



## KING'S QUEST™

Apple version  
Programmed by Jeff Stephenson

### LOADING INSTRUCTIONS

1. Insert Disk 1, label side up, into the drive. Close the door to the drive.
2. Turn on power to the monitor and the computer.
3. When the banner page appears, press any key to begin the game.

### **IF KING'S QUEST WON'T BOOT PROPERLY, CHECK TO SEE THAT YOU MEET THESE REQUIREMENTS:**

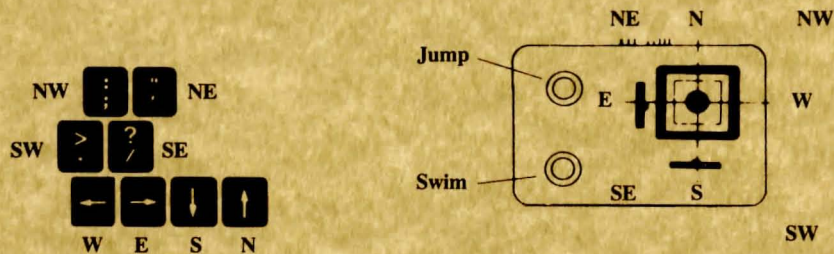
- As stated on the sticker on the outside of the box, 128K memory is required to operate KING'S QUEST. Apple IIe owners **MUST** have an extended memory card installed.
- Printer cards (and other peripherals) sometimes interfere with the operation of KING'S QUEST. You may have to remove all cards from your slots, except of course the drive card and the extended memory card.
- The earliest Apple IIe computers had "A" mother boards. To run the complex graphics in KING'S QUEST, you need a "B" mother board. Your dealer is empowered by Apple Computers to replace an "A" mother board with a "B" mother board, free of charge.



## COMMANDS FOR THE HERO

Your computer will be your hands, eyes and ears. Talk to it in commands of one or two words, or even whole sentences. Unless otherwise instructed, follow all commands with the ◀RETURN▶ key.

Using a joystick or the keyboard, move Sir Graham North, South, East, West, diagonally, and when appropriate, up or down. To halt his steps with the keys, press the direction key you hit last, again.



Acrobatic feats may be required at times. Give your computer a single command. Type:

(You can also use the joystick buttons to jump and swim.)

You may meet others who have messages for you. Command them to speak. Type:

You may later need objects you see along the way. Type:

Pay attention to details. To see an object closely, type:

Answer you computer's questions directly. Your command to unlock a door may prompt your computer to ask "With what?" Answer:

◀JUMP▶, ◀DUCK▶ or ◀SWIM▶

◀TALK TO THE GNOME▶

◀GET THE KEY▶

◀LOOK AT THE KEY▶

◀WITH THE KEY▶

NOTE: If the computer's reply to your command requires more room than is available on the screen, the computer will beep. Press ◀ENTER▶ to scroll down to the command line.

## MAGIC OF YOUR OWN

You may want to take a break at some point, and later begin where you left off. You can save your progress on a separate disk. Use a blank disk, or one with information that you do not need, because it will be erased when it is prepared.

### Formatting or Preparing a "Save Game Disk"

You will need to prepare your "save game disk" only once. Any time during the game,

TYPE ◀INIT DISK▶

Follow the prompts on the screen to create the "save game disk".

### Saving a Game

The game can be saved almost any time during play. If you do this often, then you won't lose much ground if Sir Graham should suffer an unfortunate accident.

TYPE ◀SAVE GAME▶

You will be instructed to enter a letter to identify your game.

TYPE ◀A - Z▶

Put your "save game disk" in the drive and press ◀RETURN▶. The game will be saved, and you may then continue playing KING'S QUEST.

### Restoring Your Game

To resume a saved game any time after loading KING'S QUEST,

TYPE ◀RESTORE GAME▶



You will be asked to type the letter for your saved game.

TYPE ◀A - Z▶

Insert your "save game disk" and press ◀RETURN▶. Now you may continue playing KING'S QUEST from the point at which you saved the game.



To save you typing time, these convenience keys quickly and easily make these common commands:

ESC	Pause KING'S QUEST
TAB	Check Sir Graham's inventory and score
1	Save Game A-Z
3	Restore Game A-Z
5	Restart KING'S QUEST
CTRL E	Echo last command
CTRL C	Cancel current command
=	Duck
	Jump (or press upper joystick button)
	Swim (or press lower joystick button)



SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858  
TM designates trademark of Sierra On-Line, Inc. © 1984 Sierra On-Line, Inc. Made in the U.S.A.