

*Romancing the Throne*

**Hint Book**

## Introduction

### Welcome to the Kingdom of Daventry and *King's Quest III*!

I hope you are having as much fun playing this game as all of us had creating it. There are many different ways to play *King's Quest II*. If you have a problem that I haven't mentioned here, feel free to contact Sierra at (209) 683-6858.

The whole point of playing *King's Quest II* is to discover its puzzles and then solve them. However, this might be the first adventure game you've ever played, or, the puzzles may be so well hidden (or so obtuse) that you don't even know where to begin. Hence, this hint book.

### How to use a hint book

When you get stumped, look through here for the question that is closest to your problem. Color the first box by drawing a single line with your marker. Hints progress from mildly helpful to "ok-here's-the-answer." It's best to read each answer in sequence, unless a hint instructs you otherwise. I give the more obvious solution to each puzzle; higher scoring alternatives are at the end of this book.

### How NOT to use a hint book

Be sure to read only those hints you really need. Do *not* indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question in here is real: along with the legitimate questions, I've thrown in some fakes. Just because a hint mentions a goat, doesn't mean that goats are important in this game, or even exist in this game.

### If you've finished *King's Quest II*

Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning and try to find another solution to each of the major puzzles. To help you along, I've included a section at the very end of this book called "After the End of the Game." *But*, be **very cautious** using that section, it will ruin the game if you see it too soon!

If you enjoy this game, you're sure to like the other animated adventure games from Sierra: the original *King's Quest* and *The Black Cauldron*. After finishing them, be sure to "stay tuned" for *King's Quest III*, "coming soon to a computer near you." Good luck in your adventuring and here's hoping you enjoy *King's Quest II*!

Al Lowe

## General Questions

All I do is wander around! What's going on here? There must be more to (adventure game) life than this?!

Start fresh from the very beginning. Re-boot the disk. Don't touch any key and watch the story that unfolds. It will tell you the plot of the game.

"Look" a lot. Perhaps you'll get a hint. Look for objects lying around and take them with you. *Almost* every object in the game has a purpose, and is used for something.

You are seeking a beautiful girl, possibly near a tower.

You feel sure about the direction. There's someone to go with you.

This game is too fast! This game is too slow!

Press some combination of the function keys, (F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12) to change speeds. See the reference card for the computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

How do I "see" the objects I'm carrying?

Just type "look" and the name of the object.

How do I "drop" objects?

You don't. You're going to need everything you find. (You may, however, "use" things, thus consuming them.)

Am I the only one who keeps "failing in my quest?" I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

Nothing. Everyone "fails" a lot in adventure games. That's one reason it's so satisfying to finally solve one. Your problem is you aren't "saving" your game as you progress. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

To save a game, you'll need a blank disk, or one with data on it that is no longer needed. See your reference card for details.

After you have a "saved game" slot, you just type "save game" at any time to save a game in memory that spot. You'll give the name a one-letter code. See your reference card for further explanation. Masliden's hint: I like to keep game "A" as my main, and best version, but I also write my way through a couple as I progress. (That way I can always "back up" to different version if I make some serious mistakes.)

Where does King Graham put all that stuff he's carrying?

The same place Superman puts his steel clothes when he flies!



## To Open the First Magic Door

### The Land of Kolyma

Once I start riding the flying turtle, how do I get off?

This is the perfect example of a phony question. I put this here just to see if you'd fall for it. And...you did!

Why are you reading this? There is no way to ride the flying turtle!

In fact, there isn't even a flying turtle in this game.

There is a "jumping fish" that flies around while you swim in the ocean, but you can't ride him either.

This just shows that even lots of answers don't validate a false question.

From now on, you must promise not to read answers that sound like this. Even a seemingly logical question may be wrong. Now raise your hand and repeat after your Uncle Al: I will not seek answers to questions I don't

I die whenever I swim too far in the ocean.

That's right, you do. You can only swim for a little while without heading for shore again.

Swimming may not be the answer.

But, don't you agree the jumping fish looks cute?

I can see an island in the middle of the poisoned lake. I'm sure there must be some way to get to it. But, how?

You're probably right, but you're ahead of the game.

When it's time to go there, the game will change to let you do it.

If the rickety old bridge always collapses under me, how will I ever finish this game?

After all, it is a rickety old bridge. It may only be good for a few crossings.

It won't always collapse. You're just crossing it too often.

It's good for three round trips, plus one more (seven crossings total). If there's a problem, you may be playing from a saved game that has some extra trips.

Give me a hand, the cauldron for how many times you've crossed is located somewhere in the center of the bridge. Don't meander around on the bridge; go directly across!

I've found the pig leash, but can't figure out where to use it.

You must be thinking of *The Black Cauldron*.

But, wait! There's no pig leash in that game either.

Why are you reading this? I told you there's no pig leash in this game.

Here you go again, falling for another fake hint.

How can I make the antique store open?

Perhaps you're too eager. Remember, this game changes as you progress.

It will open when you are ready for it.

See hints under, "to Open the Second Magic Door."

I can't find anything to steal from the monastery.

You'd steal from a church?!

bad idea.

Instead, you might try doing what normal people do in a holy place.

Walk to the altar and "pray."

There's a wolf in Grandma's bed!

When you encounter the wolf in Grandma's bed, leave and try again later. Grandma may be there the next time you enter.

There's a grandma in Grandma's bed! (But, I still don't know what to do!)

You don't *have* to solve this puzzle, but it will help you later in the game.

Notice that Grandma is sick.

What did your mommy feed you when you were sick?

Go look in the dwarf's fireplace.

Get the pot of chicken soup and feed it to Grandma.

How can I fix Grandma that cup of tea she wants?

Buy King's Quest III?

I don't know. Let me phone Roberta and find out...

Roberta doesn't know either.

Evidently, you can't!

All right, I'm getting desperate! I've paid my money! I want to know how to get that door open! And, I want to know **right now**!

Gosh! Grumpy, aren't we?! Are you sure you want to read this?



You know this is going to take all of the fun out of this part of the game.

OK, OK! Find the magic door.

Read the inscription on the magic door.

Find the trident.

Give the mermaid one of your treasures. She will summon a seahorse.

Ride the seahorse to King Neptune.

There is a golden key inside the giant clam, next to King Neptune.

Wave the trident to open the clam. Take the golden key.

Use the golden key to unlock the magic door.

### Neptune's Kingdom

How can I swim far enough to find King Neptune? How can I dive deep enough to find King Neptune?

You can't.

Swimming isn't the answer here, but I still like the jumping fish!

How can I get that mermaid to take me to King Neptune?

You can't. But she may know someone.

Befriend the mermaid. Offer her a little something.

No, not dinner and a show! Show a little class.

Try one of your treasures.

I'm with King Neptune, but can't do anything but leave.

You need to have something with you.

Something King Neptune would like.

A trident.

King Neptune keeps getting mad at me, very mad!

If you gave the trident to the mermaid to get her to summon the seahorse, skip to 2.

If you have the trident, you can "wave the trident" to open the clam.

Just don't give him the trident *after* you've opened the clam.

▲ A good idea, but (unfortunately) it's wrong.

You'll never get anywhere with King Neptune unless you have the trident.

### Characters you may Encounter around Kolyma

#### Little Red Riding Hood

What should I do with Little Red Riding Hood?

If you talk to her, she'll give you a clue.

She's looking for her basket of goodies.

The basket is near Grandma's house.

Inside the mailbox.

#### The Mermaid

There's a mermaid on a rock, but whatever I try, she swims away.

Never get too close to a mermaid.

Offer her something.

A treasure, perhaps? (Sometimes bribery works!)

### The Good Fairy

Why is the Good Fairy here?

Maybe it's your lucky day!

Maybe not.

If you can get close enough to her, she'll sprinkle you with a (rather short-lived) magic spell that will protect you from "certain evil elements."

Even though I've been protected from "certain evil elements," I still can't swim to that island in the center of the poisoned lake.

Evidently, the lake is not one of the "certain elements."

The Good Fairy's magic spell will only protect you from the following things:

King Neptune.

The evil enchanter.

The wizard.

How can I escape from the "bad guys" hanging around Kolyma?

The best way is to just avoid them entirely. Go around these places. Or,



Watch near the edge of the screen. Then, if they come close you can quickly move to another room. Or,

Hide behind a tree or bush. (Insider's hint: if even one bit of you shows, you may be seen.)

### Hagatha

How do I stop getting killed by Hagatha?

Stay away from her.

Sometimes the *obvious* answer is the *correct* answer.

The Good Fairy's spell will help, but only outside her cave.

Is it possible to get that nightingale from Hagatha's cave?

Keep entering her cave until you find that she's not home.

You can then take the cage without fear.

### The Dwarf

That dwarf keeps stealing stuff from me!

Whenever you allow him to get close to you, he'll take one of your treasures.

The Good Fairy's magic spell will protect you from the dwarf.

It is possible to recover anything he takes.

He usually puts his booty in his house.

Look inside the chest.

I can't figure out what to do after I put on the dwarf's hats.

Call Sierra and tell them how you did it, since it's impossible!

This is another fake question.

How can I stop the dwarf from "getting me" while I'm inside his house?

Easy. Wait until you enter his house and he's not home. (It's difficult to get away from him because he's so fast!)

### The Enchanter

How do I get away from the enchanter?

The Good Fairy's magic spell will protect you from the enchanter.

Better than that, all I could do was run. If you find some other way, why don't you call me!



Does the evil enchanter have any redeeming social value whatsoever?

No, but he makes great frog legs.

### To Open the Second Magic Door

#### The Land of Kolyma

What?! Another door?

Yes! And, you're going to need another key!

Be sure to read the inscription on the second door.

But remember, the game has changed as you've progressed.

New things will happen to help you find key #2.

I can't figure out where to start solving this one!

Remember the famous bumper sticker: "When the going gets tough, the tough go shopping!"

When you read the inscription on the second magic door, the window of the antique store now reads "Open."

Go to the antique store.

The antique store puzzles me.

Talk to the old lady.

She'll want to buy something from her.

Give her two treasures.

She'll give you an old oil lamp.

I've got the old oil lamp from the antique store. Now what?

You might try flying.

You'll need some help.

Did you ever read *The Arabian Nights*?

Try a carpet.

Put the genie's lamp and you'll get a free ride.

#### The Top of the Cliffs

Why did I come up here? All I can do is get killed.

Maybe you could use your sword.

You don't have a sword? "I Dream of..."

Rub the lamp again.

Use the sword to kill the snake.

OK, I give up! How do I get that second door open!

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go to the antique store. It's open for business now.

Buy the oil lamp by giving the old lady two of your treasures.

Leave the store and rub the lamp.

Ride the carpet to the top of the cliffs.

Rub the lamp again, and the genie will give you a magic sword.

Go the snake with the magic sword.

Go past the snake. The second golden key is inside the cave in the hillside.

Ride the carpet again to return to Kolyma.

Use this golden key to unlock the second magic door.

## To Open the Third Magic Door

### The Land of Kolyma

I can't even get started. What's changed? What do I do first?

Go back to read the inscription on the third magic door.

Go to the south shore of the poisoned lake.

Notice there's a rowboat (complete with shrouded ghoul) here for the first time.

How do I take the rowboat across the poisoned lake?

Offer something to the shrouded ghoul.

One of your treasures.

### Count Dracula's castle

I've crossed the poisoned lake, and landed on that island in the middle. Why bother coming? All I do is die!

Keep trying. It is possible to make it through the bramble bushes without dying!

No one ever said it was going to be easy!



If you have the magic sugar cube, eat it. It will prevent the brambles from harming you.

You got the sugar cube from the winged horse after you talked to him.

Don't you remember? The snake became the winged horse after you threw the leather bridle on him.

What leather bridle? Why, the one you got by rubbing the oil lamp the third time. (No, of course not, you can't kill the snake with the sword first!)

Those ghosts always make me walk into the poisoned brambles.

Did you ever go "Trick or Treating?"

Wear a disguise so they don't recognize you.

The black cloak and ruby ring.

You found them under the bed at Grandma's house. (Didn't you?)

I've encountered Count Dracula roaming his castle. He always gets me.

Think back to those old movies you used to watch on late TV.

Try something he doesn't like.

Show him the silver cross.

You got it from the priest in the monastery.

I keep stumbling in the dark. Where's the flashlight in this game?

There is no flashlight. Irving Duracell hasn't been born yet!

Where do you keep the candles at your house?

Search through the drawers.

In the bedroom at the top of the west tower.

Now, how do I light this thing?

If you didn't take a flaming log from Hagatha's fire, keep to it.

You took a flaming log from Hagatha's fire?

How?

This is a fake hint.

You should be ashamed of yourself for falling for one as blatant as this!

\*

Find a candle.

One that's low enough for you to reach.

Use the stairway down from the bedroom where you found the candle.

I've found Count Dracula's "sleeping area." But...

If the coffin is open, skip to † below.

Open the coffin.

After Dracula awakes, show him the silver cross. He'll leave.

†

Reach in the coffin and get the golden key from under Count Dracula's pillow.

I have the key, but I can't get that trunk open in the top of the tower.

You'll need the silver key.

The only way to get the silver key is to kill Dracula while he's sleeping in his coffin.

To kill Dracula, you must have the stake and the mallet.

OK, I give up! How do I get the third magic door open!

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go into the monastery.

Pray with the monk. Tell him your name is "Graham." He'll give you a silver cross.

Go to the south shore of the poisoned lake. Find the boat.

Give the boatman one of your treasures.

Make your way through the deadly brambles.

Show the cross to the ghosts.

Find the upstairs bedroom in the castle.

Get a candle from the drawer.

Light it in the flame of the torch on your way down the stairs.

Find Count Dracula's crypt.



If you can persuade another to, show him the silver cross.

Look under the pillow in the coffin.

Take the golden key and use it to open the third magic door.

### On the Enchanted Island

I'm stuck on a strange beach.

Search the beach.

Throw the net. Perhaps you'll catch something.

What?! You expected to catch a fish the very first try?  
(Obviously, you've never gone fishing with *me*!)

Try, try again!

I'm stuck on a strange beach with a fish.

Perhaps you don't need a fish.

The fish needs your help as much as you need its help.

You could always throw it back.

Throw the fish into the ocean.

If it offers you something, take it up on its offer.

Ride the fish.

I'm stuck on a strange beach with a *dead* fish.

Too bad. Try reading the hint immediately before this one.

Now that I'm on the enchanted island, I realize there's something back in Kolyma that I need. How can I go back?

You can't.

You'll have to restore an older "saved game," and try again.

I'm in the tower, but I can't get past the deadly lion.

You need a weapon with great magic.

Use your magic sword to kill the lion.

Or you might ham it up a little.

I've found her! But, you know, it just doesn't seem like the game is over. I mean, after all this I was expecting more than just a kiss! Maybe some fireworks, or a fancy message from somebody at Sierra, or...

The game's not quite over. You must get Valanice out of the tower, and safely back to Daventry.

She's afraid to walk down those stairs. Think of another way.

Remember, Dorothy: you're not in Kansas!

Inspect the amulet.

You found it north of the tower. (Didn't you?)

Think "home."

Enjoy your wedding!

OK, I give up! How do I finish this game?!

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Find the net on the strange beach.

Cast the net until you catch a fish.

Throw the fish back into the ocean.

Ride the fish.

Find the amulet.

It's north of the tower.

Enter the tower.

Kill the lion with your magic sword.

Enter the room and meet Valanice!

Hold the amulet.

Think "home."

Enjoy your wedding!

### After "The End" of the Game

CAUTION: Read this page only if you have literally seen the end of the game. This section is so potent I even made the questions invisible! Reading this page will surely spoil the game for you, if you see it before you complete the game on your own.

### How did you...

Q make the mermaid summon the seahorse?

I gave her a treasure (but I lost points equal to the treasure's value).

I gave her the bouquet of flowers I got from Red Riding Hood.



Q ...get the key from King Neptune?

I waited and consent to open the clam, and swiped it!

He gave it to me -- after I gave him back his lost trident.

Q ...get the jaguar-gate from Hagatha?

I entered her cave when she wasn't home.

While Hag was there, I sneaked behind her to the cage, covered it with the cloth, took the cage, then sneaked out without her noticing me.

Q ...get past the snake at the top of the cliff?

I killed him with my magic sword.

I threw the leather bridle on him. We chased a bit, after which he gave me a magic sugar cube.

Q ...cross the poisonous land?

I gave the shrieking ghoul a treasure.

I disguised myself as Count Dracula by wearing the black cloak and ruby ring.

Q ...get through the bramble bushes after landing on Count Dracula's island?

I just walked right on through.

I ate the sugar cube.

Q ...get past the ghosts guarding Dracula's door?

I wore the black cloak and ruby ring.

I wore the silver cross.

Q ...stop Count Dracula?

I showed him the silver cross.

I wore the silver cross; when he saw it, he turned into a bat, and flew away.

I killed him while he lay sleeping in his coffin.

Q ...get into Valance's chamber?

I killed the lion with my magic sword.

I fed the lion the smoked ham from Dracula's dining room table.

### Did you also try?

...letting the enchanter "get" you?

...drinking from the poisoned lake?

...looking at the tree in the woods north and east of the trident?

...talking to the seahorse?

...talking to King Neptune?

...talking to Hagatha in her cave?

...opening the nightingale's cage?

...giving the leather bridle to the snake?

...kissing Hagatha?

...approaching Hagatha's cave often? (Sometimes something silly happens, but only rarely!)

...letting the ghosts possess you?

...blowing out your candle while in Count Dracula's castle basement?

...walking into the waterfall on the strange beach?

...asking "what is Graham's last name?"

...asking "who wrote this game?"



## Points

### How and where earned

### Value

#### Before opening Door #1

|   |                       |
|---|-----------------------|
| Opening the mailbox outside Grandpa's house                 | 1                     |
| Taking the basket of goodies from the mailbox               | 2                     |
| Leaving the basket of goodies to Red Riding Hood            | 4                     |
| Praying in the monastery                                    | 2                     |
| Getting the silver cross from the monk                      | 2                     |
| Wearing the silver cross                                    | 2                     |
| Looking in the hole (south of the monastery, near the lake) | 1                     |
| Taking the brooch from the hole                             | 7                     |
| Taking the bracelet   | 7                     |
| Taking the stake  | 2                     |
| Taking the mallet   | 2                     |
| Taking the trident  | 3                     |
| Taking the necklace   | 2                     |
| Each trip across the rickety bridge (until seven trips)     | 1                     |
| Giving the bouquet of flowers to the mermaid                | 2                     |
| Giving a treasure to the mermaid                            | - (value of treasure) |
| Riding the seahorse   | 2                     |
| Getting the bottle and cloth from King Neptune              | 4                     |
| Getting the key to Door 1                                   | 5                     |
| Unlocking Door 1  | 7                     |

#### Before opening Door #2

|   |                        |
|---|------------------------|
| Opening the bottle and removing the cloth                     | 2                      |
| Covering the nightingale's birdcage with the cloth            | 2                      |
| Taking the birdcage   | 2                      |
| Trading the nightingale for the oil lamp at the antique store | 6                      |
| Trading two treasures for the oil lamp                        | - (value of treasures) |
| Getting the flying carpet by robbing the oil lamp             | 2                      |
| Riding the flying carpet                                      | 4                      |
| Getting the magic sword by rubbing the oil lamp               | 2                      |
| Getting the leather bridle by rubbing the oil lamp            | 2                      |
| Throwing the leather bridle over the snake                    | 5                      |
| Getting the sugar cube by talking to the winged horse         | 2                      |
| Getting the key to Door 2                                     | 5                      |
| Unlocking Door 2  | 7                      |

### Before opening Door #3

|  |                      |
|--|----------------------|
| Taking the pot of chicken soup                   | 2                    |
| Loving a treasure to the dwarf                   | -(value of treasure) |
| Retrieving a stolen treasure from dwarf's chest  | +(value of treasure) |
| Taking the earrings                              | 7                    |
| Giving the pot of chicken soup to Grandma        | 2                    |
| Finding the black cloak and ruby ring            | 4                    |
| Wearing the black cloak and ruby ring            | 3                    |
| Giving a treasure to the shrouded ghoul          | -(value of treasure) |
| Eating the sugar cube                            | 1                    |
| Taking the candle                                | 2                    |
| Lighting the candle in the torch flame           | 1                    |
| Taking the smoked ham from Count Dracula's table | 2                    |
| Killing Count Dracula in his coffin              | 7                    |
| Taking the silver key that results               | 2                    |
| Getting the key to Door 3                        | 5                    |
| Unlocking the chest in the top of the tower      | 1                    |
| Taking the tiara                                 | 7                    |
| Opening Door 3                                   | 7                    |

### on the Enchanted Island

|  |   |
|--|---|
| Taking the fishing net                           | 1 |
| Catching the golden fish                         | 2 |
| Throwing the golden fish back into the ocean     | 3 |
| Riding the golden fish                           | 1 |
| Taking the amulet                                | 3 |
| Feeding the smoked ham to the lion               | 4 |
| Entering Valanice's room at the top of the tower | 5 |
| Holding the amulet and saying "home"             | 3 |

Maximum possible score 185



## Location of all Objects

| Objects                | Where found                            | Where used                              |
|------------------------|--|---|
| <b>To open Door #1</b> |  |   |
| Trident                | on beach, two scenes north of Start    | give to King Neptune                    |
| Basket of goodies      | inside mailbox outside Grandma's house | give to Red Riding Hood                 |
| Bouquet of flowers     | from Red Riding Hood                   | give to mermaid, on large rock in ocean |
| Key to Door 1          | inside giant clam, beside King Neptune | use to unlock Door 1                    |

### To open Door #2

|                     |                                     |  |
|---------------------|-------------------------------------|--|
| Fairy spell         | from good fairy, near antique store | prevents death from "bad guys"             |
| Nightingale in cage | inside Hagatha's cave               | give to old lady in antique store          |
| Magic lamp          | from old lady in antique store      | rub lamp anywhere outside                  |
| Flying carpet       | from genie inside lamp              | ride carpet to top of cliffs and back down |
| Magic sword         | from genie inside lamp              | use to kill snake, or kill lion            |
| Leather bridle      | from genie inside lamp              | throw on snake instead of killing him      |
| Sugar cube          | talk to snake/flying horse          | prevents death in brambles, outside castle |
| Key to Door 2       | inside cave on Top of Cliffs        | use to unlock Door 2                       |

|                        |   |   |
|------------------------|---|---|
| <b>To open Door #3</b> |   |   |
| Mallet                 | inside a tree, north and west of bridge     | use with stake below                            |
| Stake                  | south, then east of large rock in ocean     | used to kill Dracula while asleep in his coffin |
| Pot of chicken soup    | in fireplace in dwarf's house               | feed to Grandma                                 |
| Ruby ring              | from Grandma after feeding chicken soup     | used with black cloak below                     |
| Black cloak            | from grandma after feeding chicken soup     | wear to cross lake free and pass ghost guards   |
| Silver cross on chain  | from monk, after praying in monastery       | wear to pass ghost guards and scare Dracula     |
| Candle                 | inside drawer in castle bedroom             | used to see in dungeon                          |
| Small silver key       | appears after killing Dracula in his coffin | unlock trunk in room at top of castle tower     |
| Key to Door 3          | under Dracula's pillow, inside his coffin   | use to unlock Door 3                            |

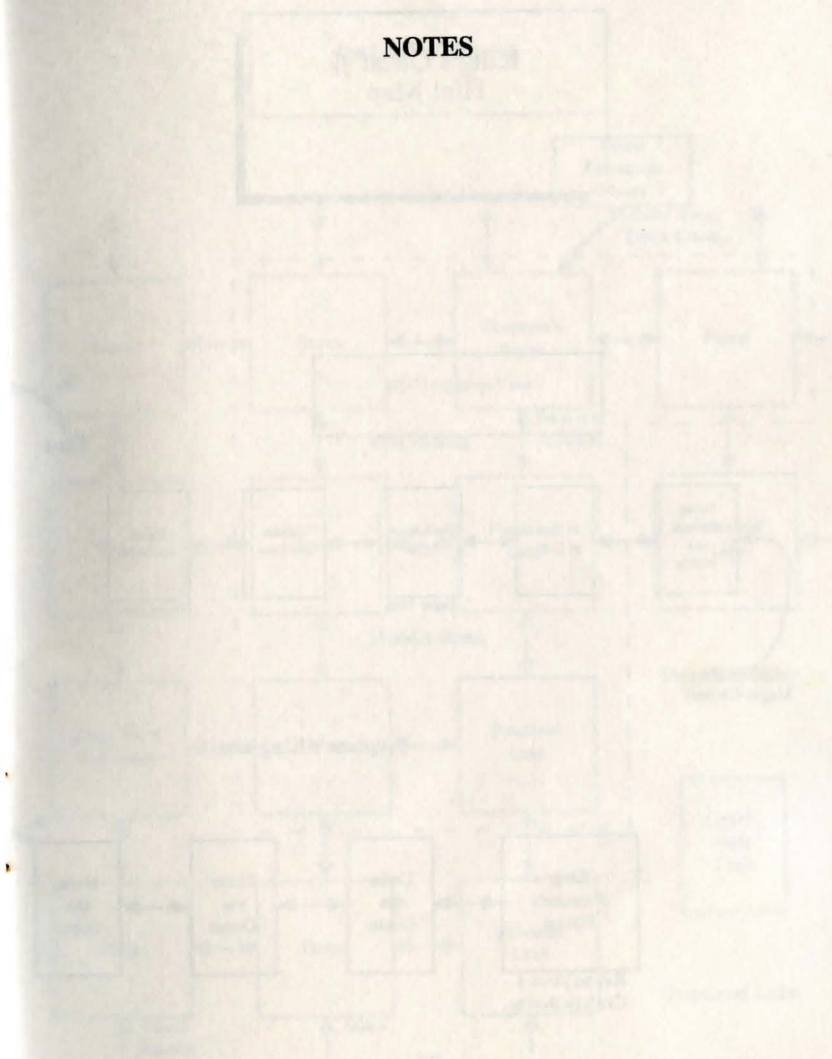
## on the Enchanted Island

|             |                                   |   |
|-------------|-----------------------------------|---|
| Net         | on strange beach, one scene north | fish in rough ocean                             |
| Golden fish | after using net several times     | throw back, then ride to enchanted island       |
| Smoked ham  | on Dracula's dining table         | feed to lion, instead of killing him with sword |
| Amulet      | one scene north of tower          | after meeting Valenice, hold and think "home"   |

## Treasures

|          |   |  |
|----------|---|--|
| Bracelet | south of large rock in ocean                | (for maximum points, don't use any of these) |
| Necklace | two scenes north of Grandma's house         |  |
| Brooch   | inside hole in rock, south of monastery     |  |
| Earrings | inside chest in dwarf's house               |  |
| Tiara    | inside trunk in room at top of castle tower |  |

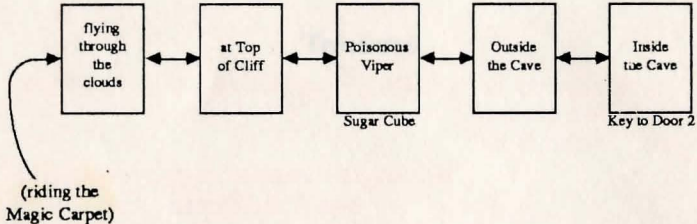
## NOTES





# King's Quest II Hint Map

the Top of the Cliffs



Neptune's Kingdom

```
graph LR; A[King Neptune's Throne] <--> B[Under the Ocean]; B <--> C[Under the Ocean]; C <--> D[Under the Ocean];
```

King Neptune's Throne

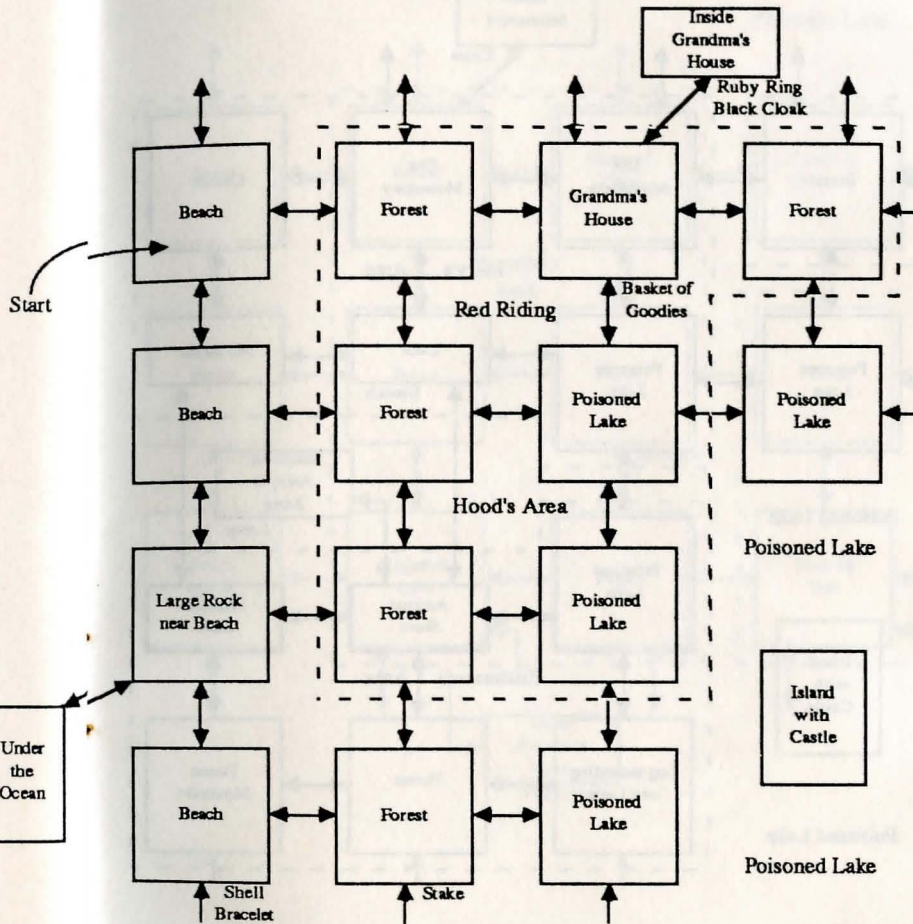
Under the Ocean

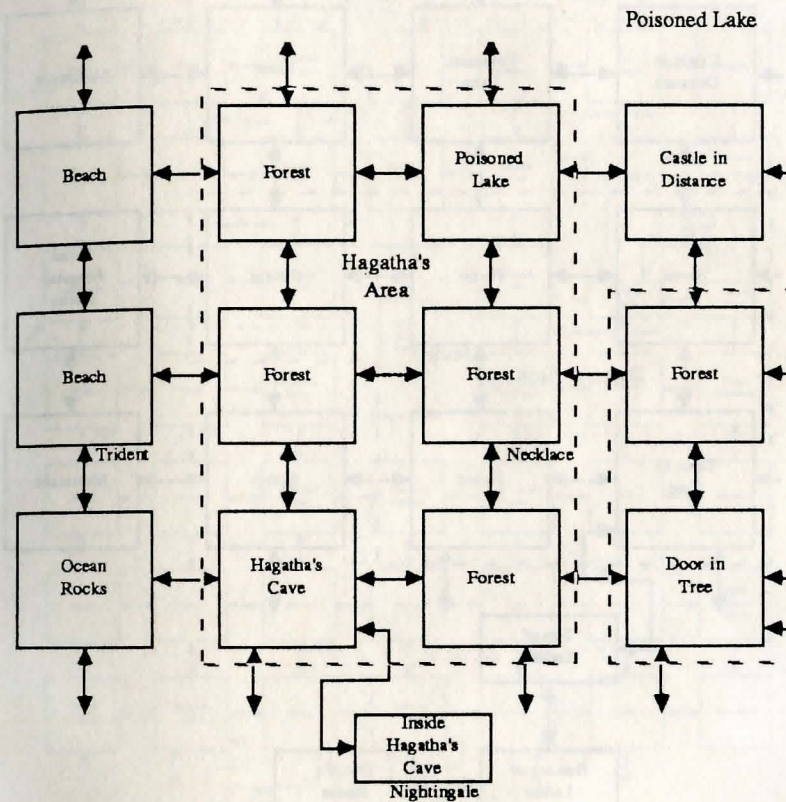
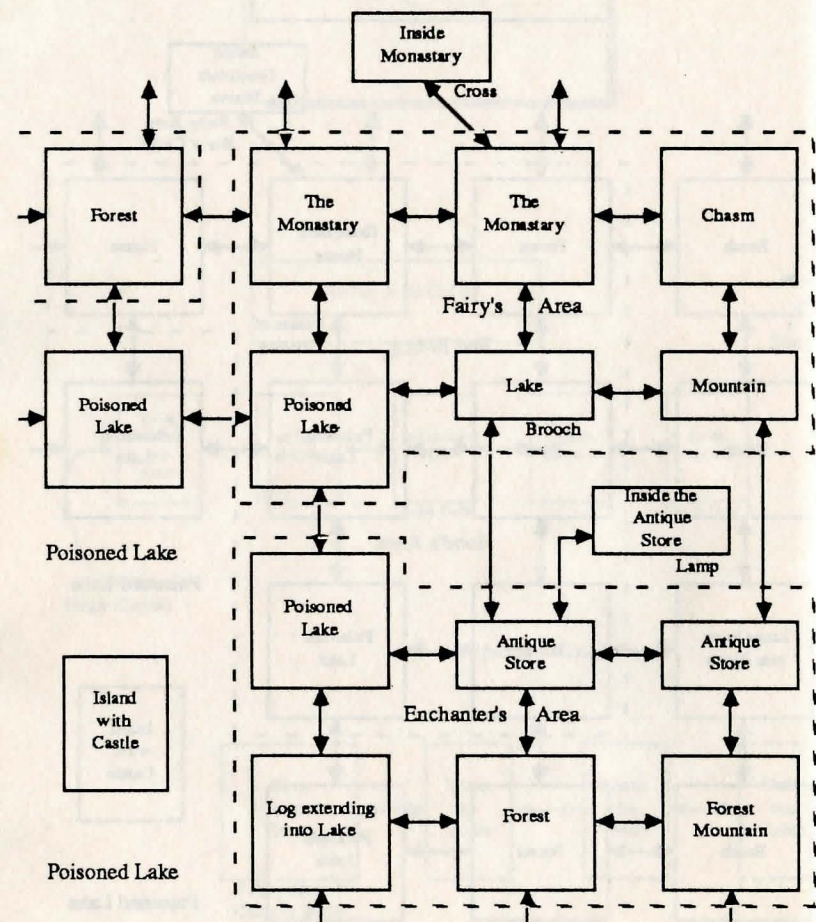
Under the Ocean

Under the Ocean

Key to Door 1  
Cloth in Bottle

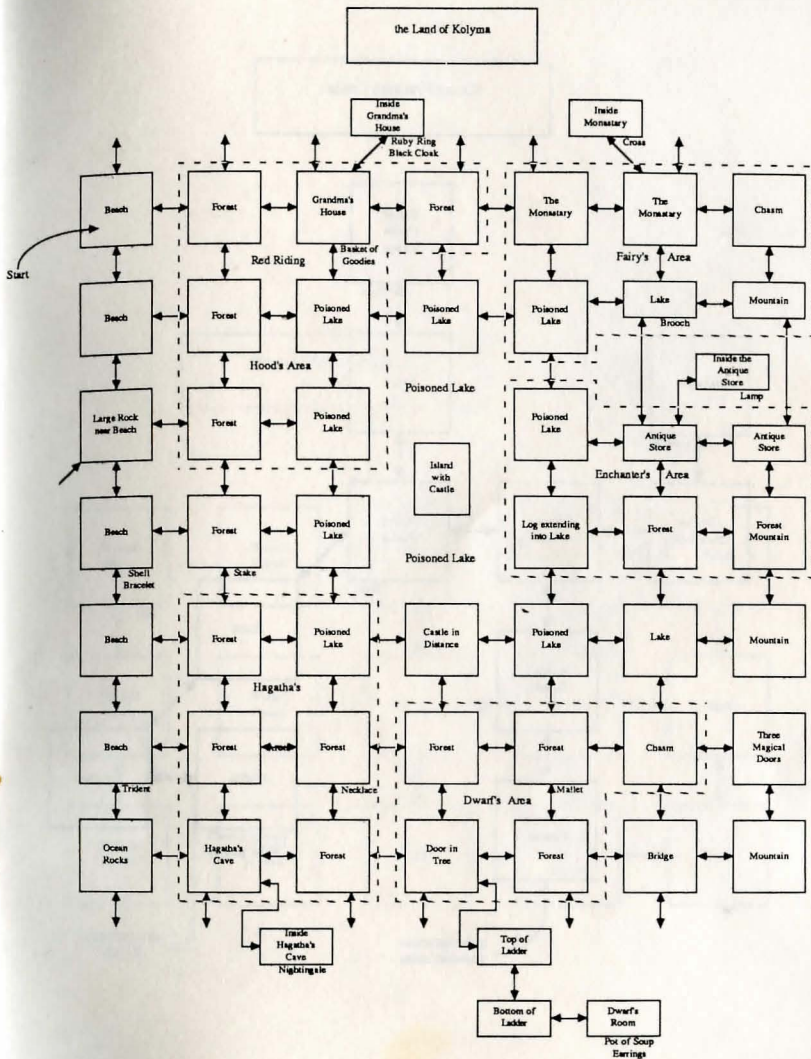
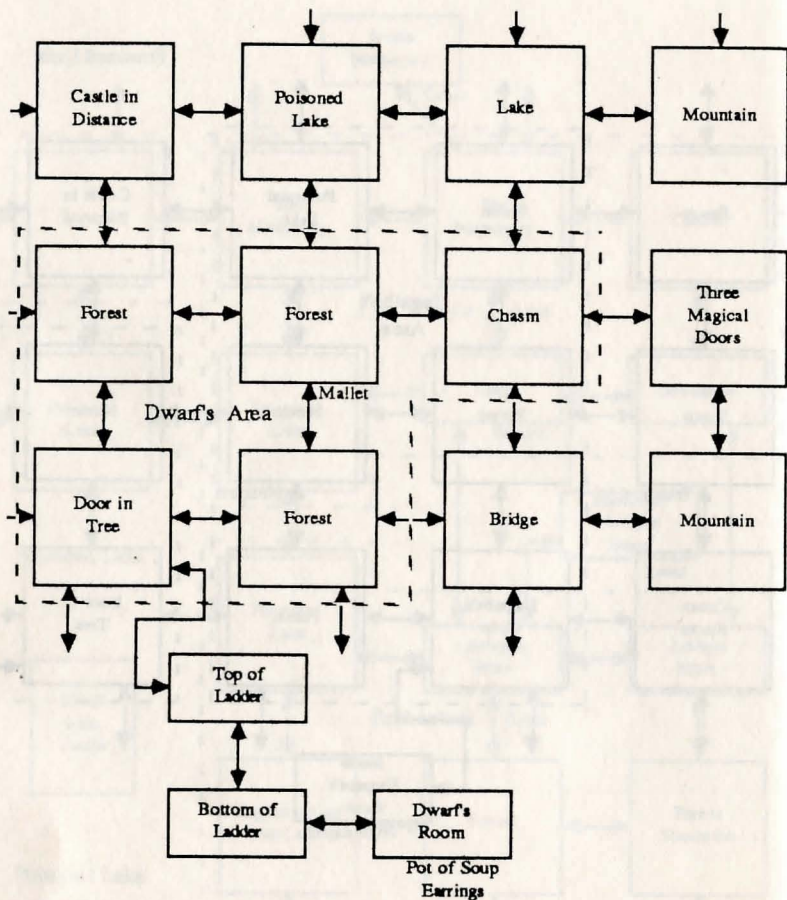
## the Land of Kolyma

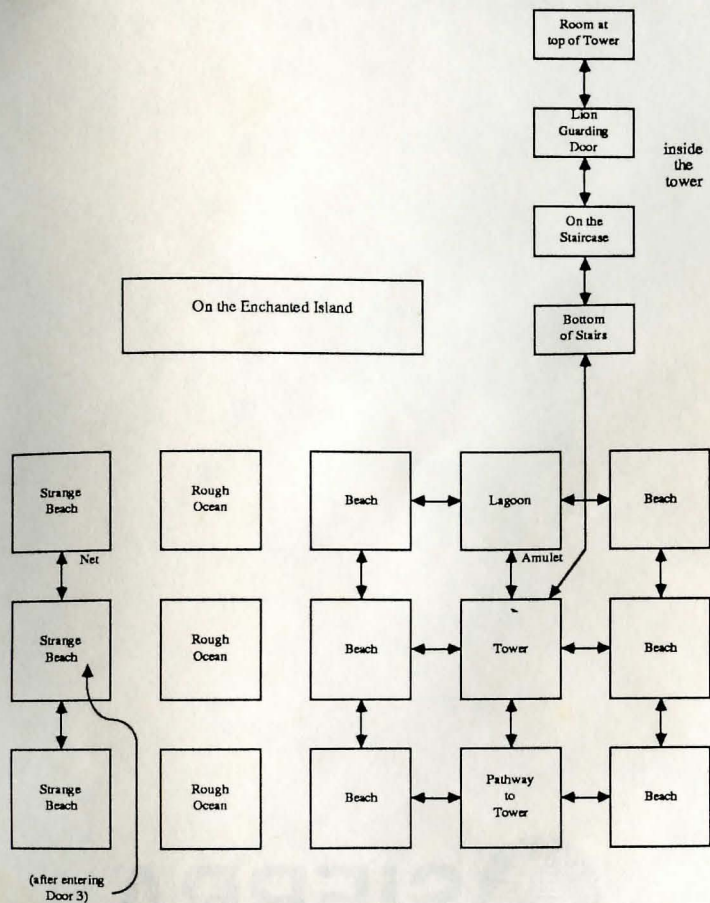
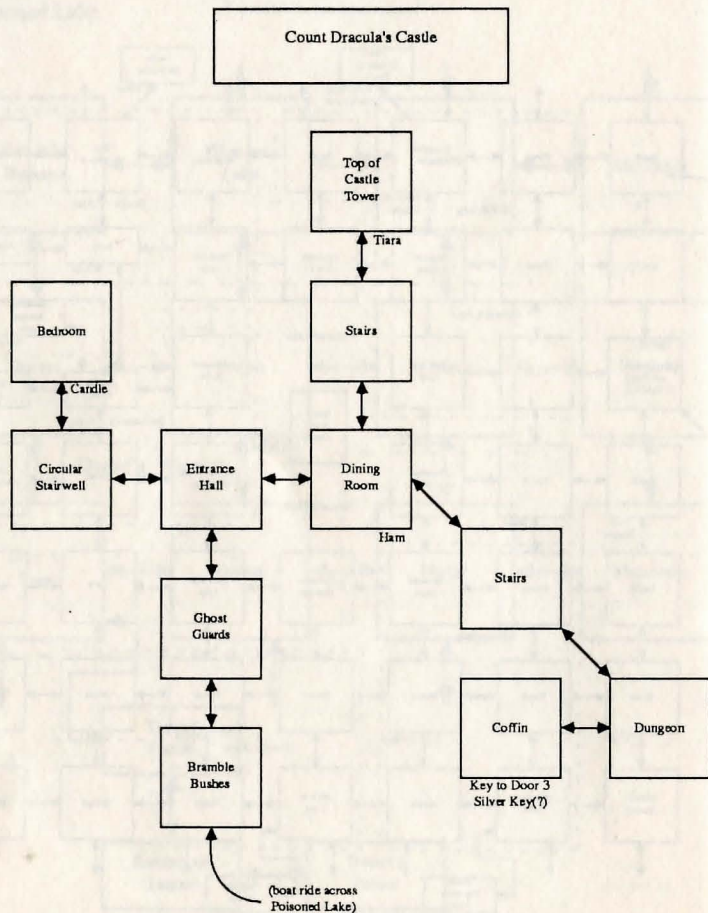






## Poisoned Lake









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