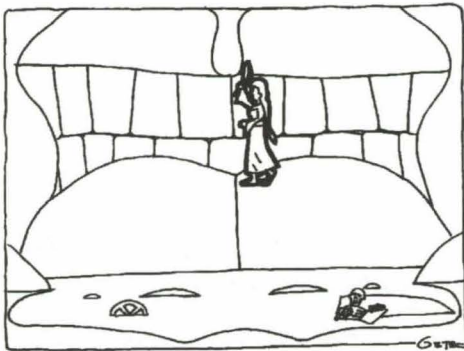
The old trunk in the attic of the haunted house contains some beautiful sheet music, but you can't get to it without first digging up the toy horse for the young ghost.

Points of Interest on the Good Fairy's island

- Actually, this island doesn't have much of interest. The only thing to see is a sick fairy.
- You might pick up something feathery in the garden.
- Swimming off this island can be an engulfing experience.
- The only way back is to swim, so you'd better practice your back-stroke and hope for the best.

Point of Interest in the Ocean

- Remember Jonah and the whale?
- There's only one way out of the whale's mouth: tickle his fancy or whatever is handy. If you don't have what it takes, you'll starve.

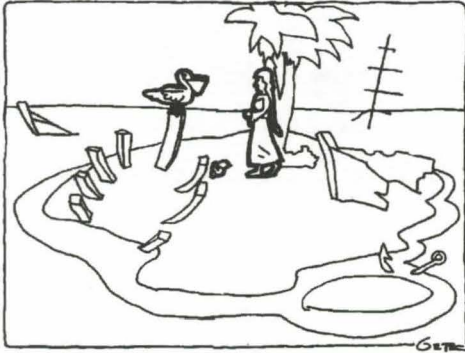


This is a whale of a mouth. The only way out is to climb the massive tongue and tickle the whale's throat.

- Approach a ticklish problem from the right side, between the rock and the gum.
- Getting up the whale's tongue is the most difficult part of *King's Quest IV*.
- There's a one-palm island in this ocean. Must have been horses on one of these shipwrecks at one time.

KING'S QUEST IV

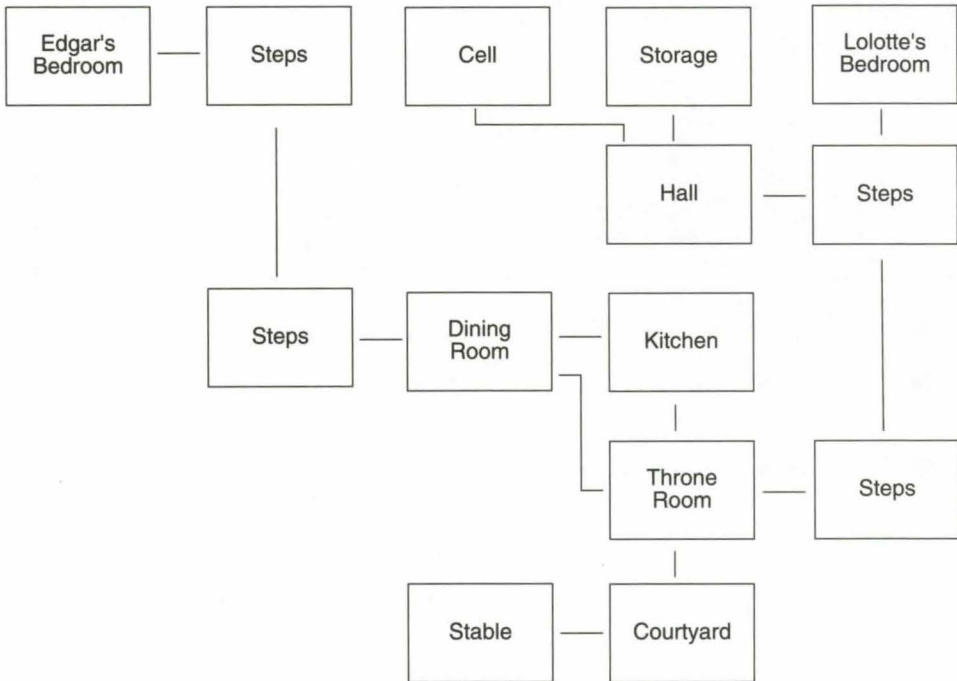
- You can't swim back to anywhere from the one-palm island. You'll have to whistle for a ride.



If you toss the pelican a dead fish, it will drop the whistle in its mouth. Blow the whistle and see what swims up.

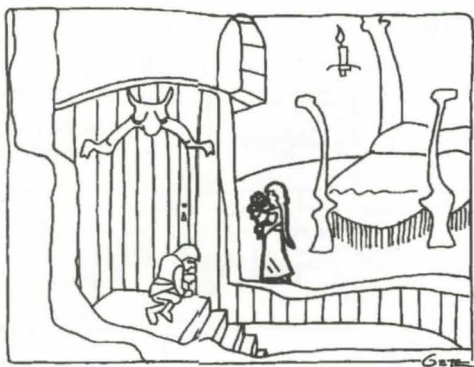
- The dead fish is your ticket.
- Don't leave the island without something for a horse.

Point of Interest in Lolotte's Castle



- You are going to have to kill the wicked woman—kill her with kindness in the form of an arrow.
- Edgar is a buffoon, but that rose is something special.

KING'S QUEST IV



Edgar slips a lovely red rose under your door; examine it carefully.

- Once Lolotte is out of the way, the guards will cease to bother you.
- Don't forget the talisman—or anything in the storeroom you can return.
- The only way home is on foot. Sorry.

Point Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've save the game.

- Hug a witch
- Offer to take a zombie to dinner
- Try to swing in the scary trees
- Look for a bottle inside the whale
- Pet the cobra
- Change to a frog after you get through the troll's maze and hop across the tufts of grass

Most Often-Asked Questions About . . .

TAMIR

Where is the worm?

The worm can be in either of the two screens south of the haunted house; if you wait too long, the bird will fly off with it. Then you'll have to come back a few minutes later.

Where is the fishing pole?

The fisherman has it, and he will keep it until you find something of value to give him.

Where can I get money?

A diamond is pretty close to money—the seven dwarfs work in a diamond mine. Do something nice for them, and maybe they'll help.

Where is the crown I need to get under the waterfall?

The frog is wearing it. Kiss the frog, and he will give you his crown.

KING'S QUEST IV

How do I get the flute?

Give the minstrel a book from the haunted house, and he will give you his lute; give the lute to Pan, and he will give you his flute.

Where is the gold ball?

In plain sight under the stone bridge.

How do I get a shovel?

It's in the haunted house behind a secret panel in the west wall of the library. You'll have to look at the wall to discover the latch that opens the door.

What's with the gnarly old trees?

They are Ents (as Tolkien fans will know) and dangerous. Threaten them with an ax.

How do I get over/under/behind the waterfall?

Put a tiny crown on your head and turn into a frog; jump in the water and swim under.

How can I catch the unicorn to use the bridle?

Shoot him with Cupid's arrow—it won't hurt; these are love arrows.

Where is the peacock feather?

On the island of the Good Fairy—two screens west of the fisherman's shack.

HAUNTED HOUSE

How do I get in the attic?

You must give the boy ghost what he misses most—his toy horse.

Where is the boy ghost?

He will show up after you satisfy four other ghosts; each wants something that was buried with him or her.

Why do I need to get in the attic anyway?

That's where the sheet music is that you must play on the organ in order to get the key to the crypt.

THE OGRE'S HOUSE

How do I get in the house of the ogre?

It will be locked until you take the unicorn to Lolotte.

How do I get in the ogre's house after the door is unlocked?

Hide in the bushes until you see the female ogre go in. She will be in the kitchen fixing lunch, so you can go in and upstairs without being seen . . . that is, if you can get by the snarling dog.

How do I kill the dog?

Give the dog a bone you got from the troll's cave.

Where is the axe?

In the ogre's bedroom.

THE WHALE

Where do I find the whale?

You don't; it finds you when you swim off the shipwreck island. If you happen to get close to land, turn and swim around in the ocean for awhile.

How do I get out of the whale?

Climb his tongue. The right side is climbable. You'll need to start between the big and little rock on the right side. Be patient.

THE CAVES

Where are the caves?

Behind the waterfall on the east side of Tamir.

KING'S QUEST IV

How do I get through the caves?

There're a maze. After you get in, go right one screen, then down one screen, then right one screen, and you will see the light at the end of the tunnel.

How do I get across the chasm?

Use the board you got outside the caves to bridge the hole.

THE SWAMP

How can I cross the clumps of grass?

Hop.

How can I get to the island with the magic fruit?

Use the board—the same one you used in the cave.

What do I use to kill the snake?

You don't kill it; charm it with the flute.

How do I get back to Tamir after I've got the fruit?

The same way you got here—through the caves.

LOLOTTE'S CASTLE

How can I get out of Edgar's bedroom?

Edgar will give you a rose; look at the rose carefully.

How can I get past the guards in the dining room?

They are random; save the game before you come out of the kitchen with your loot. Keep restoring and coming out of the kitchen until they aren't there.

How can I get past the guards in the hall?

Walk around the rug. If that doesn't work, walk over the rug.

How do I kill Lolotte?

Yes, finally you get to kill someone. Use Cupid's arrow.

Once Lolotte is dead and I have the magic fruit, how do I get back to Father?

Take the talisman from Lolotte to the sick fairy.

A Guided Tour of King's Quest IV

THE GOLD BALL . . .

You are in the country of Tamir. Walk east to the stone bridge. Stand in the water on the south side of the bridge and look north. Type LOOK UNDER BRIDGE. If you are standing in the correct place, Rosella will bend down and pick up the gold ball. Save the game.

THE DIAMOND AND THE LANTERN . . .

Walk to the house of the seven dwarves. Go inside (OPEN DOOR). This place is so messy that you can't stand it. While you are waiting for the men to come home, you should tidy up and cook lunch. Type CLEAN and an animated story will unfold. Sit back and enjoy it; there's nothing you can do. After lunch the men will return to their jobs in the diamond mine, but one of them left his pouch on the table. GET the POUCH. Open the pouch.

Wow. Better return that right away. Walk south to the mine and return the pouch to the man in the second room of the mine. He will reward you by letting you keep the diamond and giving you a lantern.

THE WORM . . .

From the entrance to the mine, walk east into the forest. Look for a worm. It may be here or in the forest screen north of here. Once you've found it (GET WORM), walk in a northwesterly direction to the pond. Be careful to avoid the ogre's house just south of the mine entrance.

THE BALL AND THE FROG . . .

Once you are at the pond, stand on the north side and drop the gold ball into the water. An ugly green frog will appear and toss the ball back to the land. Catch the frog and . . . Yes, you know what's coming.

KING'S QUEST IV

You've got to kiss the ugly thing; it's the only way you'll ever complete the quest. Smack!

Just what you expected, a fine-looking prince. He rewards you with his small frog crown and walks off. How dare he? Oh well, pick up the gold ball just in case.

THE FISHERMAN . . .

Walk to the fisherman's shack. Walk out on the pier and talk to him. Well, try talking, anyway. He's not very interested. After a bit he will get up and walk past you. Let him lead the way. Follow him into the house. Talk to him, and then give him the diamond. He'll give you a fishing pole in return.

LOLOTTE . . .

Now you must go to the path in the southeast corner of the map. The safe way to get there is south from the fisherman's cottage and then east by way of the dwarves' mine. Once you reach the path, save the game. This is the first dangerous place you've been, although you may have died before if you wandered into the ogre's range.

As you start up the path, Lolotte's henchmen will seize you and carry you to her castle. Relax and enjoy the trip. You can't do anything.

Lolotte will give you the first of three tasks she will eventually assign to you. The first is to capture the unicorn she lost. That should be easy since you know where he grazes, but first you've got to get a bridle. To do that you will have to swim to Genesta's island which lies two screens west of the fisherman's shack. Save the game and take a safe route to the beach.

THE DEAD FISH . . .

Go to the pier, bait your hook with the worm, and fish until you catch something. Now walk to the area north of the pier and begin swimming west. Very soon you will arrive at Genesta's island.

THE PEACOCK FEATHER . . .

Check the gardens on the island for a peacock feather; don't leave the island without it. Go up in the tower and visit the sick fairy. There's nothing to do or get there, but it's a kind gesture. Now leave the island the way you arrived.

THE WHALE AND ITS TONGUE . . .

Soon you will be swallowed by a whale. Yikes. Inside the whale's mouth it is dark and smelly. You see the giant red tongue at the back. Save the game. You must now conquer one of the most difficult arcade sequences in King's Quest. You've got to climb the tongue; it may take dozens of attempts. Slow the game down; climb the right side of the tongue. Save and restore as needed.

Here are a few tips: Position yourself between the big rock and the small rock on the right side of the mouth; swim toward the tongue; climb up a few steps; move diagonally (the 7 key) a few steps; move left a few steps; and then move diagonally again to the top. Once you reach the top of the tongue, save the game. Now, tickle the throat with the feather. If you can't do it after lots of tries, take a break.

THE BRIDLE . . .

Once the whale sneezes you out of his mouth, swim north to the island in the distance. Here you'll find the bridle. It's hidden inside the bow of the wrecked boat. Save the game. Approach the pelican and toss him the fish. He will fly off, dropping a whistle from his mouth. Get the whistle and blow it. A dolphin will appear—that is your ride back to shore. Swim out to meet him and then RIDE DOLPHIN.

CUPID'S BOW . . .

After you are back in Tamir, save the game. Walk east to the Roman pool. Cupid—the cute little guy with the bow and arrows—likes to bathe here. If you are lucky, you can startle him, and he'll fly off and leave his bow and arrows. Get them.

KING'S QUEST IV

THE UNICORN . . .

Head south to the area where the unicorn grazes. When you find him, shoot him with an arrow. This doesn't hurt, but instead makes him fall in love with you. Get closer and put the bridle on the unicorn. Now ride the unicorn. He know the way to Lolotte's Castle.

LOLOTTE II . . .

Another animated sequence—another visit with that wicked woman. What now? She wants something else from you. A hen that lays golden eggs! In the ogre house? That's going to take some doing.

THE BOOK . . .

Back in Tamir, while you ponder your next move, go check out the haunted house since it is close by. Once in the hall, go left into the library. Look at the books to the right of the fireplace. Hmmm. The one on Shakespeare might come in handy. You know a minstrel who could probably use it. Get the book and leave the house. Save the game.

THE LUTE . . .

Walk due west until you come to the area where the minstrel performs. Give him the book—if for no other reason than to silence his playing. He seems to like it and wanders off spouting a sonnet; in return he gives you his lute. Wonder who needs a lute?

THE FLUTE . . .

Walk north to Pan's territory and listen to him playing the flute. Not bad. Now you play the lute. Sounds pretty good, Rosella! Pan is impressed, too. After you stop playing, give the lute to Pan, and in return he will give you his flute. It's just the thing for charming a snake if you happen to see one (grin).

THE FRUIT . . .

Suddenly you remember that your father needs the magic fruit. You better go in search of it. Someone said it is across the mountains and the

only way there is through the waterfall in the east. Save the game and walk there, being careful to avoid the ogre's house.

THE WATERFALL . . .

When you get to the waterfall, you can try to swim under it. That won't work, but try anyway. While on dry land put the tiny crown on. Pooof. As a frog, hop into the water. Soon you'll be on the other side. Climb out of the water and dry off. Save the game.

THE CAVES . . .

What's this, a board? Get it. Enter the cave. Just inside the door is a pile of bones; better get those too. Light your lantern and wait a moment. If a troll comes, restore the game and try again. Once you are safely in the dark cave, save again. Now here's roughly the path. Walk one screen to the right, one screen down, then one to the right. By the way, the troll is random and can appear at any time. Pause when you see a tiny light in the distance. Save the game.

Cautiously move to the right, and once you get to the center of the screen, begin typing PUT BOARD ACROSS CHASM. Take a step and enter that again. Keep doing that until Rosella puts the board down. Now ease across and after she pulls the board up, slowly walk north to the opening. As you get closer, you'll go to a new screen—keep moving to the light. When you get properly positioned in the hole, she will bend down and crawl through. Whew, what an adventure. Save the game.

THE GOLDEN FRUIT . . .

The way to cross this swamp is to HOP, HOP, HOP. The last distance is too far to cross with a hop, so use the board again. Save the game and play the flute. The snake will be enchanted. Get the golden fruit hanging from the tree. Walk back across the board and stop to pick it up. Hop back to the shore. Save the game and duck inside the hole. Retrace your steps—don't forget to put the board across the chasm.

KING'S QUEST IV

Once you are out of the cave, swim to the waterfall. For some reason you don't have to be a frog to get out. Finally you are back in Tamir. Save the game. Better head for the ogre's house before Lolotte gets angry.

THE AXE . . .

Approach the ogre's house from the north and hide behind the trees until you see the lady ogre (yuck) carry a dead deer into the house. Quickly walk to the door and open it. Immediately a dog will attack. Toss him the bone you found in the caves and go upstairs. In the corner is an axe; grab it and head downstairs. Go to the closet—do not go in the kitchen—open the door, and hide inside. When you hear voices in the room, type LOOK THROUGH KEYHOLE. Soon you'll see the ogre snoozing. Save the game.

THE GOLDEN HEN . . .

Walk from the closet to the table, get the hen, and walk out the door. If you don't get lined up on the door correctly and have to make an extra turn, the hen will squawk too soon, and you'll get caught. After a few tries you will be able to get out of the cottage with the hen. Walk south—the ogre will catch you if you go north.

LOLOTTE III . . .

Take the hen to the path that leads to Lolotte's. She will send her henchmen for you. Even after you present the hen, she demands more. She wants Pandora's Box before she will reward you.

THE SCARY FOREST . . .

Pandora's Box is probably around the haunted house because that's the only area you haven't covered. But first, let's check out the skull cave. The only way to get to it is through the scary forest, but the trees are mean here. Use your axe, and they won't bother you. Save the game.

THE EYE AND THE SCARAB . . .

Go in the skull and move toward the fire. One of the witches will begin to come after you. Lure her to the right side of the fire while you

move toward the two witches standing in back. Get between them and type GET EYE. Now that you have their glass eye none of the witches can see. Leave the cave. Ooops. You sense you've forgotten something. Go back inside. Pick up the scarab they toss to you. Now the witches bargain for their eye. A gift, they say, will be yours if you return it. Ha, you know better. Give them the eye if you want the extra points and then get out—don't wait for the "gift."

Once you are out of the cave, it gets dark quickly. (Actually this won't happen until you have the scarab and the magic fruit.)

THE SHOVEL . . .

With the scarab it is safe to enter the graveyard at night. Walk south through the forest and cemetery and then west to the house. Save the game. Enter the house and go to the library on the left. Look at the portrait over the fireplace. Now look where it is looking. Move to the wall and pull the latch. A secret door will open. Inside the tower is a shovel. Get it. Now go upstairs and have a look at the crying baby Gasp, there is no baby there!

THE SILVER RATTLE . . .

Walk downstairs and out to the graveyard on the west. Go to the marker all the way at the back of the graveyard on the left. Read the stone. If it's one for a baby, DIG. Soon you'll have a silver rattle. Take it to the baby.

THE COINS, THE LOCKET, AND THE MEDAL . . .

You are going to have to dig up four more graves. Be careful where you dig because the shovel breaks after five uses. Read the stones so you are sure you have the right place. The routine is to go to the house, hear someone complaining, return to the cemetery, and dig up his or her grave to get something. There's not much danger here—although you will surely get blisters on your hands from opening the mansion door—so you don't have to do a lot of saves.

KING'S QUEST IV

The miser wants his gold coins; his grave is in the west graveyard near the bottom of the screen on the far left. The weeping woman who lost her lover wants a locket; her grave is the one closest to the bottom of the screen in the east cemetery. The Lord of the Manor was a military man who wants his Medal of Honor; his grave is the second one from the right, near the bottom of the screen, in the west cemetery.

THE TOY HORSE . . .

The boy wants his toy horse; his grave is the last stone at the rear of the east cemetery. In order to give him the toy, you will have to follow him up to the attic. Type CLIMB. Present him with the toy and open the chest. Inside is some sheet music. Save the game—the ladder is dangerous.

THE KEY . . .

With the music you can go to the organ loft in the tower and play a tune—but don't play just any tune; PLAY SHEET MUSIC. When you've finished, a tiny drawer in the organ will open. Get the key. Want to bet it fits the lock in the crypt?

PANDORA'S BOX . . .

Go to the crypt in the east cemetery; unlock the door; open the door; walk inside. Save the game. Get the rope and CLIMB DOWN it. Grab Pandora's Box before the mummy gets you. (Do not open that box . . . at least not until you save the game.)

LOLOTTE THE LAST . . .

It's off to Lolotte's again. After you give her Pandora's Box, she tells you of her plans for Edgar's wedding and locks you in his room. Fortunately, Edgar's not there. But soon he arrives and slips you a rose under the door. Look at it. Take the gold key and unlock the bedroom. Save the game and carefully go down the tower steps to the dining room. Save the game. Slip past the guard and into the kitchen—that's the door in the back of the east wall.

YOUR STUFF . . .

In the kitchen cabinet on the far right you'll find your stuff. Get it, walk to the door, save the game, and see if you can slip past the guard and out the door to the Throne Room. There's a one in ten chance you'll get by on the first try. Keep trying.

You must cross the Throne Room. If you are playing the 512K version of *King's Quest IV*, walk around the rug; if you are playing the 256K version, walk across the rug. That's a strange rug; if you cross it improperly, you'll alert the guard.

Save the game and climb the steps. The first flight is fairly easy. Pause at the landing, save the game, but do not go through the door to the west just yet. Keep climbing upward. These steps are very difficult and slippery. Eventually you'll get to the top and see Lolotte's bedroom. Unlock the door with the gold key.

THE KILL . . .

Step into the evil woman's bedroom and shoot her with the only weapon you've got—Cupid's arrow. It does the trick. She dies. Edgar will come tell you that you are safe from the guards, but save the game—you can still fall down steps.

THE TALISMAN . . .

Go down the steps . . . Wait, don't forget to get the talisman from the dead woman. Now, go down the steps to the first landing and through the door on the left. Enter the first door on the hall and get Pandora's box and the golden hen; the other door is your old cell. Save the game and walk downstairs and out to the courtyard.

THE GOOD DEED . . .

Go into the stable and open the gate to let the unicorn out; the latch is on the post between the gates. It would be nice if the horse would give you a ride down the mountain, but the ungrateful nag won't. You are going to have to walk home. Walk back to the courtyard and head south. As soon as the next screen comes up, save the game.

KING'S QUEST IV

This is another one of those arcade sequences. Slow the game down and very carefully work your way down the trail. There is nothing magic to do, just careful walking.

PANDORA'S RETURN . . .

Once you reach the bottom of the path, save the game. Now return Pandora's Box to the crypt. You don't really have to go this, but you get extra points and, besides, someone might open the evil thing if you didn't lock it up. Next, walk to the place on the beach where you swim to Genesta's island (just north of the pier). Save the game just in case of sharks, and swim the two screens to her castle.

THE PROPOSAL . . .

Go up to the tower and give her the magic talisman. She will recover rapidly and take you to the beach with her. She will also be glad to get the hen that lays golden eggs back (who wouldn't). In the process of handing out rewards she has a real shocker for Edgar. She turns him into a prince—not really handsome, but for Edgar a big improvement.

A smitten Edgar proposes; you decline after a short interval so as not to hurt his feelings. Now it's off to Daventry to help your dying father. From this point on the game takes over.

Scoring

King's Quest IV gives you points for finding and using items and for delivering things to Lolotte. But the stuff you gave her was not yours, so you'll get bonus points for putting it back. If you do everything correctly, the maximum score is 230.

Item/Activity	Value
Catching fish	3
Cleaning house	5
Deliver hen	2
Deliver hen	7
Deliver Pandora's Box	7
Deliver talisman	10

THE PERILS OF ROSELLA

Deliver unicorn	7
Finding your stolen possessions	4
Freeing unicorn	4
Getting ax	2
Getting baby rattle	3
Getting bag of coins	3
Getting board	2
Getting bone	2
Getting book	2
Getting bow and arrows	2
Getting bridle	3
Getting diamonds	2
Getting feather	2
Getting fishing pole	3
Getting flute	3
Getting fruit	10
Getting glass eye	3
Getting golden ball	2
Getting golden crown	2
Getting golden key	2
Getting hen	4
Getting hen 2nd time	2
Getting lantern	3
Getting locket	3
Getting lute	3
Getting medal	3
Getting Pandora's Box	4
Getting Pandora's Box 2nd time	2
Getting scarab	2
Getting sheet music	2
Getting shovel	2
Getting skeleton key	2
Getting talisman	5
Getting the whistle	2
Getting toy horse	3
Getting worm	2

KING'S QUEST IV

Hypnotize snake with flute	4
Kissing frog.....	3
Locking crypt	2
Opening secret door	4
Playing organ	4
Returning Pandora's Box	2
Returning glass eye	3
Riding dolphin	2
Swimming under waterfall	5
Unlocking crypt	3
Unlocking tower.....	2
Using ax	4
Using baby rattle	2
Using bag of coins	2
Using board (all trips)	6
Using bone	4
Using bridle.....	3
Using feather	5
Using first arrow	4
Using fish	4
Using gold key	2
Using locket	2
Using medal	2
Using rope ladder	2
Using second arrow	8
Using toy horse	2
Using whistle	2
Using worm.....	1
Maximum	230

KING'S QUEST V

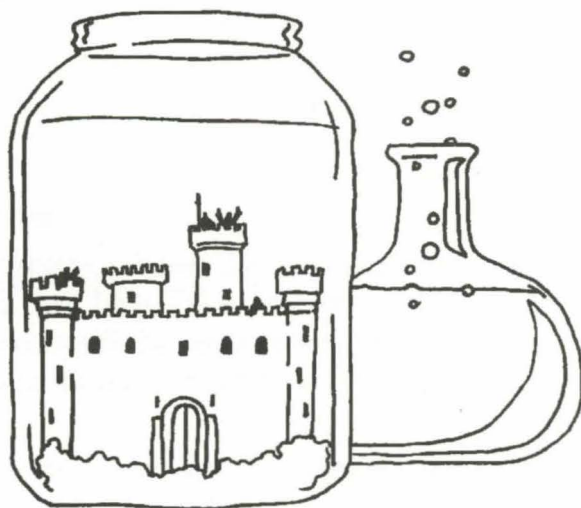
ABSENCE MAKES THE HEART
GO YONDER

CHAPTER 7

KING'S QUEST V

Absence Makes the Heart Go Yonder

Returning from a walk in the woods one fine spring day, King Graham stepped into a clearing just in time to see his castle swirled away in a tornado. This was no weather phenomenon, but rather an act by the evil wizard Mordack. Poor Graham was so crazed by losing both family and castle that he let an owl named Cedric carry him off to a friendly wizard's house.



KING'S QUEST V

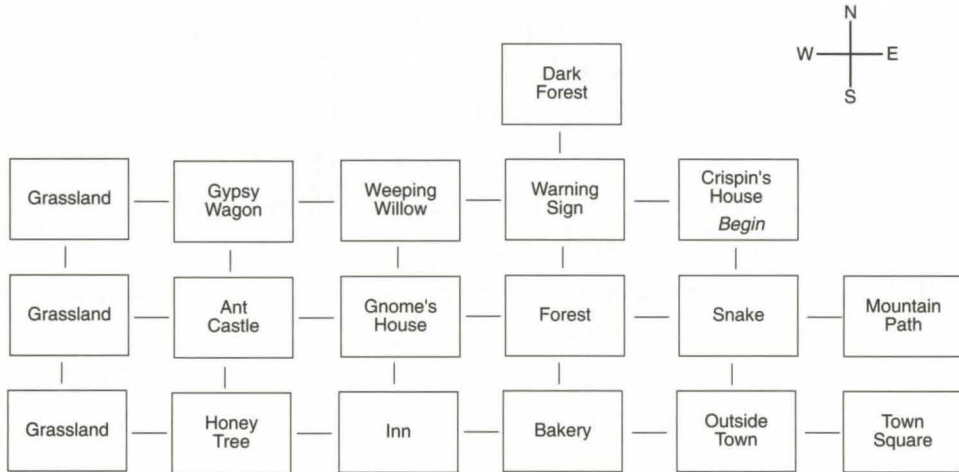
You play the part of King Graham and must search for your lost wife Valanice, son Alexander, and daughter Rosella. You'll get help from the forgetful old wizard named Crispin and lots of companionship—wanted or not—from Cedric who accompanies you everywhere.

Your quest begins outside Crispin's house in the town and forest of Serenia. Since your sole questing tool is a dilapidated magic wand, you'll need to explore the countryside to collect other questing implements and paraphernalia like a honeycomb and a dead fish. Just because you're an important king, don't forget to show goodwill to less fortunates: A kind deed for a lowly rat or a downtrodden gnome will be richly rewarded.

The land of Serenia is small and compact when compared with the sprawling Daventry of *King's Quest I*. It consists of just twelve exterior scenes (or rooms as the developers call them), and in almost every scene there's something to do, or get, or get done *to* you.

To the west of Serenia is a vast desert, and to the north is a dark forest. On the east is the trail into the mountains; you can't go south because of the river. Spend some time in the town; then check out the desert and forest. Once you've accomplished all the stuff you need to do in these areas, you'll be able to climb the path to the forbidding mountains where the rest of the adventure takes place.

Map of Serenia



Hints:

The real fun of playing an adventure game is solving the puzzles yourself. But sometimes it's nice to have a clue or hint to help you along. Below are some clues that should be of assistance . . . but not too much. Try solving the quest by using these clues. If you need help with a specific problem, check the most-asked questions in the next section. If that fails or if you are really in a hurry, the last section in this chapter is a guided tour.

Point of Interest in Serenia

Serenia is a quaint land that seems to have fallen on hard times. It is filled with people who need a little help. Take the cobbler, for example: If only he had a nice pair of boots to sell, he could retire. And the poor weeping willow looks as though she has lost her heart. Help these people, and they'll help you.

- There are no malls in Serenia, so explore the shops in town.

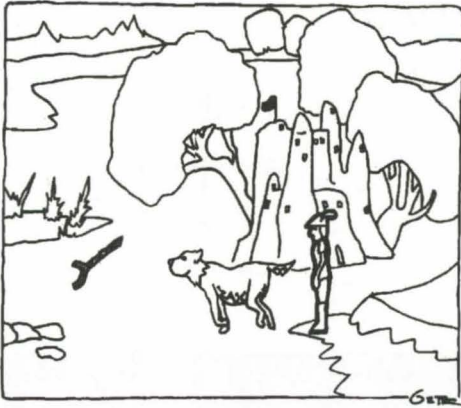
KING'S QUEST V

- There are two things you can pick up in the street that will be of help.
- Three stores are open to the public—a shoe shop, a tailor, and a Toys-Were-Them—but it has been so long since the merchants have seen money that you may have better luck trading.
- Bears like smelly old fish much better than a mushy custard pie.
- Ever heard of anyone actually finding a needle in a haystack? Better get help from the *Formicidae* family.
- There's not a lot you can do in Serenia until you have visited the desert and the Dark Forest.
- There's no way around it, you are going to end up in the cellar of the inn. The trick is how you get out and what you carry away from the experience.



Thanks to the rat, you are free of the rope; now don't forget to pick it up.

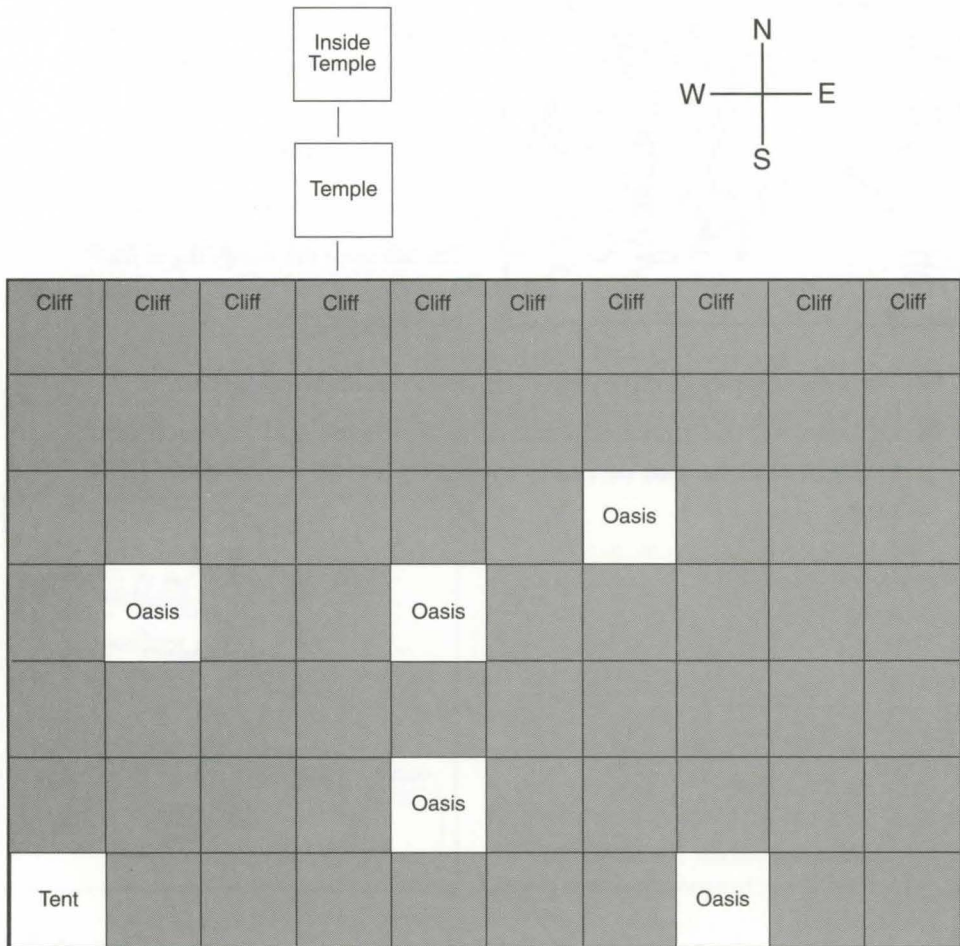
- People in Serenia play a strange version of paper-rock-scissors: just remember that dog chases stick and shoe beats cat.



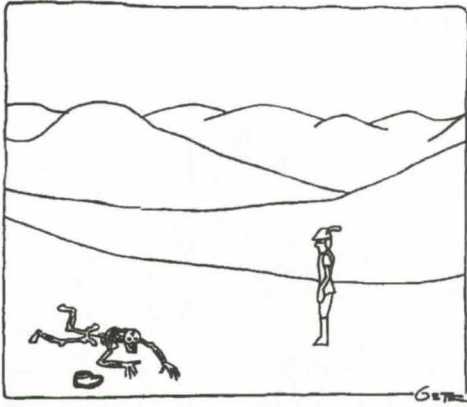
*You can teach this mangy dog to fetch
by tossing the stick to him; the ants will
be ever so grateful.*

- Visit the Gypsy camp even after you've seen the Madam.
- By the way, the snake is afraid of rattlesnakes and has such poor eyesight that he can be easily fooled by a man making the right noise.

Points of Interest in the Endless Desert



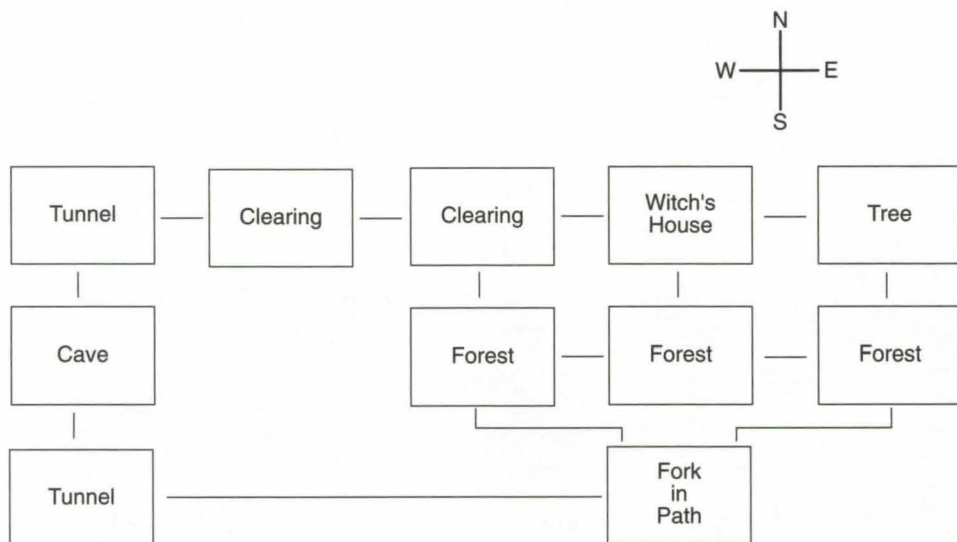
- It isn't really endless, 'cause you'll dry up and die if you don't drink after eight scenes. Just to add a little suspense (and see if you really read these clues), our desert map is wrong. It shows one oasis that no longer exists. But don't worry; you have to go there anyway.



Looks like the last traveler was running low on water when he discovered this oasis had dried up; the old shoe might come in handy.

- If you stray off the map you'll likely get stung.
- Eventually you'll want to get into the Temple which looks as if it's left over from an Indiana Jones movie.
- From a safe place watch how the bandits open the door; then find the bandits.
- Don't waste your time on belly dancers.
- Forget the piles of treasure. You should know by now that Graham isn't the type to mess with riches when his family's welfare is at stake.
- Spend too much time in the temple, and you'll get dusted.
- Take only two things from the temple.
- Don't forget to drink at every opportunity.
- Don't leave the desert with less than three new objects.

Points of Interest in the Dark Forest



- Ignore the warning sign and enter anyway (only after you've saved, of course). It doesn't make any difference which fork you take; you'll be in danger either way.
- You've got to find a way to distract the witch if you're to get anywhere. (Hint: it's something you picked up in the desert.)
- Once the witch is out of the way, you can pillage her house for three valuables.



There are three items hidden in the witch's house in the Dark Forest.

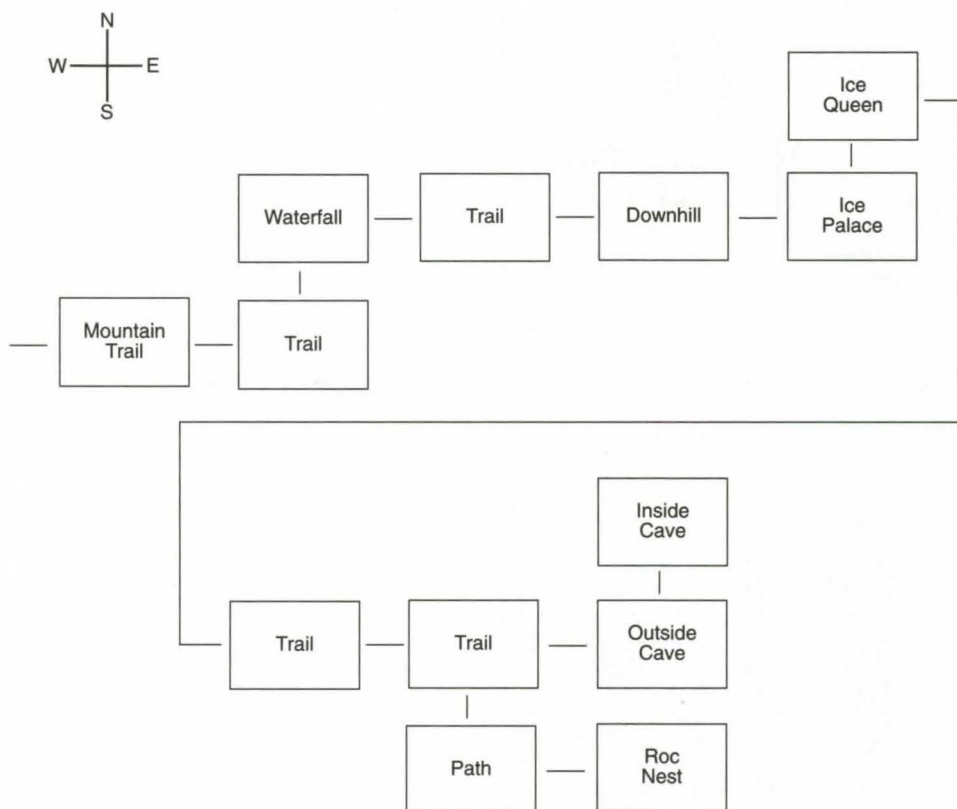
- The way out of the Dark Forest isn't the same as the way in.
- One of the stickiest points in King's Quest V is how to capture an elf.



This is an elf trap: Spread honey on the ground and drop an emerald in the middle.

- Is there something you could use to make a sticky mess on the forest floor?
- Is there something you could toss out to attract an elf to the sticky mess? Elves are fond of gems.
- Once you get back to Serenia from the Dark Forest—if you do—you should play Santa and give your loot away.

Points of Interest in the Mountains



These are perilous mountains with savage creatures and lots of dangers. Accidents happen. Fortunately, there are several animated cartoons where you can sit back and watch, being assured that nothing you do can have any effect.

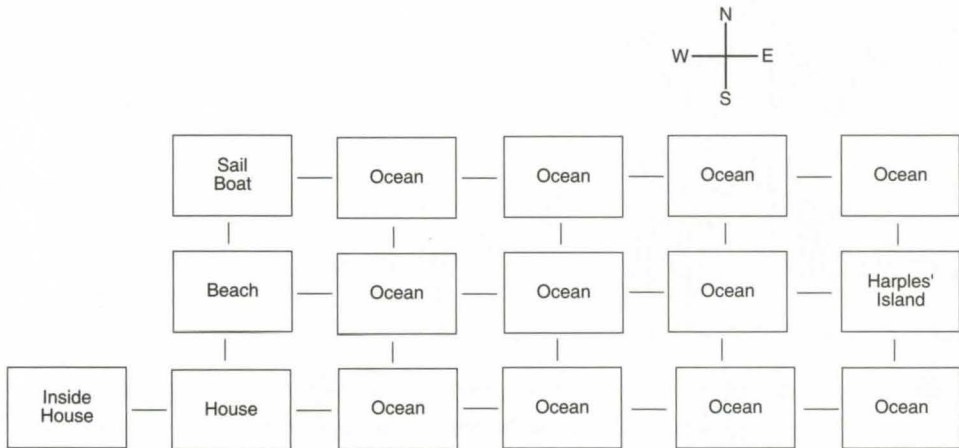
- It's cold up here, and you'll need some extra clothing and a bite or two to eat.
- Brush up on your mountain climbing.



The only way to get by this washout is up and over; lasso the sturdy rock, not the dead tree.

- There's no jump key or jump command in *King's Quest V*, so you can't leap a chasm in a single bound. You can sort of hop from rock to rock.
- Don't forget to talk to the critters.
- How about a little skiing? No skis? Use something similar.
- Only music has the power to melt an Ice Queen's heart.
- When confronted by something big and ugly, try a little slapstick comedy and do what Soupy Sales would.
- There's something in the crystal cave worth taking, but you'll have to do a little work to break it loose.

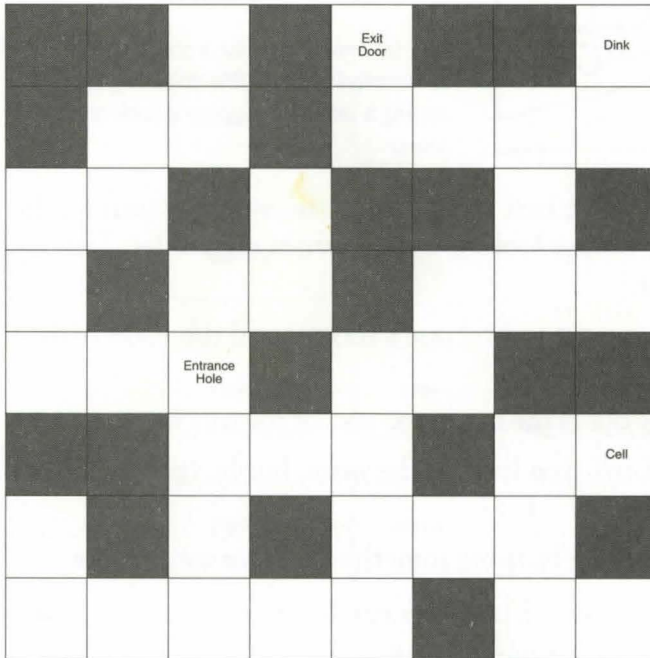
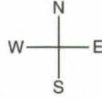
Points of Interest on the Coast



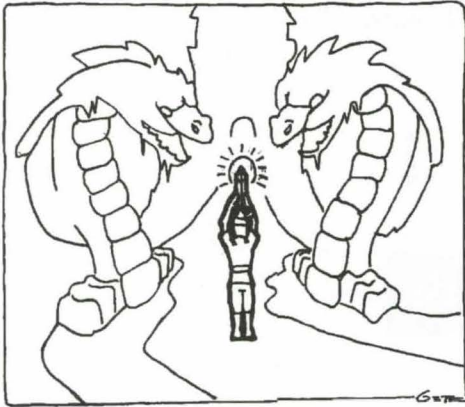
- Forget the hermit in the cute boathouse until you can get him a hearing aid.
- The boat leaks a little—nothing that chewing gum can't fix, but if you are fresh out, use something else of a similar consistency.
- There's one way to sooth a Harpy—the name says it all.
- Venturing outside the known ocean can be harmful to your health.

Points of Interest on Mordack's Island

MORDACK'S BASEMENT



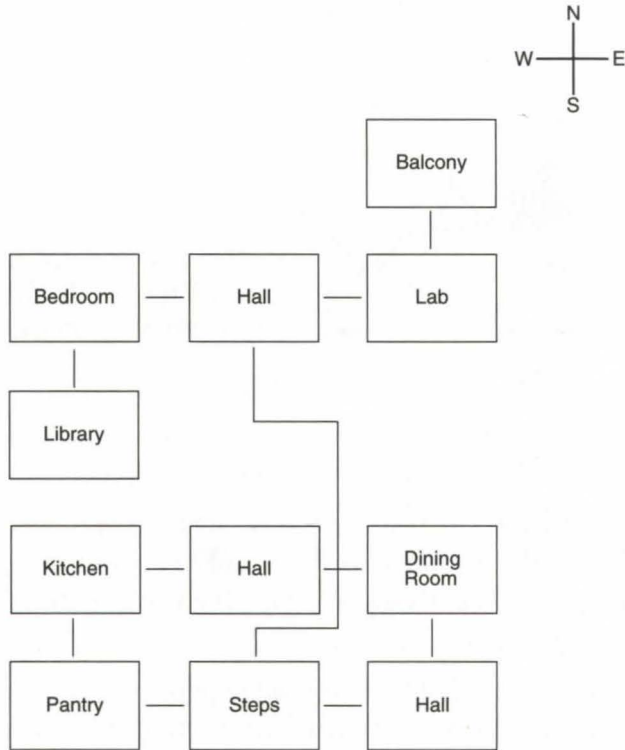
- This is where *King's Quest V* ends; you're almost home. If you believe that, stop saving games.
- You aren't invited company and can't come in the front door. Try a side entrance.



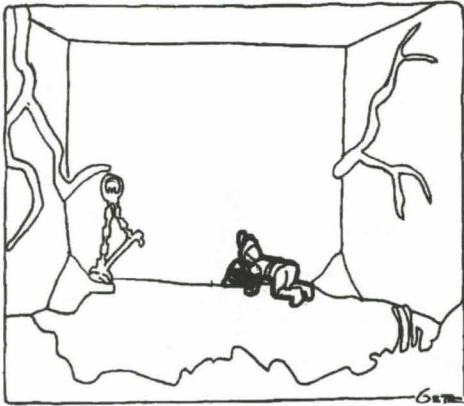
The ice crystal acts like a concentrator of electrical energy--first collecting and storing it and then zapping it back at the source.

- The maze is difficult. The best way to find your way is by turning the map so that you are always looking over Graham's shoulder. The maze is still difficult.
- It takes a real maze-o-naut to find one's way around the maze without a map. Try it.
- There's only one way out of the maze, and it's not the way you came in.
- You must find the Dink that lives in the maze, but be careful; it can hurt you.
- A Dink can be overcome by using something you've used before.

Mordack's Castle

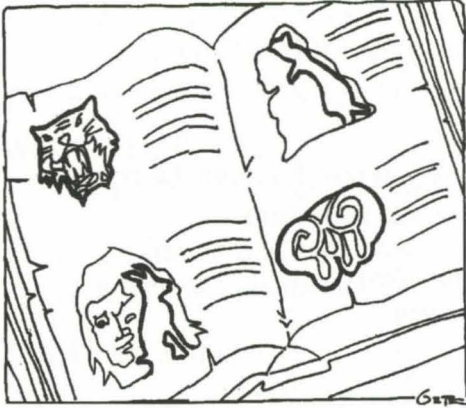


- The pantry has an object that you do not need to finish the game, but you get points for it, and it helps to keep the cat out of your way.
- Pay attention to the girl cleaning the kitchen floor; I'm betting she'll show up in the next King's Quest.
- There's no escaping the Blue Meanie at least once. Enjoy the walk and concentrate on getting out of the cell. (Hint: fish aren't the only things that can be hooked.)



A mouse scurried in this hole in the stone wall of Mordack's dungeon--there must be something to hook inside.

- Ever beamed a foe or bagged a cat? You get extra points if you do.
- If you wait long enough in Mordack's library, you will see him when he goes to bed. Check out the reading material while you wait.
- Look at the bust in the bedroom. It honors the man who is in charge of Sierra's quality assurance; it is his staff's responsibility to see that everything works like it's supposed to. If you can't complete this game, blame it on him.
- The machine on the balcony in the lab performs transformations. If you had an old battery and a new battery, this machine could take the energy from the old and put it in the new.
- You don't have any batteries, but you do have something else that's weak and needs to be recharged.
- The most difficult part about using the transformations machine is figuring how to start it. Look at your inventory; what have you not yet used? (Hint: it's organic.)
- You can put an end to Mordack by throwing a few spells (four to be exact), but you must use them in the proper order.



These are the four spells you learned from Mordack's book: the Rabbit, the Mongoose, the Rain Cloud, and the Tiger. Use the Tiger first and the Rain Cloud last.

Points Not of Interest

Here are a few of the delightful things you may have done and wished you had not.

- Swim in the river. In *King's Quest I*, Graham could swim like Mark Spitz, but he's out of shape now.
- Step on the ants.
- Make a date with the belly dancer in the bandit's tent.
- Wake a sleeping bandit.
- Go for the gold in the temple.
- Open the Genie's bottle.
- Stuff yourself with the whole leg of lamb.
- Pet the baby Roc—either head will do.

Often Asked Questions About . . .

SERENIA

What do I do in the shops?

You meet the shopkeepers so that as you travel around the country you'll know what kind of things to pick up to help them.

Where can I find something to help the ants?

Near the tree with the beehive is a stick.

How can I help the bees?

Get rid of the bear by tossing him the fish you found in the barrel in town.

What can I do with the haystack?

Search it for a golden needle, but you'll never find it by yourself. The ants could be of help.

How can I get the gnome's marionette?

Trade him the spinning wheel you picked up in the witch's house.

How do I kill the rat that is outside the bakery?

You don't; you help the rat by throwing the old shoe at the cat (hey, cat lovers, blame the programmer not me).

How do I get out of the basement of the inn?

The rat you saved from the cat will gnaw your ropes; use the hammer from the cobbler to bust the lock on the door.

THE DESERT

How do I keep from getting confused and lost?

Use the cliffs in the north as your guide; base all your movements from them and use the map.

Why do the bandits keep killing me?

Because you are not hiding behind a rock at the temple.

Why do the bandits keep killing me at their tent?

Because you haven't been to the temple first; go there and watch how the bandits enter and then go to their tent.

What do I get in the temple?

A brass jug and a coin on the floor near the jug.

Why does the temple door close on me?

You've been inside too long. Get just the stuff you need and run.

THE DARK FOREST

How can I escape the witch's spells?

Put on the amulet you got from Madam Mushka.

How can I get rid of the witch for good?

Give her the brass bottle you got in the temple.

What stuff am I supposed to get in the witch's house?

A key from the lantern, a spinning wheel from the trunk, and a pouch from the chest of drawers.

How do I get out of the forest?

Pour honey on the ground in the clearing where you see three pairs of eyes; toss out emeralds to make a path to the honey.

Emeralds? Where do I get emeralds?

They are in the pouch you picked up at the witch's house. You must open the pouch and get the emeralds out before you can put the honey on the ground.

THE SNOWY MOUNTAIN

How come the tree branch I hooked with the rope keeps breaking?

Cause it's dead. Rope the rock instead.

KING'S QUEST V

How do I get by the frozen waterfall?

You must hop from ice pinnacle to ice pinnacle. To hop using the mouse, click the hand on your destination.

What can I do for the hungry eagle?

Share your leg of lamb with him.

How can I escape from Queen Icebella?

Play the harp for her, and maybe she won't have you executed for being in her kingdom.

What weapon can I use on the snowman?

Throw the custard pie in the Yeti's face.

ON THE COAST

Why can't the hermit captain hear me?

He's deaf. You must find him a hearing aid—or a conch shell would do almost as well.

How can I repair the sinking sailboat?

Use the soft beeswax to make a plug.

How do I avoid the sea monsters?

Sail directly east from where you found the boat for four screens; from the fourth screen sail south to the island. On the return voyage, sail due west from where the animation leaves you.

How do I avoid the Harpy Sisters?

You can't, but you can give one of them a harp and watch them fight over it.

MORDACK'S CASTLE

How do I get by Mordack's guards?

Use the ice crystal to reflect the death rays back to them.

How do I get in the castle?

Go around to the left side of the castle and pry open the grate with your crowbar.

I finally found the door at the end of the maze, but it's locked and my key doesn't fit.

You must find the Dink in the maze and play the tambourine for him. This will cause him to dance, and he will drop a hairpin you can use to open the door.

How do I get by the Blue Meanie?

Throw the beans you got in the pantry onto the floor, and he will slip on them.

How do I escape from Mordack?

Go to his bedroom, not the laboratory, and hide in his study until you see him asleep in bed.

What do I do with the strange machine on the balcony in Mordack's lab?

Put Mordack's wand in the left tray and Crispin's old wand in the right tray; add cheese to start the machine.

Where do I find cheese?

You get it from the rat hole in the dungeon by using the fishhook you found at the Harpies' Roost.

What are the four spells that I cast to get rid of Mordack?

The Tiger, the Rabbit, the Mongoose, and the Rain Cloud.

A Guided Tour of King's Quest V

THE FISH IN THE BARREL . . .

You are in the Land of Serenia, outside of Crispin's house. Walk south through the forest toward the town. Ignore the snake guarding the

KING'S QUEST V

path to the east; at the proper time you can easily deal with him. Walk to the town square.

The first thing you notice in town are some wooden barrels. Look inside (click the eye icon on the barrel), and you'll see a dead fish. Take it (click the hand icon on the fish). Now explore the town. There are three shops open. Go to each and talk (click the speech icon) with the merchants. You can't buy anything because you don't have any money.

The first shop makes men's clothes. You admire the heavy, fur-lined cloak; it looks like it might be useful in the mountains. The next place is a toymaker; his granddaughter is playing with a doll. The third shop, a shoe store, is almost hidden down a side street; the owner and his wife are broke.

THE COIN . . .

Once you've visited each store, walk west toward the edge of town. Notice the shiny coin on the street where the man was unloading the cart when you came into the village. Take the coin (click the hand icon on the coin).

THE PIE . . .

Walk west along the path until you come to a bakery. It's a half-timber building with a lot of firewood outside. Go inside and look at the custard pies. Yummm. Buy one. (Click the inventory pouch; click the coin, which causes the cursor to become a coin; then click the cursor on the baker.) But don't eat it.

THE HONEY AND THE STICK . . .

Continue west, passing the old inn, until you come to a tree where a bear is trying to steal the bees' honey. Toss the fish to the bear. When the queen bee offers you some honey, take it. Also take the stick lying at the base of the tree. Save the game and walk north.

THE ANTS . . .

Next you'll come to an ant hill—in this case an ant castle. The ants are under attack by a mangy dog; if you toss the stick to the dog, you'll earn the ants unending gratitude.

THE OASIS . . .

Walk north to the Gypsy trailer but don't stop to visit. Head west into the grasslands and the great desert. Go north and follow along the edge of the cliffs until you come near the first oasis; then walk south to drink some water (consult the map for exact locations). You can't walk more than eight screens in the desert without dying of thirst. After the refreshing pause—what a great place for a beer commercial—you might as well check out the next oasis south and west of where you are. Walk there. (Use the map.)

THE SHOE . . .

Oh, no! The oasis has dried up! But there's an old shoe here that you might as well pick up. Forget the sun-bleached bones of the poor traveler who discovered too late that this oasis wasn't.

It's time to push on to the temple cut into the side of the cliffs. If there's no water there or if you become confused and lose your way, you will surely die.

THE TEMPLE . . .

Reaching the temple you notice a small pool of water. Save the game. Grab a quick drink. If the bandits come by while you are drinking, you will be killed. Hide behind the rocks that surround the water and wait for the bandits to come and go. Watch how they open the massive temple doors. Now refresh yourself.

From the temple walk south and west to the next oasis. Fill up and push on to the bandit's tent. Just before you enter that screen, save the game.

KING'S QUEST V

THE STAFF . . .

Pause at the edge of the tent screen and watch. When the guard passes out, go into the little tent. Careful, do not awaken the guard sleeping inside. Grab the staff and quickly leave. Get a drink from the water jug; it's a long walk north. Although it is tempting to watch the belly dancers, if you do it will be the last dance you ever watch. (OK, save the game and watch, but this isn't Leisure Suit Larry, and the girls are hardly worth the trouble.)

THE COIN AND THE JUG . . .

Walk north, stopping to refresh yourself, and return to the temple in the cliff. Walk up to the door and save the game. Get the staff from your pouch (inventory) and use it on the door. When the door opens, take a quick look around. If the look wasn't quick enough, you are trapped inside when the door crashes shut and you will have to restore the game. You are after the brass jug and the gold coin on the floor beside it. You must grab them very fast and get out the door. Don't stop for treasure—you already have piles of that back in Daventry.

After you have the coin, the bottle, and the old shoe, you can leave the desert. The best way out is to follow the path along the cliffs. Did you forget to drink water at the temple before you left?

THE AMULET . . .

Back in Serenia it's time to visit Madam Mushka, the Gypsy fortune teller. You'll have to give the gold coin to the man outside to get in her wagon/office. This better be worth it.

The Madam peers into her acrylic ball and sees that Mordack, the brother of Manannan (the wicked wizard that Alexander turned into a house cat in *King's Quest III*), has captured your family. Mordack will hold them until Alex takes back his spell. Unfortunately, Alex doesn't have a clue as to how to undo a spell. After learning all this, Madam Mushka gives you a magic amulet and sends you on your way.

THE KEY, THE WHEEL, AND THE POUCH . . .

Looks like it's time to visit the Dark Forest—the one with the warning sign. Walk up the path (at least you'll be rid of that stupid bird for a while) and take the right fork. Oh, before you do, save the game and put the magic amulet around your neck (it pays to read ahead).

When you encounter the witch her spells will bounce off you because of the amulet, but it would be nice to eliminate her for good. Give her the brass bottle you got in the temple. Well, well, well . . . see ya witchie.

Continue along the path until you come to the witch's house. Enter the dank, unkept place and look for three things: a key, a spinning wheel, and a pouch. The key is in the lantern hanging from the ceiling, the pouch is in the chest of drawers on the left, and the spinning wheel is in the old trunk. Once you have these items, leave the house and go to the tree with the door in its trunk.

THE HEART . . .

Use the tiny key to unlock the door, and inside you'll find a heart—probably the heart of a tree. Now you've got to find a way out of the forest. The path you came on seems to have disappeared. You are going around in circles.

THE ESCAPE . . .

Stop in the clearing. Notice the three pairs of blinking eyes. Could be elves (he has been seen in stranger places). The plan is to spread honey on the trail and then toss the emeralds, one by one, onto the path to lure an elf to the sticky trap. Emeralds? Did you forget to get the emeralds? I can't believe you didn't find the emeralds!

Just kidding . . . the emeralds are in the pouch you got in the witch's house; open it and take them out. They must appear as an inventory item in your pouch. Now spread the honey, toss an emerald, then another, and finally drop the last. The curious elf will get stuck, and you can grab him. Listen to the elf and follow him.

After the animated sequence ends (in earlier quests you would have had to pick your way arcade-style through dark caves and dangerous tunnels), you will be out of the forest and ready to rejoin the blasted crow . . . er, owl.

THE HARP AND THE TAMBOURINE . . .

The next task is to visit the willow and give her the tree heart you found. Isn't that just like a weeping willow: You give her your heart and she runs off with a prince. Might as well pick up the harp; it may come in handy somewhere.

As long as you are in the neighborhood, stop by the Gypsy encampment. Golly, they left the country, and they seem to have dropped a tambourine. Pick it up. At this rate you'll soon have enough instruments for a band.

THE MARIONETTE . . .

Walk to the gnome's house. He is outside watching his grandson playing with a marionette. Does the gnome look familiar? He has been around from the very beginning. It was from him that you got the beanstalk beans in *King's Quest I* when you correctly guessed his name. And he appeared in *King's Quest IV* sitting on his porch outside the crumbling town of Daventry.

What could you do to cheer him up? The spinning wheel that turns straw into gold was once his. Return it, and he will give you the marionette. Once you have that, walk south to the inn.

THE NEEDLE . . .

The haystack looks interesting. It is a little large, but try to take it anyway. You'll find the colony of ants you befriended will help you. You don't need the whole stack, of course, just the golden needle inside.

THE RAT . . .

With the needle safely in your pouch get ready to walk to town. Just in case you meet a cat chasing a rat along the way (like in front of the

bakery), look at your inventory and pick the old shoe you found in the desert. Be ready to throw it at a cat. You won't have much time.

Now walk east to town. If you don't encounter the cat/rat fight on the way into town, perhaps you'll see it on your way out. Nevertheless, you must save the rat before you enter the inn; your life depends on it.

THE CLOAK, THE SLED, AND THE HAMMER . . .

In the town visit the tailor shop and give the man the golden needle in trade for the fine cloak. Next visit Toys-Were-Them and trade the marionette for . . . the sled? Yep, looks like you are preparing for a cold, icy journey. Finally, look in on the cobbler and his wife. You don't have money with which to purchase their shop, but you do have a pair of fine old boots that the elf gave you. Give them to the woman, and in return the cobbler will give you his hammer. Well, you can't always come out a winner.

THE ROPE AND THE LAMB . . .

Now venture off to Ye Olde Inn. Walk inside and talk to the fat bartender. Oops. Hope you've been saving the games, but in this case there's no reason to restore. You've got to be captured and thrown in the inn's cellar. After a bit the rat you helped will gnaw your ropes. Get the rope. Walk up the steps and open the door. If it's locked (of course it's locked), beat the lock with the hammer you got from the cobbler (never underestimate the value of a gift).

Walk across the inn's kitchen to the cabinet. Open the cabinet door and get the leg of lamb inside. Leave the kitchen, but not by the door on the right—that leads to the barroom and sure death.

THE SNAKE . . .

Finally you are ready to leave Serenia for good. Hike to the path guarded by the snake. Turns out this is a wimpy snake who is afraid of rattlers. Look in your pouch, pull out the tambourine, and rattle it in the snake's face. Ha, watch him slither off in fear.

THE MOUNTAINS . . .

After hours of climbing the rocky path, you are beginning to feel chilled. Put on the warm cloak you got from the tailor. The next problem is how to get over the chasm where water has washed out the path. Throw the rope you took from the cellar in the inn over the rock and climb it. Don't snag the dead tree; it will give way. The next challenge is to get past the frozen waterfall.

Save the game and go to the edge of the ice. Hop to the first icy pinnacle, then the next, and so on. One of them is not stable and will give way. (What? You don't know how to hop? Neither did I. The programmers didn't have room to put a hop icon at the top of the screen. After many deaths and restores I discovered that the mouse's hand icon when clicked on a pinnacle would cause Graham to hop to that point—"take" the pinnacle, I suppose.) Once on the narrow ledge, you can walk across the icy log. Rest here a moment and eat the leg of lamb. Now walk on to the east.

What beautiful country. (So the wolf got the owl; I didn't like him anyway.) Time for a little sledding. Get it from your inventory and take the luge course like an Olympian.

THE EAGLE . . .

Walk on. Somewhere you'll come across a hungry eagle. You can't just leave the national bird hungry; give him the rest of your lamb and keep hiking toward the ice cave in the distance.

When you get close to Queen Icebella's home, she will send gray wolves to escort you. An animated story begins. As the Queen gets ready to have you executed for invading her territory, you'll have a quick break in the animation when you can access your pouch. What to pick? Would she like a custard pie? A lump of soft beeswax? An amulet?

THE HARP . . .

You haven't used the harp you got from the weeping willow. Play it. Your music better be so beautiful that the Ice Queen's cold heart will melt. It is. Follow the wolf to the door and then across snow and ice

bridges to the edge of the crystal cave. (This is another trip that should have been an arcade game.)

THE CRYSTAL . . .

When you reach the cave, you come under attack by the Yeti—a giant, ugly snowman. Throw the custard pie in his face. Now explore the crystal cave. In the back is a beautiful ice crystal. Get it. Haven't been working out, eh? OK, use the hammer to chip away at the crystal. (The hammer's area of effectiveness seems limited; it may take you several tries to get the hammer to work.) Once you've got the ice crystal, walk out of the cave and go west. Icebella's wolf will come for you and lead you back to her throne. She is so pleased with your work that she releases Cedric, the smart-aleck owl. No amount of pleading will induce her to keep him. The wolf will return you to the path, down which you must walk south.

THE LOCKET . . .

Walk around the chasm to the vertical tunnel in the cliff. Climb it like a ladder. Just as you come to the top, the dark shadow of a Roc passes overhead, and you find yourself clutched in its sharp claws. The next thing you know you are sitting in a giant nest with a huge egg. The egg begins to hatch a two-headed Roc chick! You are about to be its first meal. Quickly grab the locket beside your hand.

Suddenly, out of nowhere the eagle you shared the leg of lamb with swoops down and plucks you from the beaks of the chick. But you lost your warm cloak and will soon freeze in this climate.

THE SAILBOAT AND THE CROWBAR . . .

Fortunately the eagle drops you in a more temperate area—a beach. To the north you see a sailboat. At your feet you spot a rusty iron crowbar; take it. Walk south to the cute beach shack. Pound on the door. Try ringing the bell to the right of the door. The old hermit captain seems hard of hearing, but you just know he can help you if only he could hear your story. Give up and walk north to the sailboat. Looking inside the boat you discover a hole in the bow. Plug it with the soft beeswax and

KING'S QUEST V

shove off. Sail east for four ocean screens; in the fourth screen sail south for one. You will come to the Island of Four Harpies.

THE FISHHOOK . . .

On the island you can see something in the sand, but the animation won't stop for you to get it. You are transported to the place where these women roost. Finally, the animation stops long enough for you to get something from your pouch.

A harp seems suitable for Harpies. As you play it, they become enchanted with the music and then steal the instrument from you. When they fly off fighting, reach down and pick up the fishhook. Now walk back to the beach and get . . .

THE CONCH . . .

Oh, no. There's the crumpled body of Cedric. You'd love to leave him here (I know I would), but dare not. (Surely Roberta will punish you if you do.) Pick up the owl and move along to the beach where you will find a giant conch shell. Now you are ready to sail back to the hermit captain. From the ocean screen where the animation leaves you, sail due west until you come back to the hermit captain's island.

THE MERMAID . . .

Arriving at the door of the shack, you ring the bell. When the old man appears, give him the conch to use as a hearing aid. At last he can hear you. He takes the owl and invites you into his home. He medicates the bird and then beckons for you to follow him outside. He calls Pearl, the local mermaid, and asks her to help you. She swims off, inviting you to follow in the sailboat.

Pearl leads you to Mordack's Island. Now you are getting to the source of your troubles; Mordack is the one who caused your castle to vanish in the winds of a tornado.

THE FISH . . .

On the beach is a dead fish. Get it before you climb the steps. Also save the game. Soon you are confronted by two giant serpents that shoot

lightning from their eyes. Grab your crystal and hold it up to absorb the electricity and then zap it back at them.

Once the fireworks stop you can walk toward the castle, but don't knock on the door. You are not expected, and it would be safest for you to go in the side door. Walk down the steps on the west side of the castle and toward the back. There you will find an iron grate in the pavement. Use the crowbar to pry it open. Now descend the stairs to the dungeon.

THE MAZE AND THE HAIRPIN . . .

Save the game. This is a difficult maze, but you've got to pass through it. Using the map will help, but the real secret is to turn the map each time you enter a new cubical so it's always aligned like Graham.

Don't immediately head for the exit. First go to Dink's cubicle; he has something you need to get out. After you find him, play the tambourine before he can crush you. He'll like the music so much that he will dance himself silly, and a hairpin will fall out of his pocket. Get the pin and save the game.

Now walk to the exit door. Use the hairpin on the rusty old lock and then pull the door open. You will now be in the pantry with the kitchen beyond.

THE PEAS . . .

Go to the cupboard on the left side of the pantry, open the doors, and get the bag of peas (wonder if they can grow a beanstalk). Move into the kitchen and talk to the beautiful woman scrubbing the floor. Give her the locket you picked up in the Roc's nest.

Listen to her lengthy story and save the game so you don't have to hear it again. Walk through the door into the hall and on to the dining room. The plan is for you to be carried off by the Blue Meanie. You may be zapped by Mordack first, if he finds you or if the cat sees you, but you must keep returning until the Blue Meanie throws you into the dungeon.

THE CHEESE . . .

In the dungeon watch the mouse scurry across the floor. Reach in the hole in the north wall and fetch the cheese. You'll have to use the fishhook to snag it. Soon the scrub woman will come to your rescue.

And just when you thought you had escaped the maze forever . . . oh well, don't lose her. You can easily get lost in here. Open the wooden door again, and you'll be at the pantry. Return to the kitchen and save the game. Get the bag of peas ready.

Walk to the dining room. Wait in the northeast corner by the table for the Blue Meanie to appear again. Have the bag of peas ready to throw on the floor in front of him. He will slip and become unconscious. You may have to try this several times, but since you cannot escape from the dungeon a second time, you have little choice. Should you see the cat after the beanbag is empty, bag the cat for extra points and safety. If the cat spots you in Mordack's bedroom, he will call his master.

THE BOOK AND THE WAND . . .

With big blue out of the way, go upstairs to the hall, west into Mordack's bedroom, and on into his library. Check out the book on the table. Now hide in the corner and watch through the open door until Mordack enters and falls asleep in his bed.

On his bedside table is his trusty wand. Grab it. (Check out the bust. It is in honor of those in the quality assurance department at Sierra; they are the folks who assure that all the things that are supposed to happen do and that there are no bugs to keep you from completing the quest.)

With wand in hand, go across the hall to the laboratory and up the steps to the balcony. Look at the strange machine in the corner. It's a transformation device.

THE TRANSFORMER . . .

Put Mordack's powerful wand on the tray on the left side of the machine; put Crispin's weak wand on the tray on the right side of the machine. Now if only you knew how to start it. There aren't any buttons

visible and this was invented a long time before remote controls.
Hmmmm.

One thing you haven't used from your inventory is the cheese you picked up in the dungeon. Put the moldy cheese in the machine. It comes to life . . . the machine, not the cheese.

After a lot of activity the transformer revitalizes Crispin's wand. Grab it and step to the side just as Mordack enters the laboratory below. He will try to zap you, but his wand is so weak he can only knock down the owl. (If you left the owl on the beach, you will be the target of the weak charge and will not be able to continue the quest. I told you not to leave him there.)

Use your wand to zap Mordack back.

THE SPELLS . . .

You will be presented with four choices for spells. Which do you choose to kill a giant dragon fly? It's the Tiger spell. Next Mordack turns into a fire-breathing monster; pick the Rabbit spell. The third time he becomes a deadly cobra; that one is easy, pick the Mongoose spell. Finally, Mordack transforms himself into a ring of fire which is about to turn you into a pile of charcoal. Pick the Rain Clouds spell. Congratulations, you have successfully competed *King's Quest V*.

THE HAPPY ENDING . . .

The rest of the game is an animated sequence as you are reunited with your family, your castle is restored, the lovely princess from Green Isles is introduced to Alexander, and Cedric the owl is given new life.

Scoring

King's Quest V gives you points for finding things and using them. Unlike some earlier quests in the series, there are not many bonus points—in fact, there are only two things that are optional, and they total just seven points. If you finish *King's Quest V*, you'll have at least 253 points; the maximum is 260.

KING'S QUEST V

Item	Points
Bag cat (optional)	2
Brass bottle	2
Break lock on cellar door	4
Cast spell 1	4
Cast spell 2	4
Cast spell 3	4
Cast spell 4	4
Conch	2
Cross waterfall	2
Custard pie	2
Dead fish	2
Discover bandits' tents	3
Discover Harpy Island	3
Discover temple	3
Dried peas (optional)	2
Drink water first time	2
Drop third emerald	2
Eat lamb	4
Enter Dark Forest	2
Expensive boots	2
Feed eagle	3
Fishhook	2
Fix hole in boat	5
Follow elf	2
Get captured by Blue Meanie	2
Get captured by Roc	2
Get captured by wolves	2
Get cheese	4
Get fish on beach	2
Get ice crystal	4
Get wand	3
Give brass bottle to witch	4
Give coin to Gypsy	3
Give conch to hermit	4
Give fish to bear	4

ABSENCE MAKES THE HEART GO YONDER

Give gold heart to willow tree	4
Give gold needle to tailor	4
Give marionette to toymaker	4
Give shoes to shoemaker	4
Give spinning wheel to gnome	4
Gold coin	2
Gold key	2
Gold locket	2
Gold needle	2
Golden heart	2
Hairpin	2
Harp	2
Honeycomb	2
Iron bar	2
Kill serpent	5
Kill Yeti	4
Land on Wizard's Island	3
Leg of lamb	2
Magic amulet	2
Old shoe	2
Open grate	4
Pick up wounded Cedric	3
Play harp for Harpies	4
Play harp for Ice Queen	4
Play tambourine for Dink	3
Pouch of emeralds	2
Put second wand in transformer	4
Put on cloak	4
Put wand in transformer	4
Rope	2
Scare snake	3
Silver coin	2
Spell book	3
Spinning wheel	2
Squeeze honey on ground	4
Staff	2

KING'S QUEST V

Start transformer	5
Stick	2
Tambourine	2
Throw first emerald	2
Throw peas (optional)	3
Throw second emerald	2
Throw shoe at cat chasing rat	4
Unlock maze door	4
Unlock tree door	3
Use Crispin's recharged wand	4
Use gold locket	4
Use rope in mountains	5
Use sled	5
Use staff on temple door	2
Use stick on dog	4
Watch bandits at temple	2
Maximum	260

KING'S QUEST VI

HEIR TODAY GONE
TOMORROW

CHAPTER 8

KING'S QUEST VI

Heir Today Gone Tomorrow

At the end of *King's Quest V*, Prince Alexander and his family returned home to Daventry to live happily ever after. Well . . . not quite.

The young Alex just can't get the lovely Princess Cassima out of his mind. She has told him to come visit her, and he knows she lives with her



KING'S QUEST VI

parents in the Land of the Green Isles. But he has no idea where that is or how to get there.

Once again the magic mirror comes to the rescue. In it Alexander recognizes a pattern of stars that will allow him to navigate to the Green Isles. He quickly bids farewell to family and friends and begins a long and perilous ocean voyage. The voyage comes to an end when his ship is dashed to pieces on the rocks of an unknown island.

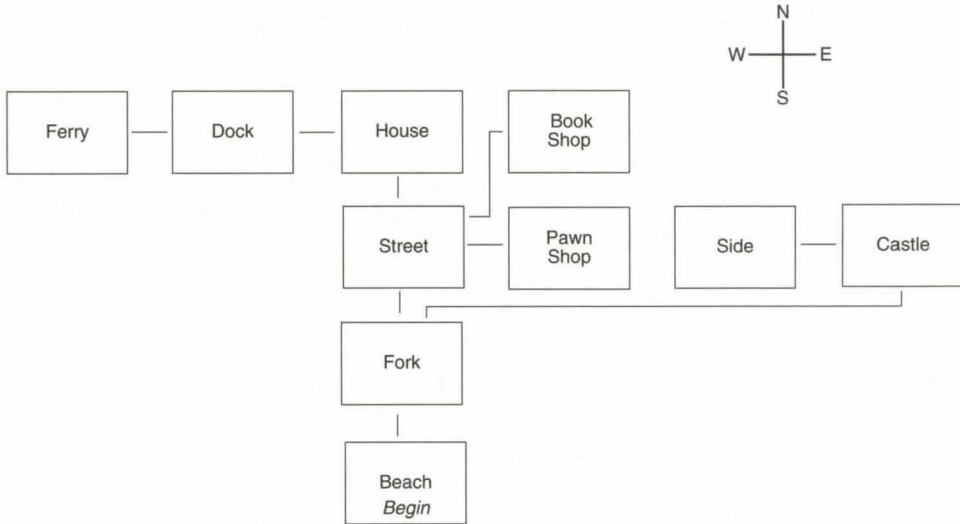
Traveler's Tips

GETTING STARTED

You, playing the part of Alexander, find yourself on the beach with nothing left of your ship but a few planks. Obviously, you will not be returning to Daventry for some time. What a stroke of luck when you discover that you have landed on the Isle of the Crown, which is one of the Green Isles. Look around the beach and find the two things that washed up with you.

The other four islands that make up the kingdom are the Isle of the Beast, the Isle of Wonder, the Isle of the Sacred Mountain, and the mysterious and elusive Isle of the Mists. We've included maps of most islands although maps are less necessary than in previous quests. The islands are so small that you will have no trouble getting about. Incidentally, getting from one island to another does not rely on pirate ships, whales, or mermaids as it has in earlier quests; Alexander is a man of the times—he uses a magic map to teleport from one place to another.

Map of the Isle of the Crown



Hints:

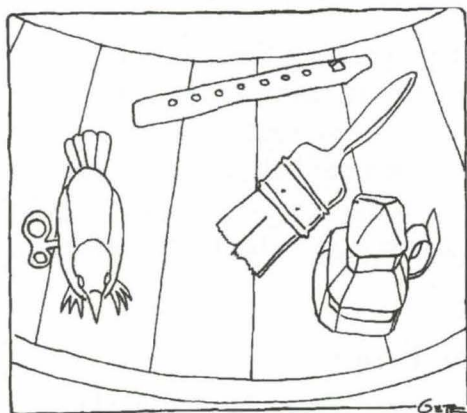
The real fun of playing an adventure game is solving the puzzles yourself. But sometimes it's nice to have a clue or hint to help you along. Below are some clues that should be of assistance . . . but not too much. Try solving the Quest by using these clues. If you need help with a specific problem, check the most-asked questions in the next section. If that fails or if you are really in a hurry, the last section in this chapter is a guided tour.

Point of Interest on the Isle of the Crown

Although this is a small island, it is the largest of the Green Isles. There is a village with a pawnshop and a bookstore (but no grocery store), and north of town is a merchant's house. There is a pier with a schooner that once served as a ferry to the other islands. This island is also the site of the Castle of the Crown.

KING'S QUEST VI

- There are no unimportant screens in this quest—every scene has a purpose.
- There are two items you must take from the beach where you are washed ashore.
- Talk to everyone—especially the guards at the castle.
- Show your Prince's ring to everyone—it will establish who you are.
- The bookstore has lots of interesting titles; be sure to look at each of the shelves and take what you can. The shopkeeper has a spell book, but he's reluctant to part with it.
- Beware of advice-givers who seem to be your friend.
- You must take from the ferry captain something for luck.
- Jollo the Clown can be trusted—he is one of your few friends.
- Look at everything in the pawnshop. You will recognize some of the stuff from other King's Quests. Buy something, but don't be shy about exchanging it later.



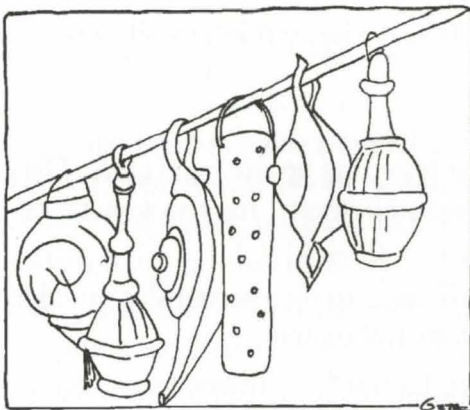
The pawnshop has a variety of items you need. Well . . . four anyway. The mechanical bird is the first thing you should buy, but later you can trade it for the flute, the brush, or the tinder box (lamp).

- A pawnshop is for pawning—pawn anything you can for the magic map.



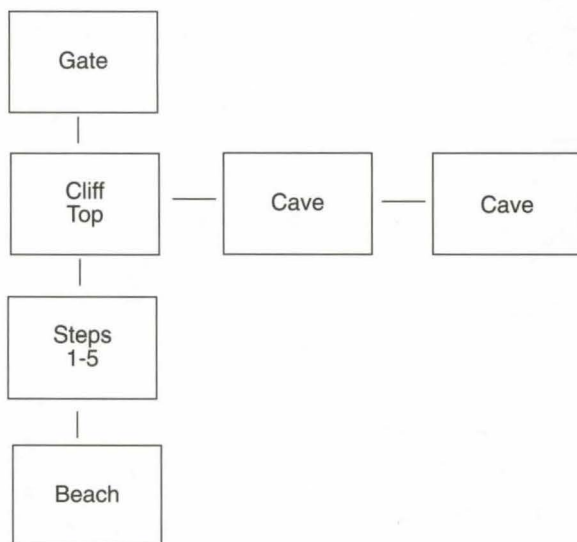
This magic map can carry you from island to island, but it only works from a beach. Click on your destination to use it.

- Look for ink outside the pawnshop—invisible ink.
- Give a white rose to a gardening maid to attract her attention.
- If you could fool the hooded character in the pawnshop into thinking you are dead, you might see an important clue.
- Eventually you'll want one of the peddler's lamps. Pick the one that looks like the Genie's, not the one that looks like the lamp you found in the woods.



Only one of these lamps matches the Genie's lamp; which one will you choose?

Points of Interest on the Isle of the Sacred Mountain

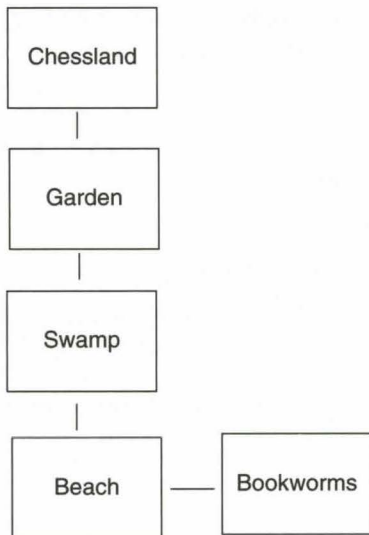


This island rises straight out of the sea. Once you get to the top, you'll find a poison plant, giant doors in the side of the mountain, and a small entrance to a cave.

- There's not much to do here on the first visit, but later visits will be quite busy.
- Don't go climbing without a light.
- The biggest challenge in this quest is getting up the logic cliffs. The first answer is a four-letter word meaning *elevate*. It's also something that bread does.
- For the second logic puzzle, you will have to use the translation table found in the guidebook that came with the game.
- The third logic puzzle is the easiest: Consult the rhyme in the guidebook—it tells all.

- The fourth logic puzzle uses the symbols for the sacred four; check the guidebook.
- The fifth logic puzzle is similar to the first—there's a six-letter word to figure out.
- You must find and pick an herb somewhere on the top of the cliff.

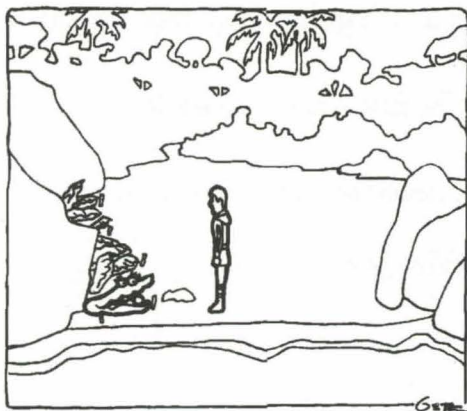
Points of Interest on the Isle of Wonder



This island got its name from all the strange things that go on here. There's a bookworm colony, a milkweed bottling tree, a barking dogwood, a bump and a stick, a garden full of strange and exotic plants, and a gate leading to a land that looks like a leftover from *Alice in Wonderland*.

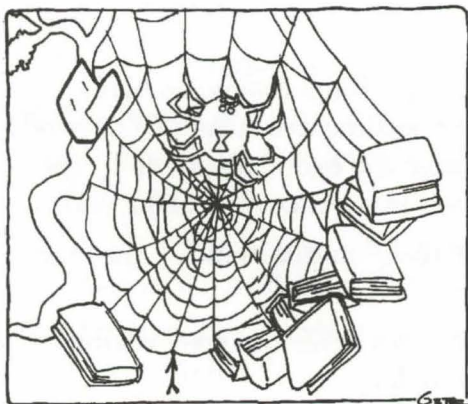
- There are lots of things to wonder about on this island . . . like the sentence floating by in the surf.
- The things that look like mushrooms are really oysters—talking oysters. Perhaps you can bore one to sleep.

KING'S QUEST VI



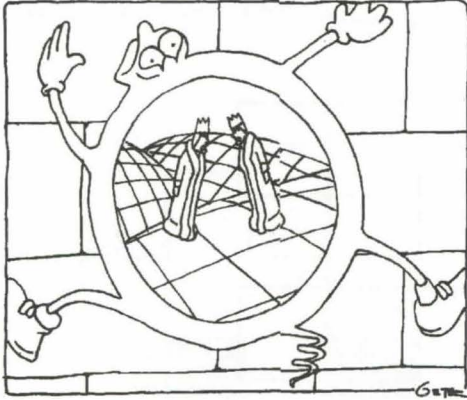
One of these oysters just can't get to sleep because she has a terrible toothache. Perhaps if you read a boring novel to her she would fall asleep . . . and snore!

- There are guards on this island, but each has only one highly developed sense. Bet you can fool them. For example, give the stink flower to the gnome with the big nose.
- Iceberg lettuce is so cold that it would cool down the hottest spring.
- Once the lettuce is picked, you have very little time to use it. Icebergs melt so quickly.
- The spider guards a valuable piece of paper, but one of her bites will kill you.



This little lady is a deadly black widow, and she would love to have you for a mate. You need the paper caught in her web.

- To get what you want, you may have to charm a Wallflower. (Hint: same way you charm a snake.)

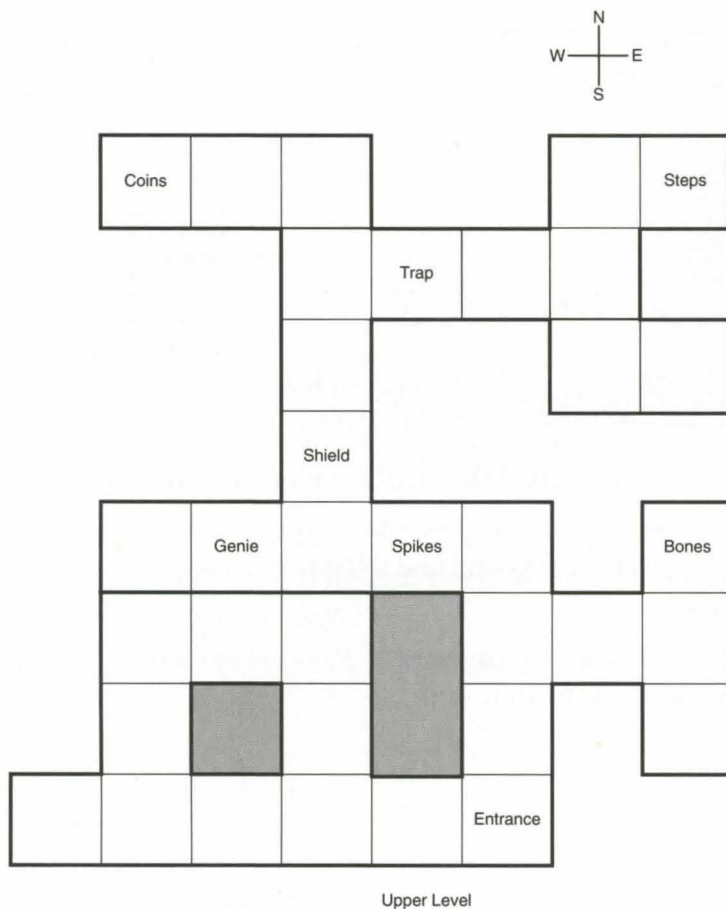


This is a Hole-in-the-Wall bug. Through its "hole" you can see two chess queens quarreling over a lump of coal. What a strange world! See if you can catch the Hole, you'll need him in the catacombs.

- Babies love bottles of milk, and they will cry if one gets fed and the others don't.
- You've heard of a stick-in-the-mud and a bump-on-a-log; both are found in the swamp.
- Check out the quarreling chess queens. If you can find something to help them, they will reward you.

KING'S QUEST VI

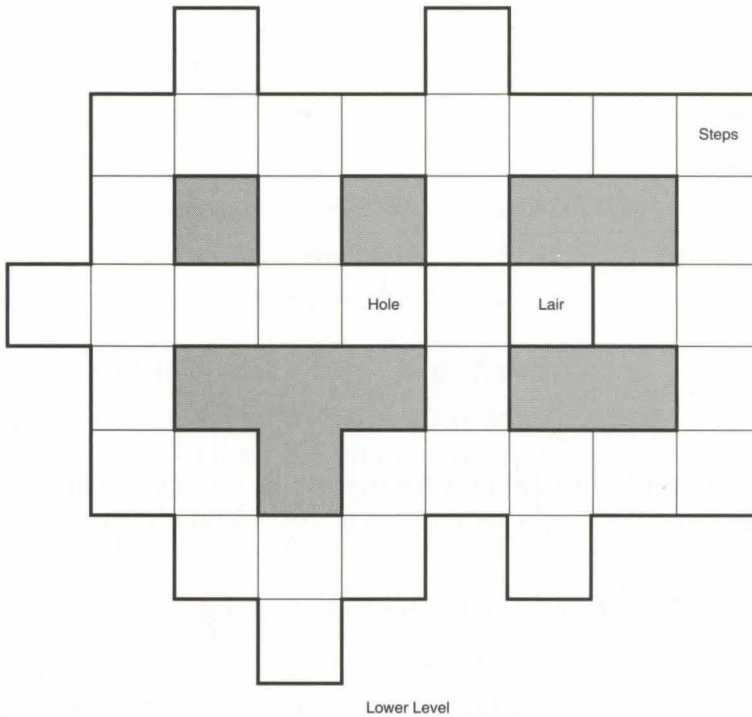
Points of Interest in the Minotaur's Catacombs



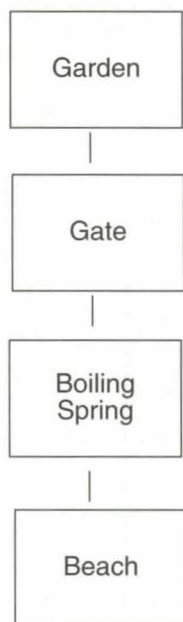
- The catacombs will be deadly if you don't use the map.
- You'll use your brick somewhere in here.
- The only way to avoid the spikes is to find a safe path by trial and error.
- Beware the Genie who promises a helping hand.

HEIR TODAY GONE TOMMORROW

- It would be nice to peek into the room outside of the Minotaur's lair—but there's no hole there.
- To slay the Minotaur, think of a bullfight. Have you anything red?

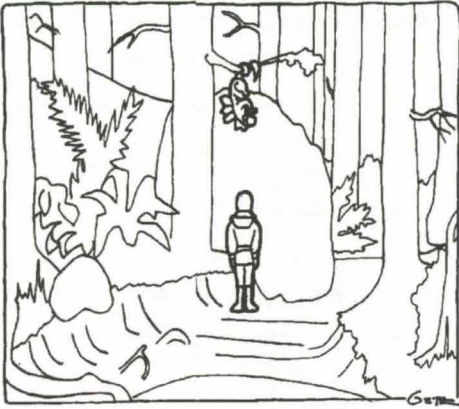


Points of Interest on the Isle of the Beast



The Beast lives in a garden guarded by a boiling spring, a stone archer, and an entangling vine. If you can get into his garden—and you surely must—he can help you.

- If only a way could be found to cool the boiling spring.
- Everything has a use . . . even a brick.
- Watch for a creature that dangles from the trees; it might be worth something to a bookworm.



The odd creature hanging in the trees is a common old Dangling Participle; bookworms collect them and keep them for pets.

- You'll need some protection before you can pass through the gates.
- The vines around the gazebo need trimming. Better not go near them until you have a pruning tool.

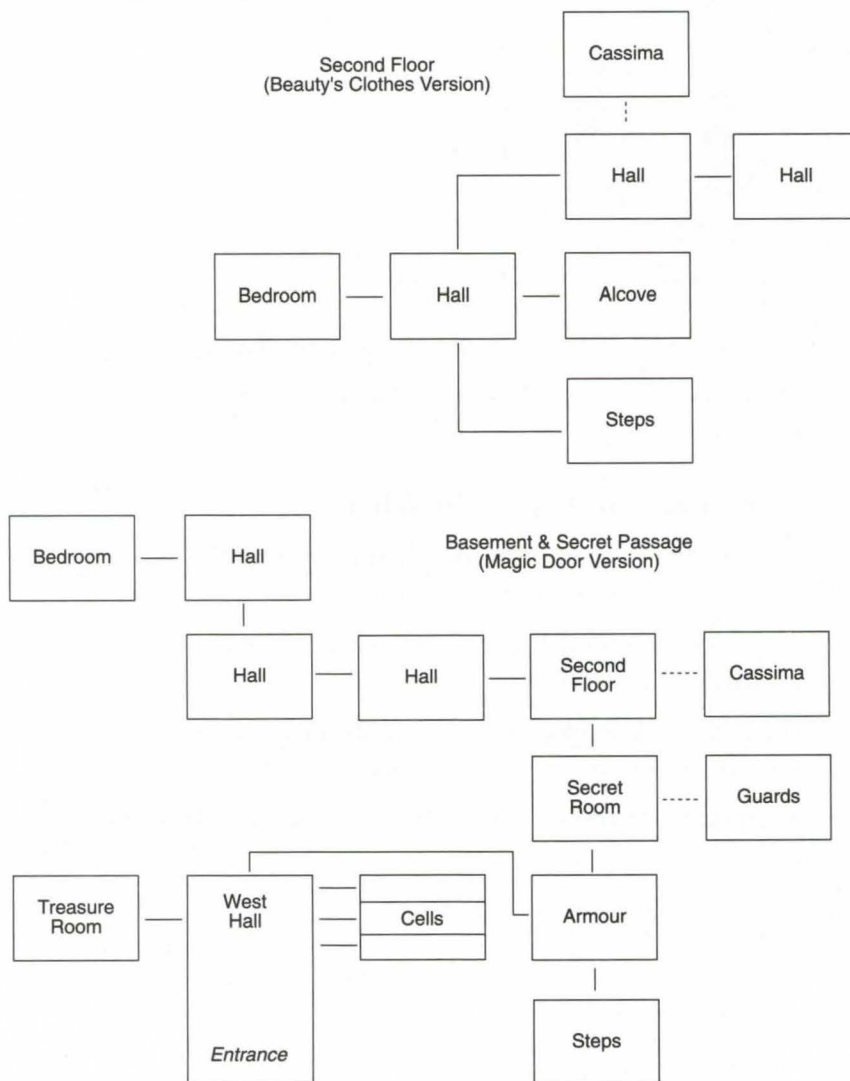
Points of Interest on the Isle of the Mists

There's not much you can do on this island; almost everything is done to and for you. Sit back and enjoy your adventure.

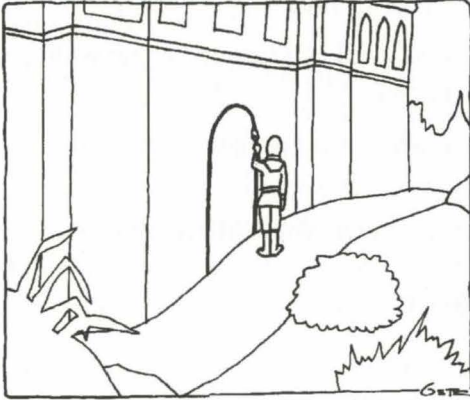
- There are just two useful things on this island. One is a lump of coal—an ideal wedding present.
- Some folks put a candle in a pumpkin on Halloween. There's no pumpkin in this game, but there are a skull and glowing embers.
- If you are captured by the Druids without the Rain spell, you'll get fired.

Points of Interest in the Castle of the Crown

Castle of the Crown

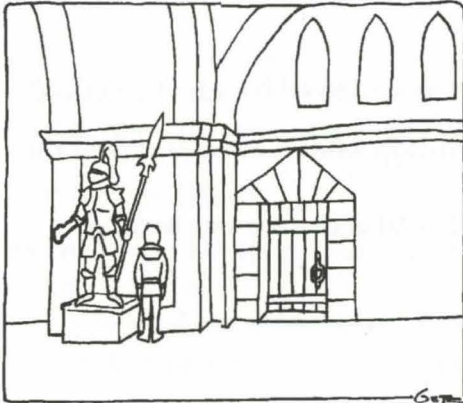


- You can enter the castle by the front door in a disguise or by the side door as yourself.
- If there is no side door, you'll just have to paint one.



One way to get into the Castle of the Crown is to paint a door on its side and then use the Paint spell to open it; another way is to walk in the front door wearing Beauty's old clothes.

- There's a little boy in one of the basement dungeons, do you have something for him from his mom?
- Pulling the arm of a suit of armour can be an opening experience.



There's a secret room behind this wall, and the lever to open the door is part of the knight's armour.

- The treasure room has no key—it is voice controlled. Listen to the guards.

KING'S QUEST VI

- You will have to put two clues together to open the treasure room.
- When you hear wedding music, it's time to go to the ceremony.
- The alcove in the second floor hallway makes a good hiding place—you will need it if you came in by the front door.
- The painting in the alcove has a useful tool holding it on the wall. You will need it to get into the bedroom.
- If you entered the castle by the side door, you can get to the bedroom by way of a secret passage.
- Slip Cassima two things before the wedding; she will return one.

Most Often-Asked Questions About . . .

ISLE OF THE CROWN

How do I get from one island to another?

Use the magic map which you get from the pawnshop owner in exchange for your Prince's ring. Once you have the map, simply click on the island you want to go to; however, you can only use the map while standing on a beach.

What do I get from the ferry captain?

A lot of information and a rabbit's foot—the rabbit's foot you need.

How can I get the flute from the pawnshop when I already picked the nightingale?

It's a pawnshop; the merchant will be glad to trade one item for another.

How can I convince the guy in the black hood that I am dead?

Drink from the bottle you picked up on the Isle of Wonder; it is marked *Drink Me*.

Why won't the girl tending the red roses talk to me?

She thinks you mean her harm. You'll have to show her a white rose to earn her confidence.

ISLE OF WONDER

How can I escape the gnome guards?

You don't. You fool them into thinking you are something else. When the gnome with the big nose approaches, use the stink flower on him. When the gnome with the big ears comes near, use the nightingale on him; when the gnome with the sense of taste confronts you, use the mint. For the gnome with big hands, use the rabbit's foot. For the gnome with excellent eyesight, pour the invisible ink over yourself.

How do I get the page from the spider's web?

Distract the black widow by pulling the piece of web hanging loose. Then quickly grab the paper.

What can I do to capture the Hole-in-the-Wall?

You'll have to distract the Wallflowers by playing the flute. Then grab the hole.

Where do I get tears?

Pick a milkweed bottle and give it to one of the Baby's Tears flowers; the other babies will cry, and you can collect their tears. Cruel, huh?

ISLE OF THE BEAST

By the time I get to the boiling spring, my iceberg lettuce has melted. What can I do?

You must not delay after you pick the lettuce since a timer starts "melting" the lettuce.

I have the ingredients for the Rain spell, but how do I mix them?

As cramped as it might seem, much of the mixing is done inside the pouch (your inventory screen). Use the spell book on the lamp inside the

KING'S QUEST VI

pouch (click the spell book on the lamp). Use the hand on the spell book to turn to the correct instructions, and then click the Talk icon on the incantation.

ISLE OF THE SACRED MOUNTAIN

How do I get up the cliff?

There are five puzzles to overcome in order to reach the top of the cliff; there's no other way up there. Once you solve a puzzle, granite steps will extend from the face of the cliff.

What is the first logic puzzle?

You know what the puzzle is; you want the answer. Read what is written on the face of the stone. Think of a four-letter word that means the same as *elevate* and then pick the letters out on the inscription.

What is the answer to the second logic puzzle?

Spell out one of the words in the inscription using the hieroglyphics in the guidebook that came with *King's Quest VI*. With a little reasoning you can figure out which word.

What is the answer to the third logic puzzle?

This one is easy. Look in the guidebook for the rhyme about four men; based on that, push the stone buttons.

What is the answer to the fourth logic puzzle?

Push the symbols for the sacred four; you can find them in the guidebook.

What is the answer to the fifth logic puzzle?

It's similar to the first logic puzzle; it's a six-letter word that means rise.

Why do I keep getting crushed by the falling ceiling in the catacombs?

Because you haven't done anything to jam the gears. Try a brick.

How do I get into the Minotaur's lair?

Use the Hole-in-the-Wall you brought with you and watch how the Minotaur does it. Put the Hole on the east wall in the room marked "hole."

THE REALM OF THE DEAD

How do I get to the Realm of the Dead?

You ride the horse named Night Mare which you can find at the top of the cliff. In order to ride him, however, you will have to brew up the spell to charm a creature of the night.

Why do I keep dying in this place?

The name says it all, but you must avoid touching any of the floating spirits.

What is the answer to the riddle that opens the gates of the Underworld?

It was on the paper that you got from the black widow's web—the paper you read before it blew away.

How do I escape from the Lord of the Dead?

Challenge him with the gauntlet and then use something in your pouch to make him cry.

ISLE OF THE MISTS

What do I do on this island?

Most of what you do is watch what the Druids do to you. You can scoop up a skull-full of glowing embers if they let you loose.

THE CASTLE OF THE CROWN

How can I get inside the castle?

There are two ways. You can put on the rags you got from the Beauty and go in as one of the cleaning women. Or you can cast the Magic Paint spell beside the castle and paint yourself an entrance door.

KING'S QUEST VI

I see a secret passage on the map, but where is the door in the basement?

Pull the right arm on the suit of armour. From this passage you can spy on the guards, visit Cassima, and collect some stuff from the Vizier's bedroom.

I found Jollo the Clown's room in the basement, but what can I get from him?

You can give him a replica of the Genie's lamp; he will switch it for the real lamp. If Jollo gives you the lamp back, it means you picked the wrong one from the peddler.

Why does Saladin keep killing me?

Because you haven't convinced him you are a good guy. Once he spots you, you have just seconds to show him the Vizier's letter.

How can I get rid of the Genie?

Either give him some mint (it makes him drunk) or use the lamp that Jollo switched for you.

A Guided Tour of King's Quest VI

(FULL VERSION)

The following guided tour is for the full-length version of King's Quest VI. The game may also be played in a shorter version which has about 110 actions—approximately half the number in the full quest. The beginning and the ending are unchanged. The departure for the shortened quest is noted in the tour below. It occurs after you begin your search for a Beauty.

THE RING AND THE PLANK . . .

You are shipwrecked on the Isle of the Crown—just one of the strange Green Isles where you seek a fair maiden named Cassima whom you have reason to believe might be receptive to your attentions. More to the point, you are looking for the girl you first met scrubbing Mordack's

kitchen floor in *King's Quest V*. Once you regain your senses, look around on the beach for anything of use. Take the ring at the edge of the water (click hand on ring) and then move the plank. Under the plank is a box; open it and take the coin. Now walk north to the fork in the road and then to the northeast to the castle. Your quest has begun. Talk to the guard dogs. Show them your ring—which proves you are a prince among men—and they will let you in to see the Vizier. You can tell by looking at him that he is one wicked dude. Once you've chatted and been kicked out of the castle, go into town.

THE BOOK AND THE POEM . . .

Stop by the bookstore (click hand on door) and chat with the owner. Be sure to look at the books to the right of the fireplace. Take down a book of poetry; pick up the page that falls from the book. Pick up the book from the counter; this is a rare spell book that you would very much like to have. The shopkeeper says he might trade it for another rare book (hint, hint). Go to the door and check out the bin of boring books that have been marked down to zero (no, there's not a copy of this book in the bin). Take the free book.

THE RABBIT'S FOOT . . .

Walk through town, past the house with the unhappy girl in the yard, to the old pier. Ignore the swimming boy (or save the game and dive in). Walk up the plank to the ship which is really a ferry. Knock on the door. Talk to the ferryman. He will invite you in. After he's told you everything he knows—more than you really want to know—put your hand on the rabbit's foot. Stand to leave. He will offer it to you. If he doesn't, go outside and come back in; don't leave the pier without the lucky foot.

THE CLOWN . . .

Return to the bookstore and talk to Jollo the Clown. He will tell you about Cassima once he gets to know you. To become better acquainted, show him your Prince's ring. Once he leaves, you can, too.

KING'S QUEST VI

THE MINT AND THE NIGHTINGALE . . .

Go next door to the pawnshop. This place is full of loot from *King's Quest I* through *V* along with items you could have used in those games. Notice the feather used to tickle the whale's throat, a bag of self-adhesive emeralds for those times you are without honey, and a golden-bridle finder. Pick up one of the mints on the counter and talk with the shopkeeper. He will offer to sell you something on the counter. You get to pick. Pick the windup nightingale. Give him the Daventry coin you found in the box on the beach (click pouch, click coin, click OK, click coin on shopkeeper).

THE MAP AND THE INK . . .

Now show the shopkeeper your Prince's ring. He will offer you a magic map. It's a pretty high price to pay, but maybe you can get the ring back someday. Take the map.

Exit the shop and go to the north, through the gate. Now come back into the village square. Notice the shopkeeper dumping trash in the clay pot—check the rubbish for anything useful . . . like invisible ink. Get the ink. Walk back to the beach.

THE FLOWER AND THE FEATHER . . .

Once you are on the Isle of the Sacred Mountain, pick up the stink flower and the black horse feather. Read the inscription carved into the rock. That's all you can do here at this time . . . but you will be back before another rise of the sun.

THE SENTENCE AND THE PEARL . . .

Use the magic map to go to the Isle of Wonder. It's the island on the west. Once you've materialized on the beach, grab the sentence floating by in the ocean. I know that sounds strange, but there is indeed a sentence in the water.

Talk to the oyster. She's being kept awake by a terrible toothache. If you can open her mouth, maybe you could help. Now what do you have that might open an oyster's mouth? No, you don't have any oyster knives.

Try reading the boring book to the oyster. If you can stay awake, grab the pearl in her mouth. Walk north.

Before you get very far, you will be stopped by five gnomes. Each has one enhanced sense: smell, hearing, taste, touch, and sight. You must fool them. When the smell gnome approaches, give him the stink flower. Give the windup nightingale to the hearing gnome, the mint to the taste gnome, the rabbit's foot to the touch gnome, and . . . what can you use to fool the sight gnome? The invisible ink, of course.

With the gnomes out of the way, walk east to Exclamation Point! There you will find a colony of bookworms. Pick up a book. When the worm comes out, talk with him. He will tell you he is looking for his *Dangling Participle*. He might even trade you a rare book if you can find it. Keep that in mind. Don't get too close to the spider web.

THE LETTUCE . . .

Go back to the beach and then walk north, past the swamp, to the garden. If you want, open the gates on the north and have a look at the giant chessboard. You'll come back to this later. Pick a head of iceberg lettuce. Save the game. You must now return to the beach and immediately teleport to the Isle of the Beast. If the iceberg lettuce melts before you can use it, you will be in big trouble.

THE LAMP AND THE BRICK . . .

Once on the Isle of the Beast, head for the boiling pond. Toss the lettuce in the water to cool it off and then wade across. Pick up the hunter's lamp hanging from the tree and follow the path north. Outside the garden gate is a loose brick. Take it. Don't go in the garden—that's not a real gardener.

THE DANGLING PARTICIPLE . . .

Walk back to the beach. Notice the furry creature hanging in the tree. Talk to him. Turns out he is a Dangling Participle. The only way to lure him back with you is to give him the sentence you found floating in

KING'S QUEST VI

the water. Use the magic map to return to the Isle of Wonder where you can hopefully trade the Participle for a rare book.

THE BOOK . . .

Return to Exclamation Point! Give the bookworm the Participle and accept the rare book of riddles in return. Notice there's a page missing. Go to the spider web and look at it closely, but not too closely. Talk to the black widow, and while she's trying to seduce you, pull the loose end of her web. It starts to unravel, and that distracts her. While she's attending to that, grab the loose piece of paper. It's the answer to a riddle, but what is the question? Walk back to the beach and map yourself to the Isle of the Crown. Head toward town. At the fork in the path you'll see the nightingale named Sing-Sing perched in the old tree. She's hard to see, but look closely in the foliage on the right. To attract her attention, show her the windup nightingale (click the nightingale on her). Now give her the love poem.

THE FLUTE AND THE RING . . .

Once you reach the town, read the proclamation posted on the wall. It looks like Cassima is really going to be married . . . and in a private ceremony that would do justice to Elizabeth Taylor. Return to the pawnshop and trade the mechanical nightingale for something else. The flute looks useful. Show the owner the pearl you got from the oyster. If he values it enough, perhaps he'll return your Prince's ring.

THE SPELL BOOK . . .

Next, ascend the steps to Ye Olde Book Shoppe. Show the owner the rare book of riddles you got from the bookworm. He will likely trade you the spell book for it. Open the spell book (click pouch; click hand on book) and look at the ingredients you'll need for the spells. Walk back to the nightingale's tree and show your ring to the bird. She will swoop down and carry it—you hope—to the fair Princess Cassima.

THE RIBBON AND THE HAIR . . .

Watch the cartoon. When Sing-Sing returns, she will have a red ribbon. Pick it up; examine it (click the hand on the ribbon), and you'll find a strand of Cassima's black hair! Control your joy. With some assurance that Cassima knows you are alive, you can hope to win her back. Go to the beach and map yourself to the Isle of Wonder to get some of the spell ingredients.

THE CUP, THE TOMATO, AND THE HOLE-IN-THE-WALL . . .

Walk to the garden on the Isle of Wonder. Pick up the teacup from the chair and pluck the rotten tomato by the path. Now "eye" the critter on the wall behind the Wallflowers. He is a rare Hole-in-the-Wall bug: two arms, two legs, a head—but a hole instead of a body. He could be very useful if only you could catch him. The snapdragons won't let you near the Wallflowers. Hmmm. Maybe if you danced with a Wallflower . . . Use the flute on the Wallflowers. While they are dancing—their first in decades, no doubt—click your hand on the Hole-in-the-Wall bug. Once you've got it, you are ready to go through the gates to the Chessboard Land.

THE SCARF . . .

Approach the knights, and then stand back and watch the two queens argue over who is going to give the most offensive wedding gift. After they have finished their quarrel, you will see that one of them dropped a red scarf. Pick it up and save the game so you won't have to listen to that squabble again.

THE OOZE . . .

Walk back to the swamp and dip the teacup in the ooze. Watch the Stick-in-the-Mud come to life and tell you that that's not real ooze. Give the rotten tomato to the Bump-on-a-Log to provoke a fight: Stick vs. Bump, one round, no holds barred. When the Stick lobs a glob of ooze on the Bump, grab a teacup full. Walk back to the beach and map yourself to the Isle of the Crown.

KING'S QUEST VI

THE TINDER BOX . . .

Go to the pawnshop and trade the flute for the tinder box which is a type of lantern. It will be handy in dark places. Walk down to the beach and send yourself to the Isle of the Sacred Mountain.

THE LOGIC CLIFFS . . .

You are now standing at the base of the Sacred Mountain and are about to tackle the most difficult part of *King's Quest VI*. In order to climb the cliff, you must solve five puzzles. The inscription on the wall is a clue to the first; it says, IGNORANCE KILLS WISDOM ELEVATES. Click on the letters to make a word that you think might cause steps to sprout from the granite cliff. You could try: *up*, *step*, and *lift*. But none of those can possibly work because the correct letters aren't present. There is no U in IGNORANCE KILLS WISDOM ELEVATES, for example. (Hint: Try a four-letter synonym for the word *elevate* that can be formed from the letters of the inscription.) Still need help? Look at the last few words in the paragraph about picking up the stink flower and the black feather. Click each of the four letters in turn. Now see if you can manage to climb from step to step without falling. Better save the game first.

The next logic puzzle, inscribed in the granite, says: A MASTER OF LANGUAGES WILL SOAR. Below that are symbols of an ancient alphabet. You can find a translation table for the hieroglyphics in the *Guidebook to the Land of the Green Isles* that came with *King's Quest VI*. Spell out the last word in the inscription by clicking on the appropriate symbols. You might want to save the game before you start the climb.

The third logic puzzle looks like four circles cut in stone. There is no written message. You must push these stone "buttons" in the correct order. A clue is given in the guidebook as:

*Four men standing in a row,
Third from left and down you go,
The rest, in order, move you on,
The Youngest, the Oldest, and the Second Son.*

The clue to the fourth puzzle says, SACRED SYMBOLS. You could try to punch out the word *symbols* on the ancient alphabet, but that won't work. The guidebook gives a clue in "Part V, The Ancient Ones." It says, "... at the top of [the theological] scale were the Sacred Four; the emotion *tranquility*, the color *azure*, the creature *caterpillar*, and the element *air*." Notice that each ancient character has several meanings. Find the four characters that match the Sacred Four, and maybe if you punch them in, you might get somewhere. You are a long way up, so be very careful.

The fifth logic puzzle is similar to the first. You have only to figure out the correct six-letter word that can be made from the inscription, ALL SILENT CRY THE NOBLE BOULDERS. (Hint: The first three letters are the first letter in each of the first three words; the last three letters come, one each, from the last three words.) OK, if that's too hard, look at the second word in the paragraph describing how you can trade the book of riddles for the book of spells. But if you really try, you can figure this one out.

THE PEPPERMINT . . .

Finally you are at the top of the logic cliff—the first human ever to reach these heights. Take care to follow the old woman's instructions. NOT. But look behind the bush. Is that the entrance to a cave? Could be. Try to enter it (click it with the hand). Once inside the cave you'll need to use the tinder box that you got on your last visit to the pawnshop. It will provide some light. Walk across the cave and out the small exit on the right side. (You may need to turn your monitor brightness control up to see this exit.) Just outside the second cave you'll see a bush. It's a peppermint plant. Grab a leaf and leave the way you entered. Return to the top of the cliff. Save the game and walk north on the path. You will be met by two winged guards who will take you to Lord Azure and Lady Aeriell. Lord Azure will speak to you about the loss of their daughter, Lady Celeste, and then he will toss you in the catacombs. He hopes you can rescue Celeste, but he doesn't give you much of a chance.

THE SKULL . . .

In order to find your way around the catacombs—also known as the Minotaur's Labyrinth—you'll need an excellent sense of direction and a strong spirit of adventure. Or you'll need the map. Walk to the bone room and pick up a skull. It's dry as dust; wonder how you will ever use this.

THE SHIELD AND THE COINS . . .

From the bone room make your way to the room marked "spikes." Sounds ominous. It's OK to enter the room, but don't go past the first square. You must cross this floor by jumping from square to square, but only certain squares are safe. Save the game before you begin. Step forward one square. Oops. Restore the game and try the square to your right. Excellent. Save the game. Now you get the idea; this is going to be a trial-and-error challenge or, more specifically, a step-and-save-if-safe test. Don't forget about diagonal moves; you'll need several of them. Once you're across the spike room, listen to the Genie but don't take her advice. She lies. Fetch the shield and the coins and proceed to the room marked trap. Save the game. Before you enter this room, you should know that the ceiling will slowly descend once you step inside. You will have just a moment to put something into the gears to stop them from turning. Check your inventory. A brick looks good. Get the brick ready and step into the trap. Toss the brick into the gears and proceed to the room marked "steps."

THE LATCH . . .

Oh, I forgot to mention that the steps rotted away centuries ago, but the fall is not fatal. Those two tiny yellow points are your eyes. The room is pitch dark. Use the tinder box to light your way. Walk to the room marked "hole." Look through the hole in the wall, and you will see how the Minotaur enters his lair. What! Someone has stolen the hole! Oh well, good thing you brought your own. From your pouch whip out the Hole-in-the-Wall you picked up in the garden on the Isle of Wonder. Click it on the wall and peer through. So that's how it's done. Walk

around to the room outside the lair and pull the latch (click hand on tapestry). Save the game. Enter the lair.

THE DAGGER AND THE VIAL . . .

Before you get very far into the room, grab the only thing you have that might be of use in fighting a bull. That's right, the red scarf. You are going to play matador. Toro! Click the scarf on the Minotaur and watch the animated sequence. It's rather nice of the aloof Lady Celeste to let you keep her dagger. As further reward you get to visit the local Oracle. In addition to information about Cassima and the Druids, she will give you a vial of sacred water. Eventually you'll end up on the beach. Save the game so you don't have to go through all that again. Pull out your trusty map and zap yourself to the Isle of the Mists. *Isle of the Mists?* Yes, that stain on the bottom of the map is no stain but rather an island.

THE COAL AND THE SCYTHER . . .

The Isle of the Mists is a dangerous place. Walk west to the abandoned village and quickly take the scythe imbedded in the tree. This is a handy tool for cutting heavy bushes and brush. Stop by the burned-out fire and get a piece of coal. Now go back to the beach and map yourself to the Isle of the Beast.

THE ROSE AND THE RING . . .

Walk to the gates topped by the stone archers. Look in your pouch for something to deflect their deadly arrows. The shield looks good. Use it and walk through the gates to the rosebush. Don't get too near the gazebo just yet. Pick a lovely white rose. Save the game and approach the gazebo. Select the scythe from your pouch and go to work (click it) on the bushes around the path leading north. Once you are through, you will find yourself in the Beast's garden. This is a Beast without a Beauty, as he explains. If you will find him one (fat chance!), he will be ever so grateful. Not only that, but you won't have to be his eternal slave. What have you to lose? Take the ring he offers and go in search of a willing Beauty to

KING'S QUEST VI

be a companion to the Beast. (Deep within the game a timer has started . . . you have just minutes to find a willing Beauty.)

It is here that the shorter version of King's Quest VI departs from the longer; the guide for that version follows this one.

Return to the beach and map yourself to the Isle of the Crown. Remember the girl in the house north of the village?

THE RAGS, THE MIRROR, AND THE ROSE . . .

Return to the bookstore and listen to Jollo the Clown. He has some new information for you. Once you've had your fun in town, walk north to the house and look for the girl in the yard full of red roses. Give her the white rose to make friends, and after a descent interval (about ten seconds), offer her the Beast's ring. Can you believe how quick she is to take you up on the offer? Apparently she's not thrilled with her stepmother. Now, through the magic of computer software, you are instantly transported back to the garden where Beauty and the Beast are united. In gratitude she gives you her ragged old clothes! He gives you his mirror. Check the clothes and pull out the blond hair. (Note: if you got the hair from Cassima's ribbon, there will not be a hair here.) On your way back to the beach, stop and pick another white rose. Now teleport over to the Isle of Wonder for a few chores.

THE MILKWEED AND THE TEARS . . .

Walk to the swamp and grab one of the bottles of milk growing on the milkweed plant. Pay no attention to the dogwood tree—his bark is worse than his bite. Take the milk bottle into the garden and give it to one of the Baby's Tears flowers. Now the others all want a bottle and will cry until they get one. Ah, but that's the idea. Take the old lamp and catch some of the tears. You can mix a potion from the stuff in your pouch. Use (click) the Oracle's vial on the old lamp; this puts the sacred water in the lamp.

THE BOTTLE . . .

Before you go through the gates to Chessboard Land, pick up the bottle sitting on the table. It is filled with a magic liquid. The side of the bottle says, *Drink Me*. Could Alice have been here?

THE EGG . . .

Walk through the gates and pause until the red and white queens approach. They are still arguing over the lump of coal. Good thing you picked up some coal at the Druids hangout. Give the lump to one of the queens. In return she will give you a rotten egg. (This hasn't been your day for presents.) Oh, well, it's back to the beach and from there to the Isle of the Beast to get some water from the fountain and prepare your first spell.

THE RAIN SPELL . . .

Go to the Beast's garden and dip (click) the lamp in the fountain to fill it with falling water. Now, inside the pouch, use the spell book on the lamp. To perform that seemingly impossible maneuver, bring up the inventory screen and click the spell book on the lamp. Voila! Use the hand on the spell book to turn to "Make Rain Spell." Then speak the incantation, or, in other words, click the Talk icon on the incantation. Now the lamp is fully charged with rain. Return to the beach and map yourself to the Isle of the Mists.

THE GLOWING COALS . . .

Once you land on the island, the Druid guards will seize you and carry you off to their ceremony. Just relax; you are under computer control and can't do a thing but watch. The Druids put you in a cage and hang the cage over the fire. The fire gets very hot and begins to burn the cage. Happily you remember the ragged clothes and use them to beat out the flames. About this time the lamp reaches critical temperature and goes off like a sprinkler system putting out the fire. Realizing your princely nature, the Druids release you. Before you leave this bizarre place, stop to scoop up some hot coals. The only suitable container in your pouch seems

KING'S QUEST VI

to be the skull. Now it's back to the beach and a return to the Isle of the Sacred Mountain. Fortunately you do not have to go through the logic puzzles again. Just climb the steps to the top of the cliff.

THE NIGHT MARE SPELL . . .

At the top of the cliff is the horse named Night Mare munching on a poison nightshade bush. Aren't you glad you didn't eat any? From within the inventory screen it's time to brew up another spell. Use the hair on the skull with the glowing embers; then use the rotten egg on the skull. Whew! What a smell. Finally, click the spell book on the skull. Turn to the spell "Charming a Creature of the Night" and recite the incantation by clicking the Talk icon on the words. Use the spell on Black Beauty . . . er, Night Mare. An animated sequence will begin and take you to the Realm of the Dead.

THE TICKET AND THE HANDKERCHIEF . . .

While in the Realm of the Dead you must watch out for spirits—touching one is fatal. You are looking for Cassima's parents, the King and Queen. You must also talk to a grieving mother. Wander around until you meet these folks. After you talk with the mother, she will give you a handkerchief. The King and Queen will give you a ticket to the Underworld. (Could that be a new ride at Disneyland?)

THE KEY . . .

Follow the path to the Underworld. At the entrance you'll see a xylophone. Pick up the nearby bones and play the instrument. Watch the skeletons dance. Watch the skeleton drop his key—a skeleton key, no doubt. Pick up the key and give your ticket to the second guard. Now you begin your journey to the Underworld in earnest.

THE GLOVE . . .

Take a close look at the knight in the armor. He seems to be wearing a fine black gauntlet. If you haven't figured it out, a gauntlet is a glove. Take his glove and walk on. Soon you come to a river, the river Styx. Dip the teacup in the river to fetch Styx water. Give the boatman (his name

is Charon) the coins you got off the dead man's eyes. That should pay your passage across the river. Save the game before you get too close to the gates of the Underworld. You are almost there! Put your hand on the gate

THE RIDDLE OF THE GATE . . .

Another challenge. Talk to the gate and listen to his riddle. This is an easy one. The answer was on the piece of paper stuck in the black widow's web. Do you remember what it said before it blew away? Pick out the letters *L-O-V-E* on the alphabet, and the gate will let you in to visit with the Lord of the Dead. This may be a permanent visit if you can't outsmart him.

THE KING AND THE QUEEN . . .

Listen to what the Dead Head has to say; then challenge him with the gauntlet. You can't exactly throw down the gauntlet, but you can sure click it in his face. All you have to do is make the big bully cry. Hmmm. Look at your inventory. Anything come to mind? Try the mirror that you got from the Beast. A face like that is sure to make a dead man weep. It does. You have not only won your own life, but you get back Cassima's parents (future in-laws?), King Caliphim and Queen Allaria. The Lord of the Dead puts all three of you on his trusty steed and sends you off to the Isle of the Crown. Hi, ho, Night Mare!

THE BRUSH . . .

Once you are at the fork in the path, give a white rose to Sing-Sing to take to Princess Cassima. Things must be getting bad; there's no reply. Visit the pawnshop and return the tinder box; swap it for the painter's brush. Then an idea strikes you. You know the fool in the black cloak is reporting your every move to the Vizier, so why not fake your own death. Take a swig from the bottle that says *Drink Me*. It's the one you picked up in the Beast's garden. Watch yourself make a corny speech about how you've been defeated by the Vizier. Then you fall lifelessly to the floor. The pawnshop owner is worried, and the black cloak scurries out the

KING'S QUEST VI

door. (The next scene is a computer animation of the Genie reporting to the Vizier; pay close attention—you'll learn why soon.)

THE LAMP . . .

Once you've revived, go outside and look for the lamp peddler. You may have to go through the gates and look in that area, too. When you find him, ask to trade the hunter's lamp you picked up so long ago on the Isle of the Beast for something else. Take a look at his stock. See anything familiar? This is one of the quest's little puzzles. You need to select the lamp that looks like the one belonging to the Genie. Do you remember what it looked like? (If you don't, save the game just prior to your selection so you can come back and try another one.)

THE PAINT SPELL . . .

You are ready to enter the castle, but maybe not by the front door. Walk to the Castle of the Crown and take the path that leads to the west side. Use the black feather on the teacup of ooze in your inventory. Now, with the paint brush, paint a door on the side of the castle. Click the spell book on the painted door and recite the incantation for the Magic Paint spell. In a flash the door become real, and you can open it. Don't forget to save the game.

THE SECRET PASSAGE . . .

You are now in the west hall on the basement level of the castle. You can see three doors along one side of the passageway running north. Go to the middle door; avoid the guard dogs. In the musty cell is a crying boy. Give him his mom's handkerchief as a comfort. In return he tells you about a secret passage. Slip out of this room and walk south and then across to the east hall.

THE LAMP . . .

Down this passageway is the room of Jollo the Clown. His door is the one on the right. Enter it. Listen to Jollo and give him the fake lamp. If you picked the right one, he will accept it. If not, he will reject it, and you will have to restore the game and select another. Once Jollo is satisfied

with the lamp, he will leave the room, and you can follow. Walk north to the end of the hall and then west to the suit of armor outside the guard-room door. Do you remember what the boy said about pulling the right arm? Try it. Slip into the secret room and spy on the guards. You'll learn part of the word needed to open the treasure room. Go up the steps. (Hint: Don't look in the hole located at the top of the steps just yet—you'll get to do that soon.)

THE LETTERS AND THE LETTER . . .

Follow the corridor around to the left until you see light coming through a hole in the wall. Peep inside. It's the Vizier's bedroom, and he's writing a letter. Listen to what he writes (he moves his lips when he writes). Once he leaves the room, follow the secret passage around until it dead ends. Just to the left is a hidden door. Open it. You can enter the Vizier's bedroom through his wardrobe. Look around the room. Open the black box on the dresser. Look at the piece of paper to learn the last four letters of the word that opens the treasure room door. Next use the skeleton key to open the trunk. Take the letter and read it. This is the proof you may need to win the guard dogs to your side. Leave the Vizier's room by way of the wardrobe and hurry along the passageway and back to the steps. Now you can look in the hole. Yes, it's Princess Cassima's bedchamber. You've got to have a little chat with her, but more importantly there are two things you must give her: the letter (which she will return) and Lady Celeste's dagger. It seems to work better if you present her with the dagger first. Once that's done, you can return to the basement and head for the treasure room.

THE LOOT . . .

The treasure room is in the hall where you first entered the castle. It's the door on the left, across from the boy's cell. Look at the door. It has no knob, so you'll just have to talk it open. Talk to the door, and an alphabet will appear so you can pick out letters. What do you say to a door? The first three letters you learned from eavesdropping on the furry guards; the last four letters you found in the box on the Vizier's dresser.

KING'S QUEST VI

(No, I'm not going to tell you.) Once you are in the treasure room, pluck the cover from the table. Look at all the loot. These are the things that the Vizier had taken from each of the islands and then blamed on the other islands in order to stir up ill will. Leave this room and go up the steps in the east hall. If guards come along, you can hide behind the door at the top of the steps. Click on the dark door (it's hard to see), and you will be in the great hall. No sooner do you enter the great hall than Saladin, the head of the guards, appears; he is ready to tear you limb from limb. He explains that you have five seconds to give him a reason not to kill you. Quickly, very quickly (don't choke), get the Vizier's letter from your inventory and click it on Saladin. He's unsure whether to believe you or not, but he'll invite you inside.

THE CRY . . .

Don't just stand there watching the wedding; say something. Once you've spoken, the animated sequence begins again. When Saladin asks Cassima if she too wants you dead, she says YES! How can this be? After all this, she's lost interest in you. But wait, her eyes are golden—the same color as the Genie who can take on so many different shapes. About this time Cassima's parents come forth and confusion reigns. A fight breaks out, and the Genie and the Vizier flee through the door.

THE LAMP AND THE SWORD . . .

Follow the Vizier and the Genie up into the tower. First you must take care of the Genie. If you got Jollo to switch lamps, he will appear and give you the real Genie lamp. Use it on the Genie, and he will be sucked inside. Another way to get rid of the Genie is to give him some peppermint—it makes him drunk, and he will cast spells on himself. With the Genie out of the way, go after the Vizier. While Cassima struggles to free herself, grab the sword from the wall and use it on the Vizier. Once Cassima is free, she will attack her tormentor with the dagger, and you can finish him off with the sword. Whew. . . . Sit back and watch the closing cartoon; your work is finished.

A Guided Tour of King's Quest VI

(SHORT VERSION)

Follow the full-length tour until you go in search of a Beauty for the Beast.

THE BEAUTY . . .

Walk to the beach on the Isle of the Beast and map yourself back to the Isle of the Crown. Walk through the commercial part of the town and go directly to the house with the red roses. Give the servant girl working in the yard the white rose. This will help break the ice. She seems to like you. Now click the Beast's ring on her. Sure, it's sudden, but your time is running out. She's delighted to hear about the Beast and agrees to go with you to his garden. No point in wasting time with the map—it doesn't work for two people anyway—let the programmers get you there.

THE MIRROR AND THE RAGS . . .

You and the maid arrive in the Beast's garden. He's delighted and she's not disappointed, so things may work out. The Beast's curse is lifted (this is better?), and Beauty and the Beast stroll off toward the castle. The happy couple reward you with his mirror and her old servant clothes. Boy, did you luck out. While you think about the rewards of questing, walk back to the beach and map yourself to the Isle of the Crown.

The Nightingale . . .

It's back to the pawnshop to trade the tinder box for the mechanical nightingale. Walk back to the fork in the path and then up to the castle. Stand outside and watch the working women enter. Hmmm, this gives you an idea. Put on Beauty's old dress and present yourself to the guard dogs. It worked, they usher you inside. Ditch the clothes and climb the stairs on the left.

THE NAIL . . .

You find yourself in the upstairs hallway. Listen to the guards. Once they are walking away from you, put the nightingale on the floor and

KING'S QUEST VI

duck into the alcove halfway down the hall. Hide behind the column (click the column with your hand). The guards will pick up the mechanical bird, and good retrievers that they are, they will take it to their boss. This gives you five minutes to explore the Vizier's castle. Remove the painting from the wall in the alcove. Now take the nail that held the painting on the wall. Step across the hall and open the door. It looks like the Vizier's bedroom. Go over to the chest and use the nail to open it. Inside is a letter. Take it and read it. This is the evidence that might convince the guards to revolt and follow their mistress, Princess Cassima. Step back across the hall and return the nail and the painting to the wall.

THE DAGGER . . .

Step into the hall, walk north to the end, and turn right. You seem to hear crying coming from the door. Talk to the door. Yes! It's Cassima. You don't have much time. Slip the dagger under the door and flee back to the alcove. Hide behind the pillar and listen to the guard dogs. Once the guards leave, step into the hall and walk south to the main stairs. The wedding is about to start. Walk down the stairs and approach the double doors of the ballroom. No sooner do you enter the great hall than Saladin, the head of the guards, appears; he is ready to tear you limb from limb. He explains that you have five seconds to give him a reason not to kill you. Quickly, very quickly (don't choke), get the Vizier's letter from your inventory and click it on Saladin. He's unsure whether to believe you or not, but he'll invite you inside.

THE MIRROR . . .

Don't just stand there watching the wedding; say something. Once you've spoken, an animated sequence begins as the Vizier and Saladin discuss your fate. The Genie is disguised as Princess Cassima; use the mirror to reveal his true identity. The wedding party breaks up abruptly, and crazy things begin to happen.

THE LAMP AND THE SWORD . . .

Follow the Vizier and the Genie up into the tower. First you must take care of the Genie. Give him some peppermint, which so befuddles him that he will cast spells on himself. Never chew and spell. With the Genie out of the way, go after the Vizier. While Cassima struggles to free herself, grab the sword from the wall and use it on the Vizier. Once Cassima is free, she will attack her tormentor with the dagger, and you can finish him off with the sword. Whew. . . . Sit back and watch the closing cartoon; your work is finished.

Scoring

King's Quest awards points for finding and using items and for brewing and casting spells. The maximum points you can earn for *King's Quest VI* is 231; the minimum to complete the game is 115.

Item/Activity	Points
Charm Night Mare	3
Climb on Night Mare	2
Distract spider	1
Drink potion	3
Enter cave	1
Enter ferryman's house	2
Enter secret room	2
Examine rare book	1
Examine spell book	2
Get baby's tears	1
Get Beast's ring	1
Get Beauty's clothes	1
Get black feather	1
Get boring book	1
Get brick	1
Get Cassima's note	1
Get coal	1
Get coin	1
Get coins from dead man	1

KING'S QUEST VI

Get Dangling Participle	2
Get Drink-Me potion	1
Get ebony box	1
Get fake lamp	1
Get falling water	1
Get gauntlet	1
Get ghost handkerchief	1
Get ghost ticket	1
Get glowing embers	1
Get hair	1
Get Hole-in-the-Wall	1
Get invisible ink	1
Get lettuce	1
Get love poem	1
Get love poem book	1
Get milk bottle	1
Get mint	1
Get mirror	1
Get old lamp	1
Get paper from web	2
Get pearl	1
Get peppermint leaves	1
Get rabbit's foot	1
Get real lamp from Jollo	1
Get ribbon	1
Get sacred water	1
Get scarf	1
Get scythe	1
Get sentence	1
Get shield	1
Get skeleton key	1
Get skull	1
Get stink flower	1
Get Styx water	1
Get sword	1
Get teacup	1

HEIR TODAY GONE TOMMORROW

Get tomato	1
Get Vizier's letter	1
Get white rose (first time)	1
Get Prince's ring from shop	1
Give dagger to Cassima	3
Look through Hole-in-the-Wall	1
Make Paint spell	3
Make Rain spell	3
Meet Vizier	2
Move plank	1
Open painted door	2
Open Minotaur's door	1
Open treasure room	2
Paint door on castle wall	1
Play xylophone	2
Remove drape on treasure	2
Return of King and Queen at wedding	5
Solve five logic puzzles	5
Solve riddle at gate	3
Solve spike maze	3
Spend coin in shop	2
Spy on guards	2
Spy on Vizier	1
Talk to bookstore owner	1
Talk to Cassima	1
Trade ring for map	5
Use Beast's ring	2
Use black feather	1
Use boring book	2
Use brick	2
Use Dangling Participle	2
Use dead man's coins	3
Use fake lamp	3
Use flower	2
Use flute	2
Use gauntlet	2

KING'S QUEST VI

Use Genie's lamp	5
Use ghost handkerchief	3
Use ghost ticket	3
Use hair	1
Use Hole-in-the-Wall	1
Use invisible ink	2
Use lettuce	4
Use love poem	1
Use lump of coal	1
Use magic map (first time)	1
Use magic mirror	4
Use milk bottle	2
Use mint	2
Use nightingale on Sing-Sing	4
Use pearl	2
Use rabbit's foot	2
Use rare book in bookstore	1
Use ring on guards	3
Use ring on Jollo	4
Use ring on Sing-Sing	3
Use rotten egg	1
Use sacred water in lamp	1
Use scarf	3
Use scythe	3
Use shield	3
Use skeleton key	1
Use sword on Vizier	5
Use teacup	1
Use tinder box in catacomb	2
Use tinder box in cave	2
Use tomato	3
Use Visier's letter	3
Use white rose on Beauty	2
Use white rose on Sing-Sing	1

Use wind-up nightingale on gnome	2
Visit Oracle	5
Watch Rain spell	2
Maximum	231

Short Version Exceptions

Get nail	1
Hide behind pillar	2
Remove painting	3
Use Beauty's clothes	4
Use wind-up nightingale in castle	4

KING'S QUEST VII

?

CHAPTER 9

KING'S QUEST VII

?

Will Rosella of Daventry be the
star of this quest?

Only Roberta knows for sure.



APPENDICES

APPENDIX A

Pronouncing Guide to the Characters and Places of the Quests

Name	Pronounced	KQ	Description
Alexander	ALEC-zander	3,6	Graham's son
Alicia	a-LEE-sha	5	Princess (weeping willow)
Beast	BE-ste	6	Prince under evil spell
Beauty	BU-tee	6	Beautiful girl
Cassima	KISS-e-ma	5,6	Princess, Alexander's wife
Cedric	SED-rick	5	Owl
Crispin	CRISP-in	5	Good wizard
Blue Meanie	MEAN-e	5	Mordack's guard
Daventry	DAV-in-tree	1,2,3,4,5,6	Country
Dink	DINK	5	Fat dungeon dweller
Dracula	DRAC-u-la	2	Vampire
Druids	Drew-IDs	6	Live on Isles of Mists
Elves	L-ves	5	Little people
Enchanter	En-CHANT-ter	2	Evil person
Genesta	Jen-NES-ta	4	Good Fairy
Genie	Gene-E	6	Vizier's helper
Gnomes	Nomes	1,2,5,6	Mischievous people
Graham	Gram	1,2,3,5	Knight/King
Green Isles	Green I-als	6	Cassima's home
Gwydion	GWID-ee-un	3	Boy
Harpy	HARP-ie	5	Winged woman

APPENDIX A

Hole-in-the-Wall	HOLE-n-the-WALL	6	Cute bug
Icebella	ICE-a-bella	5	Queen of the North
Isle of the Beast	I-al of the BE-ste	6	One of Green Isles
Isle of the Crown	I-al of the Crown	6	One of Green Isles
Isle of Wonder	I-al of ONE-dur	6	One of Green Isles
Jollo	Ja-LOW	6	Clown friend of Alexander
Kolyma	KO-lee-ma	2	Valanice's home
Leprechauns	LEP-ra-kahnz	2	Little People
Llewddor	LOO-dor	3	Country
Lolotte	Lo-LOT	4	Bad Fairy
Lord of Death	LORD of Deth	6	Ruler of Underworld
Madam Muska	MUSH-ka	5	Fortune teller
Manannan	Ma-NAN-um	3	Wizard
Medusa	Meh-DOOZ-a	3	Monster
Minotaur	Men-a-TOR	6	Part man/part bull
Mordack	MORE-dak	5	Evil wizard
Night Mare	Nite Mare	6	Lord of Death's horse
Ogre	O-ger	2	Bad guy
Roc	ROK	5	Two-headed bird
Rosella	Ro-ZELL-a	3	Princess, Graham's daughter
Rumpelstiltskin	RUMP-pel-stills-kin	1,3,5	Gnome
Saladin	SAL-a-den	6	Vizier's head guard
Serenia	SIR-re-na	5	Country
Sorcerer	SOURCE-er-er	1	Wizard
Tamir	Tuh-MEER	4	Country
Valanice	VAL-a-niece	2	Princess, Graham's wife
Vizier	VIZ-ear	6	Wizard
Yeti	YET-e	5	Snowman

APPENDIX B

Price and Availability of King's Quests as of October 1, 1992

MS-DOS

	256K	512K	640K & EGA or VGA	640K & VGA only	CD-ROM (Windows)
KQI		29.95			
KQII	19.95				
KQIII	19.94				
KQIV		19.95			
KQV			59.95	69.95	69.95
KQVI				79.95	79.95

Macintosh

KQI	
KQII	
KQIII	
KQIV	
KQV	69.95*
KQVI	

*Available in a color version for the Macintosh II in high density

Versions

King's Quest comes in different versions for different computers. Although the table above shows which software runs on what machines, there are some additional points to consider. Once you've identified the

APPENDIX B

version you need, be sure to compare your computer's configuration and resources—memory, monitor type, and disk drive—with the requirements printed on the *King's Quest* box.

The Macintosh II has splendid colors and Sierra has versions to show them off, but they require the high-density disk drives. Unfortunately Sierra no longer makes *King's Quest* for the earlier black-and-white Macintosh machines although a few copies are still available at stores.

King's Quest comes in several versions for MS/DOS computers. Be sure you buy the one most suitable for your memory, disk drives, and display type. There are a bewildering variety of displays and adapters for IBM and IBM-compatible computers. Although the games will work with most of them, the results can be disappointing if you don't understand the limitations of the hardware.

MS-DOS Graphics

With the exceptions of *King's Quest V* and *VI* all MS-DOS versions can use the older color/graphics adapter (CGA), the more recent enhanced graphics adapter (EGA), the multicolor graphics adapter (MCGA), the variable graphics adapter (VGA) found on IBM's PS/2 line of computers, and the Super VGA 256-color graphics adapter. *King's Quest V* and *VI* each come in two versions: one for computers equipped with 16-color EGA or VGA monitors and another for computers capable of displaying 256-color VGA graphics.

King's Quest I thru *IV* also work on the Hercules Graphics adapter, but none will operate with the IBM monochrome display, which is incapable of showing graphics.

The quality and resolution of the images produced by *King's Quest* on your computer depend entirely on the graphics adapter and monitor you are using. If your computer has the older CGA adapter, however, you will get only four colors. The Hercules adapter displays only shades of gray.

On four-color CGA computers, it's difficult to distinguish some objects, and much of the rich detail is lost. Consequently, the game is not as much fun to play. But you don't have to buy a completely new computer to improve your graphics; even old models of the IBM PC can be upgraded either to EGA or VGA quality. You'll be surprised what a difference it makes.

Media Types

With the exceptions of *King's Quest V* and *VI*, all versions may be played from 5 1/4-inch floppy disks, 3 1/2-inch floppy disks, a hard disk, or a combination of hard and floppy disks; both sizes of floppy media are included in those packages.

King's Quest V and *VI* use huge amounts of memory for their realistic graphics. The EGA/VGA versions come with both 3 1/2-inch and 5 1/4-inch disks in the package—but the 5 1/4 disks are high density (720K for 3 1/2-inch and 1.2M for 5 1/4-inch). You may exchange these for low-density disks by contacting Sierra Customer Service for details.

The 256-color VGA-only versions of *King's Quest V* and *VI* are the top of the line in adventure games. They come only on high-density disks (1.44M for 3 1/2-inch and 1.2M for 5 1/4-inch). There is a separate package for each size, but there's no way to exchange these for low-density media—it would simply take too many disks.

A multimedia versions of *King's Quest V* and *King's Quest VI* replace written text with characters' voices and narrations. They may be run under *Windows* like other multimedia products or installed and run under DOS with the audio coming from the CD-ROM. If you have space to install all of the software on the hard disk (about 17-20MB), you will be treated to the ultimate in questing: an adventure that plays as fast as disk-based versions but with the music, sound effects, and voices unique to the CD-ROM (see Appendix E).

APPENDIX C

The Making of the Quests

Creating, designing, and producing a King's Quest takes a lot of time and work by people with a variety of skills. We thought it would be interesting to follow the process from inception to completion for a typical quest. Although *King's Quest V* is the quest we are going to view in detail, the others followed a similar process.

Scripting

Each quest begins when Roberta Williams outlines the story on scraps of paper and in notebooks, making changes freely as the plot thickens. Sometimes she consults her children, as she did for *KQV*, but husband Ken is little help. He is more interested in the technical and business details than the story line. As the story begins to gel, Roberta makes rough drawings of each scene, called rooms by the developers. Along with the drawings, she sends lots of photographs to the artists to help convey what she has in mind.

Roberta also writes a script describing how each room works, although sometimes the action changes as the story develops. Room 2, the scene just south of Crispin's cottage in *KQV*, is the beginning of the path

APPENDIX C

to the mountains. Cedric is supposed to warn Graham if he doesn't have enough gear to cross the mountains successfully. Here's the original script for that room:

Room 2

Path below Crispin's house.

Hot spots - Path, large tree.

Characters - Graham and Cedric.

Special views or animation—None.

"Look" messages (Eye icon)—Would give an "X" symbol if there's nothing to "see."

Path or tree: "A worn dirt path wanders through a thick wood alive with the sound of many creatures. Between the trees, to the east Graham can see the outline of a great mountain range."

Manipulation (Hand icon)

Path: Clicking the "Hand" icon on the path causes Cedric to POINT with his wing to the east and say—"See how the path goes to the east up into the mountains? That's the route to Mordack's castle."

Cedric puts down his wing and continues—"If you follow the path to the south over the next rise you'll come to the town."

(On subsequent times (FOREVER AFTER THIS) just put up an "X.")

Dialog—No "specific" dialog between Cedric and Graham except for the "Hand" icon on the path causing Cedric to "speak."

A side note—If Graham is not ready to cross the great mountains yet because he hasn't obtained everything he needs, then when the player starts to take Graham up the mountain trail (to the east), Cedric will fly nearer to Graham and say - "You aren't

ready to cross those mountains yet, Graham! You'll never survive without being properly outfitted."

Of course, the player always has the option to ignore Cedric's warning and go up into the mountains anyway. If the player HAS everything he needs then Cedric won't say anything.

If the player tries AGAIN to go up into the mountains from here but is STILL not ready then Cedric will say - "You're not going to listen to me, are you, Graham? I told you you weren't ready to tackle the mountains yet. Ah, well. Do what you will. I'm not going to warn you again."

After that, whether the player is ready or not, Cedric won't say anything.

Later it was decided that something stronger than a warning was needed to keep a player off the path if he hadn't collected the necessary loot to survive the mountains. A poisonous snake was put in as an obstacle; to get rid of the snake you must have the right instrument. This gatekeeping/checkpoint routine keeps a player from getting to the end of the game only to find he has forgotten to pick up an important item at the beginning.

The snake change was one of 13 changes outlined in a memo to the programmers. This is how the room works in the shipped version of the quest.

7. The tambourine will not only be used to give to Dink - but it will also be used to scare off a snake which has been conveniently placed on the beginning of the mountain trail - either room 2 or room 29 - whichever seems better. Without the tambourine to scare away the snake, the player can't go up into the mountains - and if Graham gets too near the snake, the snake will bite and he [Graham] will die.

Even deaths are scripted in minute detail. In addition to a snake bite, Roberta's notes list 39 other ways to die, including this heartrending scene in the damp dungeon under Mordack's Castle.

37. Dying in the cell because you don't have the locket or didn't give it to Cassima (so she won't show you the hole in the wall).

After about one minute put up the message:

"After observing no discernible escape route from the small cell, Graham sinks to the floor in despair, knowing he will never see the light of day again."

(Show Graham sinking to his knees and putting his head in his hands as in numbers 14, and 15—show the little mouse come up to him and either sniff at him or look at him with curiosity.)

Put up the death message of:

"Cheer up, Graham. At least you're not alone."

Show a picture of the little mouse wriggling his whiskers.

Animation, Artwork, and Programming

Once the script is written and the rough sketches completed, they are mounted on a storyboard so everyone can easily follow the plot. Then artists and programmers begin to construct the game using special programming tools developed by Sierra. The central character—King Graham in *KQV*—is always called Ego by the programmers and artists no matter what his or her gender in the quest. In *King's Quest IV* Ego was the woman Rosella.

One of the first steps in quest construction is making the backgrounds. When the artists got Roberta's sketches of the village of Serena, for example, they first drew a thumbnail sketch, then a larger sketch, and finally a detailed pencil sketch. On each working drawing she made additions and corrections so that when the final color painting was done

in acrylics on illustration board, the scene was correct. Once completed, the paintings are electronically scanned into computer memory.

Backgrounds for quests *I* through *IV* were done in a different manner. They were drawn directly on the screen using a paint program with a 16-color palette, but that technique was not detailed enough to show the full impact of the 256-color VGA graphics used in quests *V* and *VI*.

Whether painted directly on the screen or on illustration board, all King's Quest rooms use shade and shadow as well as perspective to give the illusion of three dimensions. Notice how roof lines slant to a vanishing point and paths narrow to give the illusion of depth. Vanishing points are chosen to be high on the horizon to give the characters as much space as possible to walk; a low vanishing point would limit Ego's range.

To maintain and enhance the three-dimensional quality of the rooms, every object is constructed with a priority in relation to the other objects. There are 16 bands or areas in which things may be placed. Although the priority bands are invisible in the finished product, the artist must use them like a horizontal grid as he draws the room. Considerable effort and time is spent placing houses, bushes, and trees so that the player remains unaware of the room's mathematical rigidity. It wouldn't do for things to look like they were lined up on a checkerboard.

As the room nears completion, the artist adds control lines which determine where Ego can walk. He *shouldn't* walk through a wall or tree, for example, but sometimes he does. If a tree is placed between two priority bands, then Ego will walk right through it. The Sierra staff spends a lot of time running Ego all over the rooms looking for places where he falls off or walks through something he shouldn't. Fixing an error may involve shifting a tree to a priority band or adding new features to a room to cover up a programming bug.

The Sierra programmers work with a standard IBM PC and mouse, using pulldown menus and windows similar to many commercial CAD programs. Backgrounds in *King's Quest V* and *VI* are stored on disk as completed pictures in a compressed format; backgrounds in the other

APPENDIX C

quests are stored as detailed instructions (called vectors) describing how the computer is to paint the screen.

While one group of artists is working on backgrounds, another is busy working on the animated characters. In previous quests the characters were drawn as pixels, but once again more detail was needed for the 256-color versions.

Sierra staff donned cloaks and other paraphernalia while acting out parts of the script. These were photographed with a video camera and the resulting tape was used to construct individual cells of the action. The final drawing is produced by painting on top of the live action cells with a paintbrush program. The technique is similar to that used in the animated film *The Little Mermaid*.

A typical character is created in a box 33 squares high and 16 to 18 squares wide. By changing the colors of the squares, the character takes on different shapes and activities and appears to move. One of the colors, the background color, is special. It is the invisible-color color and takes on whatever color is behind it in the room. Thus, as Ego walks by a tree, you see brown bark surrounding his arm. The invisible-color color varies from room to room, but it is always a hue different from everything else in the room.

Animation is achieved by rapidly displaying several of these drawings or cells one after the other, similar to a flip book. It takes eight cells for Ego to take one step to the right (east), but a step to the left (west) is handled dynamically by using a mirror image. This trick helps to conserve valuable computer memory. A step north or a step south requires a cycle of six cells each. Thus 20 separate drawings are required just for a character to walk. Ego himself requires several thousand drawings to animate all his activities and actions.

A room may take several days to draw, and then additional time is spent debugging and cleaning up. If the room takes too much memory—the average in *King's Quest V* is about 45,000 uncompressed bytes—it will load slowly and waste space. As part of the clean up, the artists look for places to economize. The Willow Room in *King's Quest V*, for example,

was unusually large because of the scene where the tree turns into a lovely princess. It was necessary to simplify the actual transformation to save memory, but it's not apparent in the finished product.

The programmers are the ones who put all the rooms together and animate the characters to make the game run. They do this using a special computer language called SCI (Sierra Creative Interpreter) developed by Sierra. SCI is an object-oriented language similar to LISP; it is written in Assembler, C, and itself. An older version of the interpreter, called Adventure Game Interpreter (AGI), was used to create *King's Quests I* through *III* and the 256K version of *King's Quest IV*. The 512K version of *King's Quest IV* and all versions of *King's Quest V* and *VI* were done in SCI. (*King's Quest I* has been re-created using SCI.)

Using SCI the programmers establish classes of objects. The Actor Class, for example, includes anything that moves such as sea gulls, Dinks, and Graham (Ego). The Props Class is composed of items that move but don't go anywhere—like a candle flame or smoke. The Views Class is for things that don't require any animation—like an old shoe. The programmer writes scripts in the SCI language that define how the objects come together and interact with one another.

The exterior of the town (room 3) is a fairly simple room by *King's Quest V* standards; in addition to Cedric and Graham there are four things to animate: a cow, smoke, the water wheel, and the river.

A repeating cycle of four drawings gives the illusion of smoke coming from a village chimney. Because SCI is an proprietary tool developed by Sierra—indeed, it's at the very heart of the business—it is a closely guarded secret. The following code is from the older AGI language, but it demonstrates the detailed computer instructions that are needed just to make a chimney smoke. The “work=3” statement causes smoke to move at one-third full speed.

APPENDIX C

```
animate.obj( smoke);  
ignore.horizon (smoke);  
set.view (smoke, v.cottage);  
set.loop (smoke, 1);  
ignore.blocks (smoke);  
position (smoke, 95, 16);  
work = 3;  
step.time (smoke, work);  
cycle.time (smoke, work);  
draw (smoke);
```

The sea gulls that fly around the generic ocean room are another example of how something that looks so simple can require a lot of computer instructions. The gulls' actions are governed by a built-in Wander function. The sea gulls' bounds are limited by control lines and priorities. There's a control line just above the horizon so the birds won't wander into the ground, and their priority is set to zero so they will always appear to fly behind a boat.

A function is a set of generic instructions that can be used over and over to do the same operation on different sets of data. The BASIC language, for example, has a square-root function which calculates the square root of a number; spreadsheets have an average function to find the average of a column of numbers; and SCI has many functions to speed up programming, including Wander, Chase, and Moveto.

Chase is a tricky bit of programming; it takes a lot of instructions to assure that Ego gets chased properly. At all times the Chase function knows its co-ordinates as well as those of the chaser. When Ego moves around a rock or tree, the Chase function must compute a path for the chaser to follow. The Yeti in *King's Quest V* is controlled by the Chase function.

If Ego gets caught, there is no Death function to kick in and automatically take care of the details. Each death scene gets individual animation and attention; there's no standard way for him to die.

Room 3, the exterior of the town, is an average *King's Quest V* room, yet it takes more than 700 lines of instructions to describe how things happen there. A programmer spent two days writing room-3 code, and the cleanup programmer spent more time improving and correcting the code. The entire *King's Quest V* game contains about 120 rooms and more than 100,000 lines of instructions.

Music

In order to play the splendid music of *King's Quest V*, most computers need optional equipment called sound cards; these range in price from about \$100 to more than \$600. (The Sierra staff is working to add support for some of the less common sound cards, so if you have unsupported hardware, check with Sierra Customer Service.)

Sierra On-Line was a pioneer in integrating quality music and sound effects into its games. *King's Quest IV* was the first adventure game to be scored by a professional musician.

For *King's Quest V* the music and sound effects staff at Sierra used some new techniques they call simultaneous sound. The same technique was used for *King's Quest VI*.

A few musicians performed all the music using an IBM PC, a Roland MT-32 multichannel synthesizer, and software like MidiQuest and Voyetra's Sequencer Plus. Two musicians were involved directly in the composition.

It takes about twelve weeks to compose and record all the music. It is done first in MIDI format on the Roland and then edited for other sound devices like Sound Blaster and Ad Lib.

The biggest headache in composing music for adventure games is accommodating computers of vastly different speeds. For example, a scene that takes one minute on a 33-MHz computer may take twice as long on a 12-MHz machine. Music must be written in an open-ended manner so it can be looped to fill the extra time.

APPENDIX C

Music for the exterior of the town is a typical score. It took a composer about a day to work out the contents of the scene which has three simultaneous sounds. The first is the distant accordion music coming from the town; it has a Swiss/German flavor and is intentionally corny. Next are the sounds of the forest—things like woodpeckers and birds. Finally, if you listen closely, you'll hear the water wheel turning. If you are using a stereo system like a Roland MT-32 or a system with optional stereo sound such as the Sound Blaster, you'll notice the water wheel has a right bias.

The opening cartoon was a particular challenge because the music had to work with a future CD-ROM edition in which a narrator will read the text that is displayed on the screen in the disk version. The music had to be restrained and low key so as not to drown out the future narration.

Although the Roland is considered the ultimate hardware for reproducing the "music" in Sierra games, the Sound Blaster has digitized sound which produces more realistic sound effects. In addition to a stereo option, the Sound Blaster also has a built-in voice channel. For example, in the opening cartoon a Sound Blaster produces realistic lightning cracks when Graham's castle is engulfed in a tornado; the Roland can only produce some distance rumblings.

The music/sound staff at Sierra is constantly working to make sound effects more realistic. When Graham falls, you'll hear a thud that was digitized from a recorded sound of books dropping. This is readily apparent when Graham trips and falls in the Door-in-the-Tree room, although the sound is more realistic coming from a Sound Blaster.

Quality Assurance

Once the game is thought to be finished, it goes to the Sierra Quality Assurance department along with the story line and the programmers' maps. One of the first things QA does is to extract from the software all the text and messages—things like, "Secure within a small pen, a pretty cow quietly chews her cud." This results in a small book which is then

proofread for grammar, run through a spelling checker, and scrutinized for punctuation by the quality-assurance people.

The QA staff begins playing the game using the programmers' maps and notes. Even with this help, it takes at least two eight-hour days for them to complete the quest. The testers are looking for inconsistencies: places where Ego is visible through a tree, where he can't leave a room, where he is carrying the wrong object. Errors are reported to the programmers, who decide whether they are valid errors. In *King's Quest III*, for example, when the wizard demands a meal, Ego must leave the dining room and then re-enter in order for the wizard to sit at the table and eat. The QA people thought that was an error; the programmers said, "No." So if you put food on the table but the Wiz won't sit down, try leaving and returning.

Some obvious errors are quickly found and corrected. In the first walk-through of *King's Quest V*, Ego walked up the sides of the cliff in the Temple room and off into thin air in the Mountain-Path room. Other bugs are more devious. If you didn't have both the crowbar and the injured Cedric in the room beside Mordack's Castle, the game would lock up. All of these errors were fixed before the game was shipped.

The QA staff also makes aesthetic suggestions. They felt the antlers in the dining room in the Apple version of *King's Quest III* were the wrong color. The color was changed. Another color problem in the same game was not so easily resolved. There is a spider that gets carried out over the ocean and dropped into the water (if he doesn't get Ego first). The spider and the ocean were the same color in the 16-color version. The QA people, the programmers, and the artists had a meeting to discuss the problem of the invisible spider. Unfortunately, all the alternate colors were also in use and just caused the spider to disappear somewhere else. This colorful matter was bucked to the top: Roberta decided the spider and the ocean would remain the same color and the spider's splash was enhanced.

APPENDIX C

About a dozen people, working day and night, take six weeks to completely test a quest. In addition to the Quality Assurance staff, there are nine outside, unpaid Beta testers who play and evaluate products.

The Quality Assurance Department uses more than 30 different computers in the most popular configurations to test each Sierra product. About half of the machines are MS-DOS clones and compatibles, the others are Macs, Apples, Amigas, and Ataris. After four to eight weeks, hundreds of man and woman hours, and 20 to 30 error-correcting cycles, the product is deemed ready to ship. Even with all this careful testing, the QA staff knows that a few of us will try something or do something the designers and testers did not anticipate. There are usually a small number of follow-up bugs to exterminate.

The more complete a King's Quest becomes, the more difficult it is to test and debug. Can you imagine wanting to check out something in Dracula's Castle in *King's Quest II*, for example, and having to play the game to get to that point? Obviously programmers don't want to waste time collecting the items necessary to cross the Poisoned Lake, so special software is attached to the game to make checking and correcting easy. This is called *debugging software*, after the debugging process which is intended to find and fix errors.

Here's something few people know: The debugging software is still part of some of the older versions of King's Quest that were programmed with AGI. These include *King's Quest II* and *III* and the old version of *King's Quest I* (the new SCI version is now replacing the AGI version on store shelves). None of the SCI versions (*King's Quest IV* and *V*) have secret commands. If you have one of the older versions and would like to try to some of the debug commands, consult Appendix E—but remember, nothing is guaranteed.

Marketing

Once a King's Quest is ready for market the publicity department sends evaluation copies to reviewers at leading newspapers, computer maga-

zines, and mainstream publications like *Modern Maturity*; *People*; and, on occasion, *Time*.

Sierra's main marketing thrust, however, is its free quarterly magazine *Sierra News*. With a circulation of 800,000 individuals; 75,000 retailers; and 80,000 overseas readers in Europe and Japan, the magazine reaches a lot of people. Its 60-plus pages are full of interviews with developers, features about new products, letters from customers, hints and tips, and photographs of the Sierra staff. The magazine mailing list comes from customers who return registration cards.

There is another good reason (aside from being a registered owner) to return the registration card. Sierra sends a short survey to the first 500 people who return cards and then a reward for completing the survey.

From the survey, Sierra spots trends in adventure gaming. The cards for *King's Quest V* are in. Almost 60 percent of you like the no-typing interface, while 30 percent of you (and me) like the old-style interface. Fifteen percent of you think *V* is too difficult, a like number think it is too easy, and 60 percent think it's just right. When asked if you would buy *King's Quest VI*, a whopping 92 percent of you answered yes; no one said no.

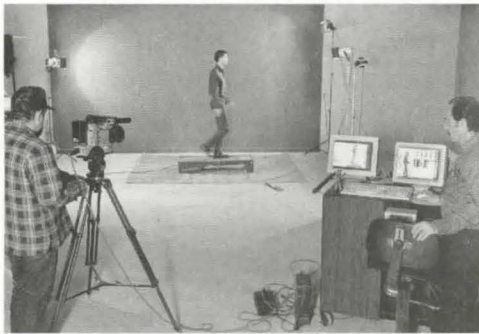
The age of those returning surveys is evenly distributed in three groups: 30 percent are under 20 years of age, 30 percent are between 20 and 30 years of age, and 30 percent are older than 30.

A force of about a dozen salesmen use these and other survey figures. They hit the road with Compaq computers under their arms to demonstrate new products like *King's Quest VI* to dealers scattered across the country. These same people attend at least 40 trade shows a year to show off new software.

A lot of Sierra's marketing comes from satisfied customers telling friends about products. The marketing staff keeps in touch with 800 user groups and supplies them with demos, sample products, and videotapes. John Williams, the vice president for marketing, says user groups and happy customers are Sierra's secret marketing weapons.

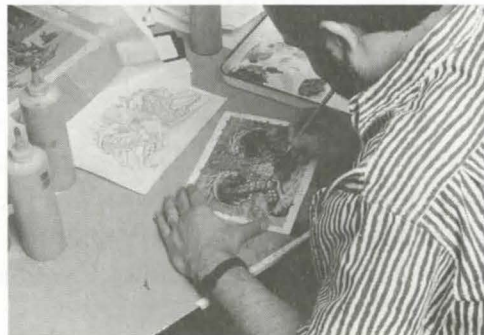
APPENDIX C

An artist works on the storyboard for a new adventure game.

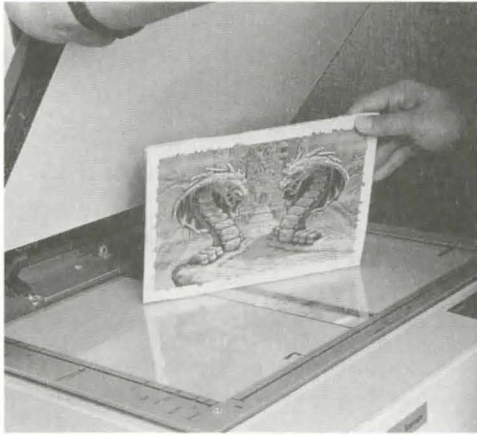


Actions are captured on videotape to make the animation as realistic as possible

The backgrounds for King's Quest are first painted in acrylics on illustration board.



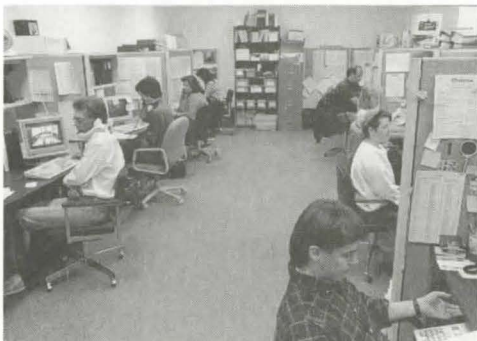
THE MAKING OF THE QUESTS



The painted background illustrations are then digitized—a process which maximizes detail and color.



Actors and the Sierra staff record voices and dialog for the CD-ROM version.



More than 33 Customer Service Representatives are ready to take your calls and answer your questions.

APPENDIX C

Although many people are involved in designing, programming, drawing, scoring, testing, and marketing a King's Quest, Roberta Williams is never far from the action. She is constantly looking for ways to improve her games and no facet is too small to escape her attention: Sometimes it's a bush in the wrong place, or a house that needs more color, or a dungeon that isn't gloomy enough. That attention to detail is one reason King's Quests are so much fun to play.

APPENDIX D

Information on Debugging Commands

The following is a discussion of debugging commands accidentally left in certain versions of *King's Quest I*, *II*, and *III*. (See Appendix C.)

SIERRA CUSTOMER SERVICE DOES NOT HAVE DOCUMENTATION ON THESE COMMANDS AND THEY CANNOT ANSWER QUESTIONS ABOUT THEM OR EXPLAIN HOW TO USE THEM. THEY MAY DENY THE COMMANDS EXIST. YOU CANNOT USE THESE COMMANDS IN ACTUAL PLAY. STRANGE THINGS CAN AND WILL HAPPEN: SOMETIMES THE COMPUTER WILL FREEZE OR TERMINATE THE GAME. USE THESE COMMANDS AT YOUR OWN RISK.

With that said, here are some of the special commands found in the oldest IBM version of *King's Quest I*. Some versions of *King's Quest II* and *III* have similar, but not identical, debug routines. These routines may also be present in early versions for the Atari, Amiga, and the Macintosh. The Apple version of *King's Quest I* never had the debug software, but the old Apple versions of *King's Quest II* did.

APPENDIX D

With Ego in any room, hold the Alt key and press the D key. The Alt-D combination causes the version number to appear on your screen; press the Enter key again and you'll get another message; press the Enter key a third time and you'll return to the prompt at the bottom of the screen. The difference is that you have also enabled the debug mode for the room you are in, although there is no evidence of that. (On the Macintosh use the Open-Apple key and the D key; on the Amiga and Atari, use Ctrl-D.)

First try teleportation. Go through the Alt-D routine—you have to do that whenever you enter a room—and then, at the bottom of the screen, type TP and enter. The computer will respond with WHAT ROOM:. Enter a room number and Ego will be instantly transported there. This is known to the programmers as the ZAP command. A few words of caution: Ego will materialize in the new room at the same location he was in the last room, which may leave him walking in air. Or you may zap him right into a raging river or a deep canyon. You will also zap anything that is with him to the new location—wait until you see Ego with a goat in the well. Sometimes when Ego goes to a new room, he is trapped in the priority bands of the old room, so he often walks through walls and trees.

Without the programmers' maps, picking room numbers is more guess than science. Generally the numbers follow a pattern. In *King's Quest I*: the first scene, outside the castle, is room number 1; the woodcutter's house is 44; 25 puts you at the troll bridge; the well is 12. Teleport to room 51, and you'll have a dragon breathing fire down your neck; 60 is in the clouds, and 73 is underground.

If you use a more conventional method to enter a room, you can query the debug program about where you are. Once you do the Alt-D sequence, type SHOW VAR and press Enter; then press Enter again.

To look at the priority bands, press the F6 key on MS-DOS computers; priority bands can't be display on Apple computers.

To get an object, type GET OBJECT and press Enter. Then enter the object number. Here are a few object codes.

INFORMATION ON DEBUGGING COMMANDS

Code number	Object
1	Dagger
9	Bowl
18	Cheese
20	Egg
24	Mushroom

Have fun, but remember these are unofficial commands and shouldn't be used to complete the quest.

APPENDIX E

CD-ROM

King's Quest V and *VI* are now available in CD-ROM multimedia versions. The games are the same as those on disk except there is no written text—everything that is printed on the screen in other versions is spoken in these. However, they require CD-ROM hardware and software.

A CD-ROM (Compact Disc—Read-Only Memory) is physically identical to the music CDs that first became popular in the 1980s. The only difference is that a CD-ROM stores computer data instead of—or in some cases, in addition to—music. It works like a gigantic read-only floppy disk, only slower.

Sierra built a special lab to house the quarter-million dollar CD-making machine it uses in the development process. This device has the capability of making either a prototype disc or a master tape which can be sent to duplicating plants. Prototypes discs cost about \$80; although that is too expensive for production runs, it's perfect for programming work and testing.

Once software is in a final format and all the bugs are worked out, a nine-track master tape is sent to one of the companies that specialize in mass producing the CDs. The information is stamped into the shiny

APPENDIX E

aluminum-coated surface and then a plastic coating is injection-molded around the disc for protection. A label is printed on one side.

Even though a CD-ROM can hold as much as 650,000,000 bytes of information—which is the equivalent of more than 500 floppy disks—that is not enough space to permit all the speech from an adventure game to be recorded as direct audio on the CD. A voice-sampling technique is employed to reduce the speech so that computer instructions, graphics, music, and speech can all fit on a single CD-ROM.

Sierra auditioned and hired actors to record the various speaking parts in the quests. It also expanded the music studio to include a sound stage and hi-tech recording equipment. Devices like an echo chamber add realism to the sound track and make dungeons sound more “dungeony.”

With adventure games now being packaged as ten or more floppy disks, the CD-ROM format represents a real convenience for both the company and the player. Although CD-ROM drives are still expensive and Sierra recognizes that relatively few computers are currently equipped with drives, the price could fall to about \$100 if they’re produced in a large enough volume. The discs themselves cost only a couple of dollars.

The CD-ROM versions can be installed to run under DOS or as a multimedia *Windows*’ application. The latter is very slow and not recommended. When installing as a DOS program, there are several options that balance speed with hard-disk space. Installing the entire game and using the CD-ROM for audio works the best.

Sierra sees the CD-ROM versions of its adventure games as an intermediate step toward compact disc interactive (CDI) technology which some people think will bring a revolution in home entertainment. Prototype CDI machines have the computer and the disc player combined in a box with a pointing device for input. There’s no keyboard or operating system to fool with, and the whole thing attaches to a television set much like a Nintendo.

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