



## **KING'S QUEST II: ROMANCING THE THRONE**

Designed by Roberta Williams

Atari ST version

programmed by Chris Iden, Jeff Stephenson,

Ken Williams and Sol Ackerman

Graphics by Doug McNeill and Mark Crowe

Music by Al Lowe

### **LOADING INSTRUCTIONS**

- A. Turn on your Atari ST system and load the operating system.
- B. When the desktop appears insert *King's Quest II* disk 1, label side up, into drive A. Click twice on the file drawer to open it.
- C. Click twice on "KQ.PRG" and follow the prompts to load *King's Quest II*.
- D. To bypass the opening sequence, press any key.

Sierra's three-dimensional animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature incredibly detailed graphics, with characters that come alive on your computer screen.

These new adventures are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game. In fact, because of random events and different levels of success, you can play the game many times over and never play the same game twice. If you are especially clever, and find every hidden nuance in the game, you can score a maximum of 185 points in *King's Quest II*.

Now available, the *King's Quest II* hint book. Order through your dealer, or direct from Sierra On-Line, Inc.

## COMMANDS FOR THE HERO

Talk to the computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the RETURN key.

A joystick or the number pad on the keyboard moves King Graham North, South, East, West, diagonally, and when appropriate, up or down. To halt Graham's steps with the keypad, press the last direction key again.

If you're using a joystick, remove the mouse and plug the joystick into port #0 when prompted to do so.



To swim, give your computer a single command. Type:

**<SWIM>**

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

**<TALK TO THE GIRL>**

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

**<GET THE RING>**

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

**<LOOK AT THE RING>**

Use the objects you find along the way. Type:

**<UNLOCK THE DOOR WITH THE KEY>**

## MAGIC OF YOUR OWN

If you want to take a break, then later begin the game 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 a "save game disk" only once. Any time during the game, type:

**<FORMAT DISK>**

Follow the prompts on the screen to create the "save game disk." Two drive users may continue the game with a "save game disk" in drive B.

### Saving a Game

The game can be saved almost any time during game play. If you do this often, you won't lose much ground if King Graham should happen to have an unfortunate accident. Type:

**<SAVE GAME>**

One drive users will be instructed to take the *King's Quest II* disk out and put the "save game disk" into the drive. Enter a letter to identify your game. Type a letter for each game you want to save. Type:

**<A-Z>**

When the game is saved, one drive users will be asked to take out the "save game disk" and insert the *King's Quest II* disk to continue.

### Restoring Your Game

To resume a saved game any time after loading *King's Quest II*, type:

**<RESTORE GAME>**

One drive users will be asked to take out the *King's Quest II* disk and insert the "save game disk". Type the letter (A-Z) for the saved game you wish to restore.

**<A-Z>**

One drive users will then be asked to take out the "save game disk" and insert the *King's Quest II* disk. You may then continue playing from the place you saved the game.

To save you typing time, the following convenience keys quickly and easily make these common commands.

<b>ESC</b>	Pause Game
<b>TAB</b>	Check King Graham's inventory and score
<b>F1</b>	Turn sound off/on
<b>F3</b>	Save Game
<b>F5</b>	Restore Game
<b>F7</b>	Restart Game
<b>F9</b>	Echo last Command
<b>=</b>	Swim
<b>Joystick Button</b>	Swim

