

KING'S QUEST® 4

The Perils of Rosella

HINT BOOK

Introduction

I sincerely welcome you to *King's Quest IV: The Perils of Rosella*.

King's Quest IV continues the story of the King Graham family who live in the Kingdom of Daventry. In this particular saga, Princess Rosella, King Graham's daughter, is thrust into a desperate attempt to save her father's life by obtaining a magic fruit which grows in a strange land far from Daventry.

It is not necessary to have solved *King's Quest I*, *King's Quest II*, *King's Quest III*, to be able to play or enjoy *King's Quest IV*. So put on your adventurer's hat and travel along with Rosella as she follows her heart, develops her courage, makes friends, and outwits her foes!

King's Quest IV is a timed game with a full day and night cycle. Rosella has 24 hours to complete her quest in the land of Tamir, but *you* have only six hours. Therefore, be very observant, and save your game *often*. Once you've got the hang of the game, you'll discover that the six hours of playtime is more than adequate.

To play an adventure game is to enter a world of fantasy where *you* are the main character. You will be Rosella. You will guide her. You will think for her. Unfortunately if you are not careful, you will die with her. As Rosella, throughout your quest, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply place the red window card over the page. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. *Only* if you're *really* stumped should you go for the answers.

How not to use a hint book

I have *not* created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding a magic ring, don't necessarily assume that a magic ring even exists in this game!

If you've finished *King's Quest IV*

If you've "won" the game and your score was not the maximum (230), I'm sure that we can entice you to play again to better your score. If you did not receive the maximum score, there are things you did not do or see. Start the game over from the beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do *not* read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 230. This section will tell you which items you might not have found, things you might not have done, or alternate ways of doing things. Again, do *not* treat this section lightly. To see it too soon could ruin the game for you.

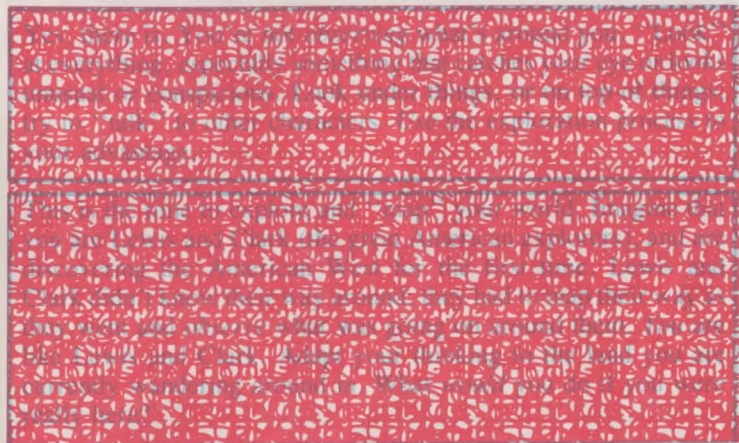
If you have enjoyed this game, I'm sure that you will like our other animated adventure games: *King's Quest IV's* predecessors - *King's Quest I, II, III; The Black Cauldron; Space Quest I, II, III; Police Quest I and II; Leisure Suit Larry: In the Land of the Lounge Lizards* and *Leisure Suit Larry: Looking for Love in Several Wrong Places; Gold Rush!; Manhunter;* and last but not least, *Mixed-up Mother Goose* for the little ones.

Good luck on your adventure, and I truly hope you enjoy *King's Quest IV!*

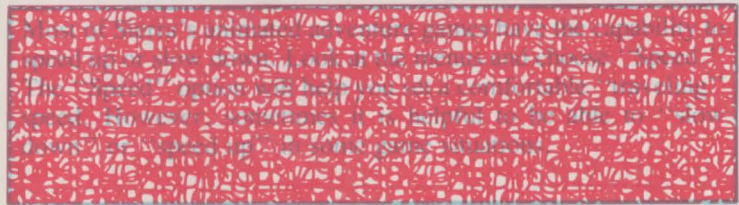
Roberta Williams

General Questions

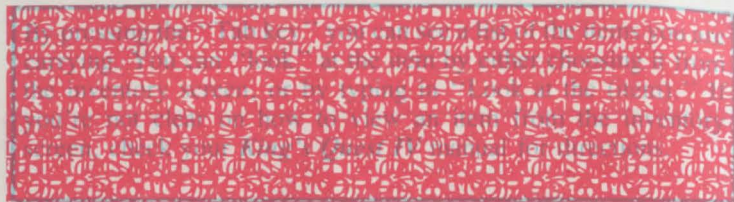
All I do is wander around! There must be more to an adventure game than this!



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



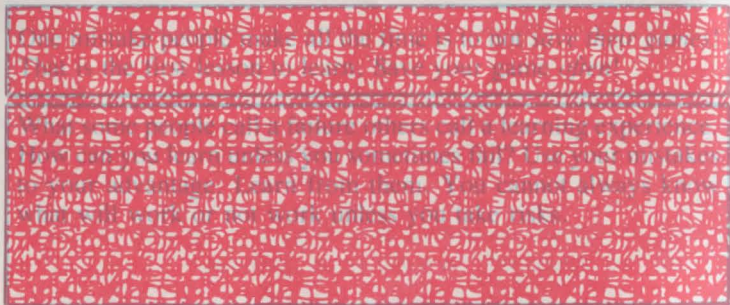
How do I "see" the items I'm carrying?



How do I "drop" items?



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?

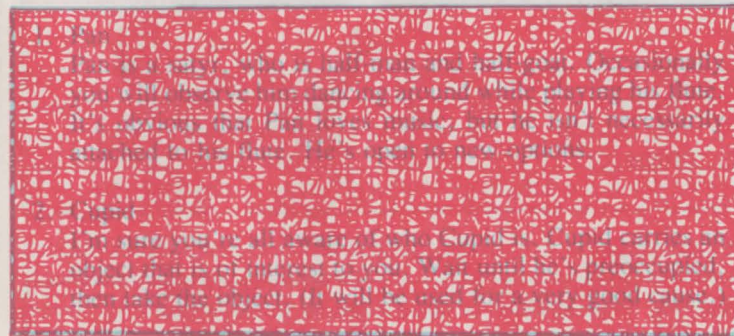


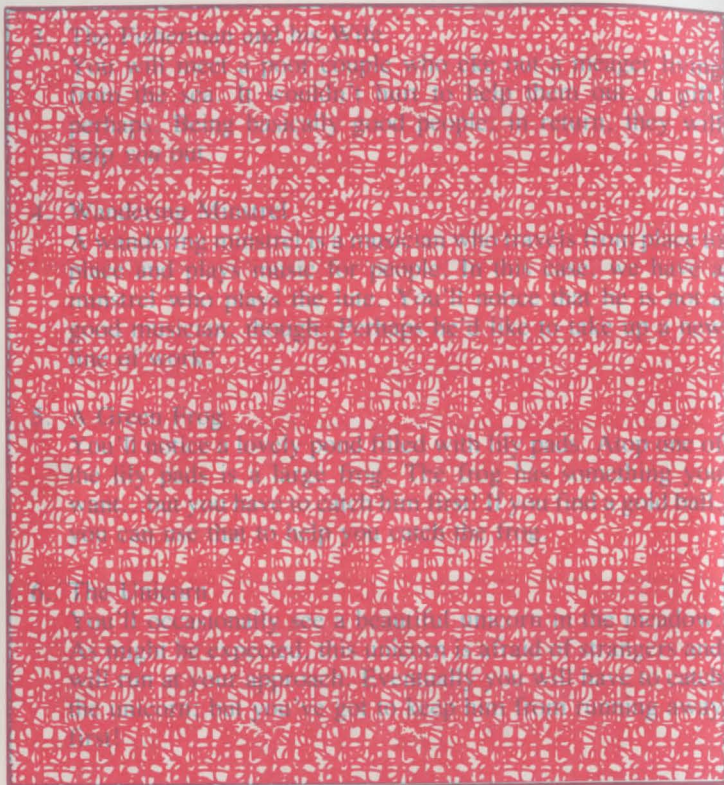
Where does your character put all that stuff she's carrying?



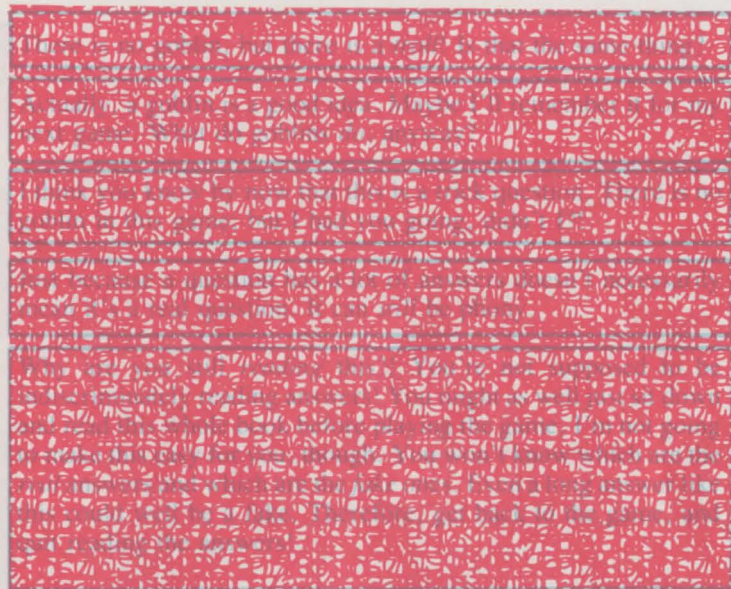
West Tamir

Characters you may encounter here:

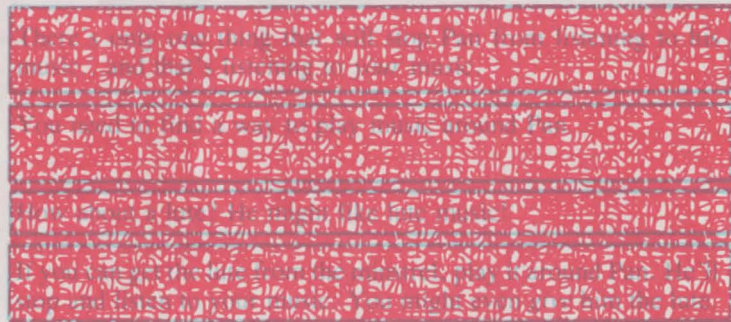




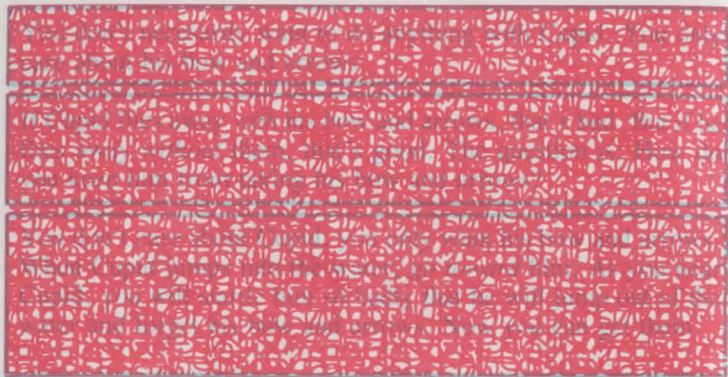
How can I get past the goblin?



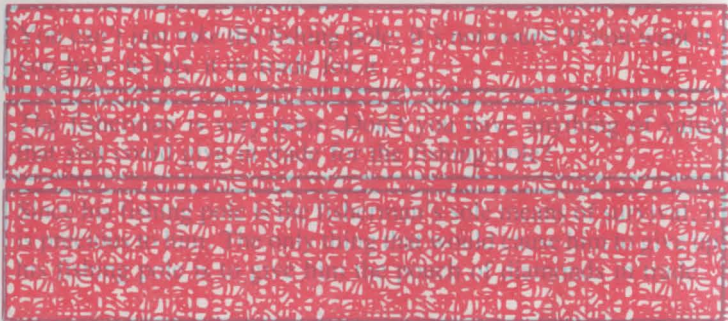
How can I get Pan to stop dancing? He won't listen to me!



What do I do with Cupid? He keeps flying away!



I want the fisherman's fishing pole, but he won't give it to me!



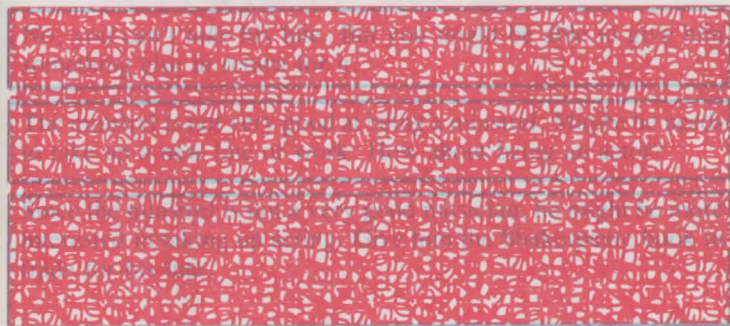
Will the fisherman's wife do anything for me?



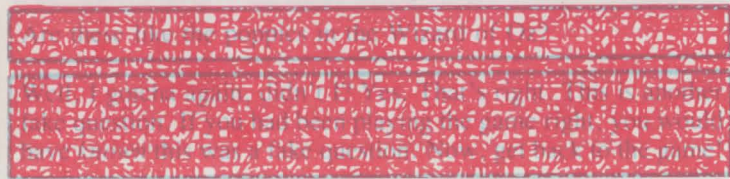
Can I catch the sea gull on the pier?



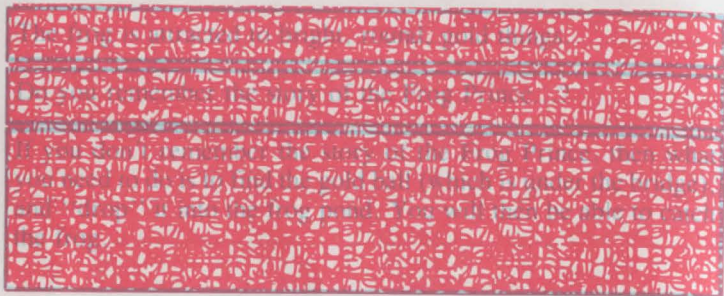
All the minstrel does is play these bad songs for me! Can I take his lute?



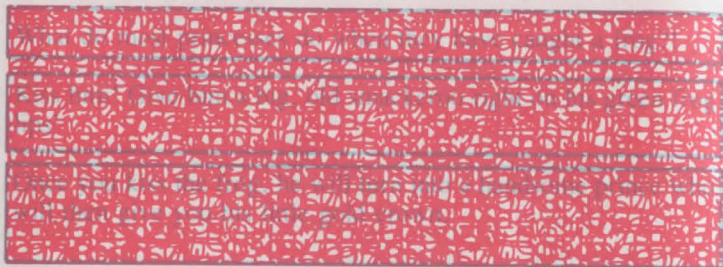
What do I do with the magic flowers I found in the meadow?



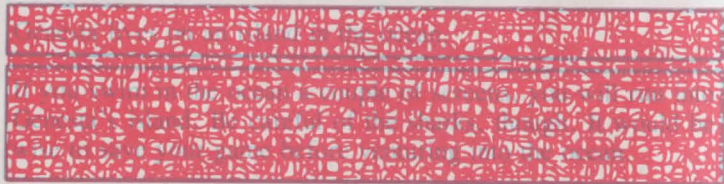
I know I'm supposed to catch the frog...but how?



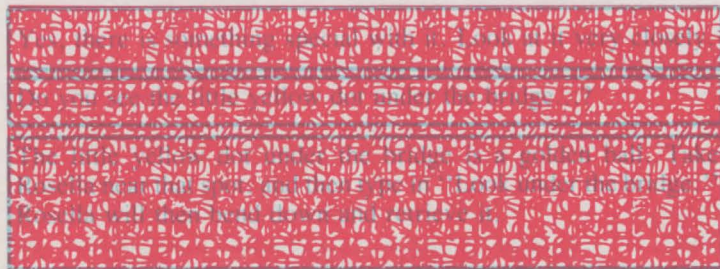
Okay, now that I have the frog...what do I do with him?



Where does Genesta live? I can't find her.



Is there something special with the little stone bridge?

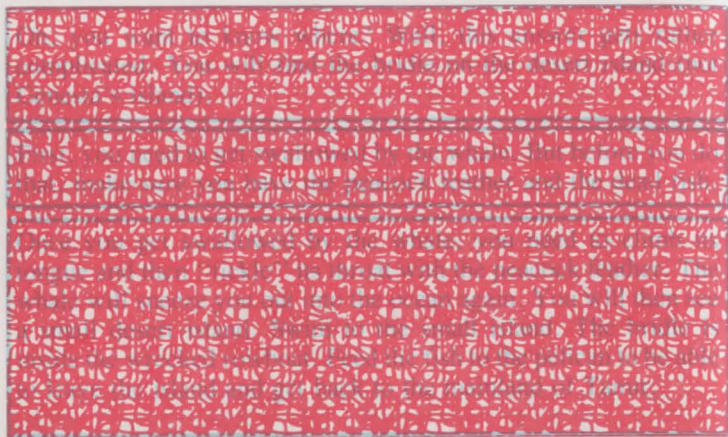


The unicorn keeps running away from me! How do I catch it?



All right! I give up! The unicorn is no longer afraid of me...but it won't follow me. Is there a bridle somewhere?





The mermaid beckons to me. Should I go near her?



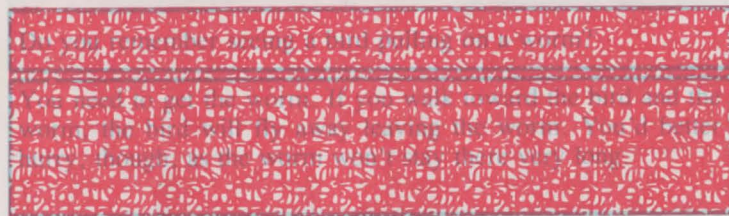
Is there anything in the river?



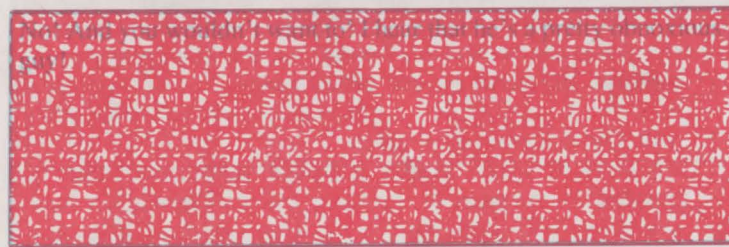
What do I do with the fishing pole? I can't find a good spot to fish!



I tried to fish with the fishing pole, but I need bait. Where is it?

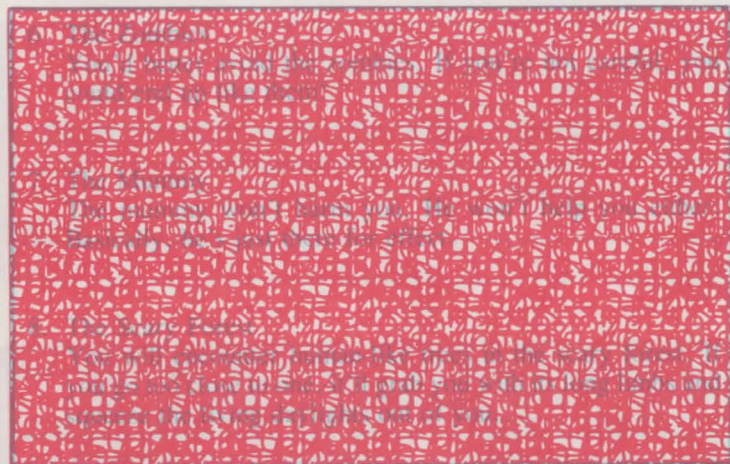
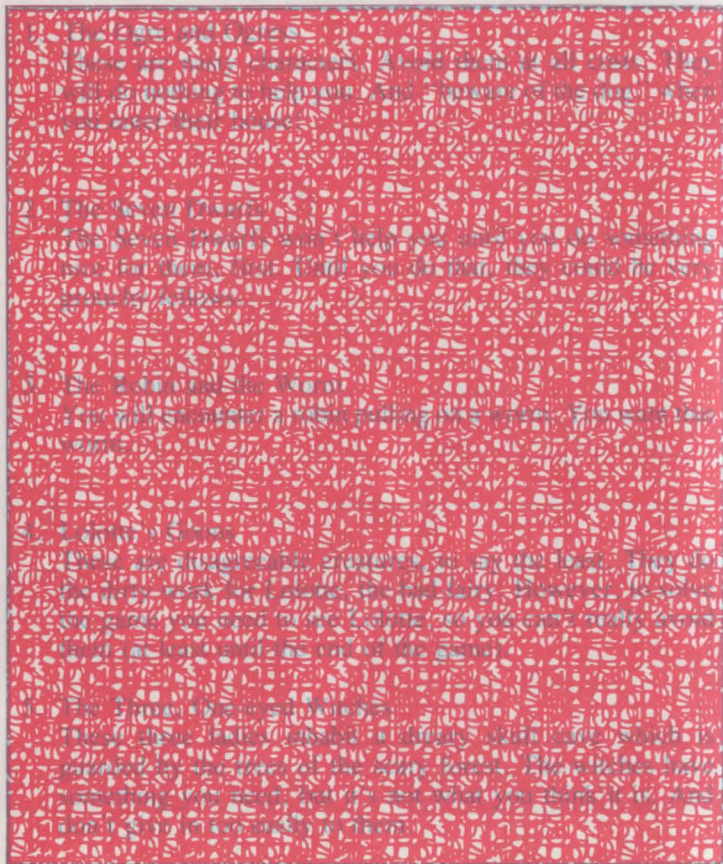


I think the frog prince is cute! Can I keep him?

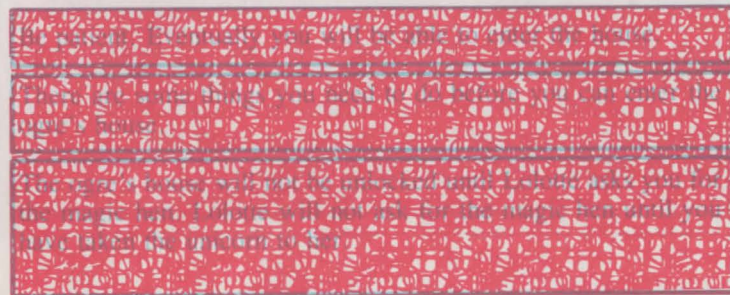


East Tamir

Characters you may encounter here:

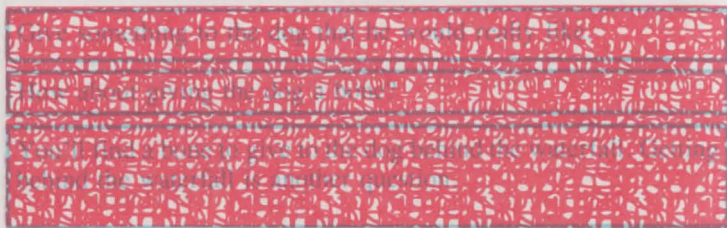


I want to enter the ogre's house, but it's locked!

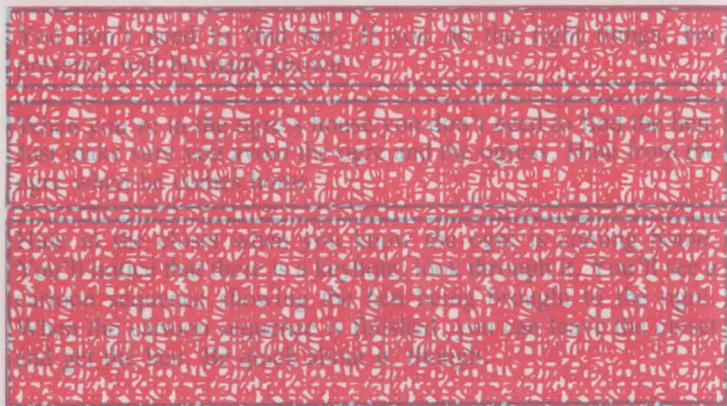


Now that I'm able to enter the ogre's house, a big ferocious dog chases me out again! What do I do with him?!

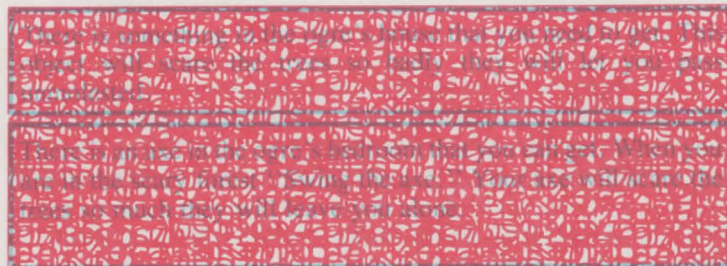




I know the magic hen is supposed to be in the ogre's house, but I can't find her!



How can I get through the scary forest without being caught by the awful trees?

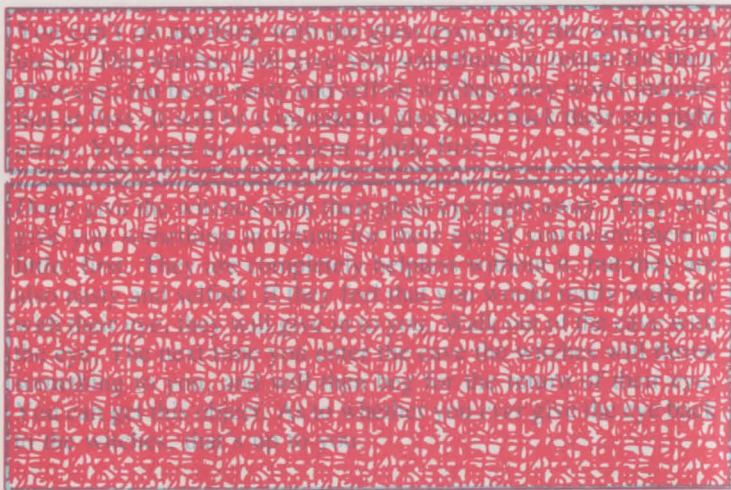


I keep getting killed by the three witches in the skull cave!

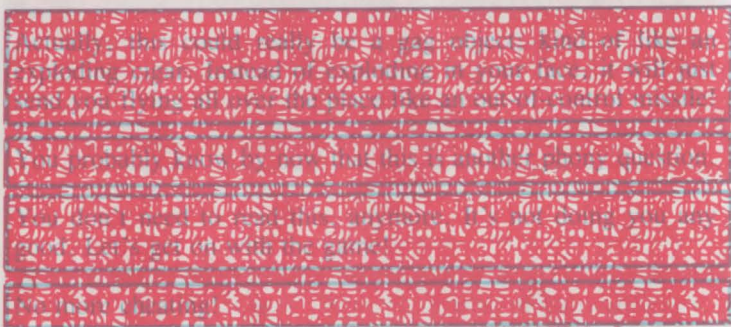


Now that I got the glass eye from the blind witches, what do I do with it? Should I give it back to them?

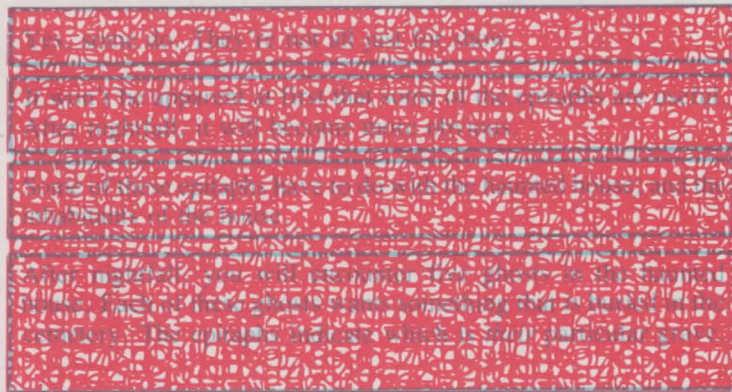




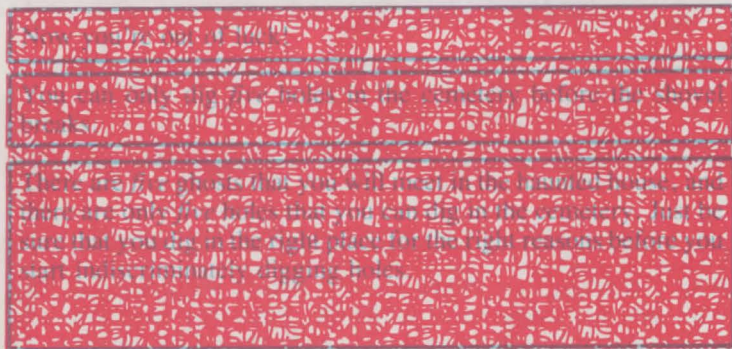
I found a big red balloon! If I blow it up, will it take me over the mountains?



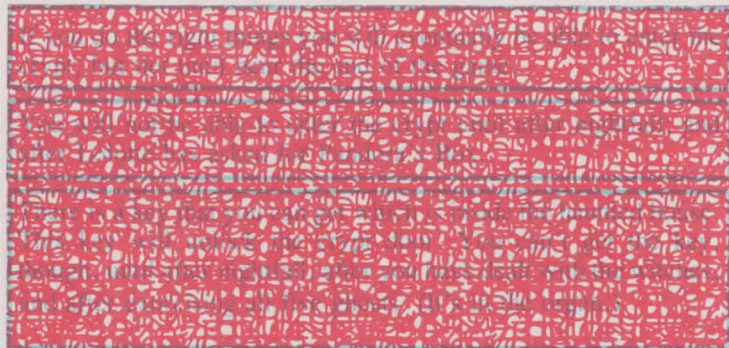
I love the epitaphs on the tombstones in the cemetery!...but do they mean anything?



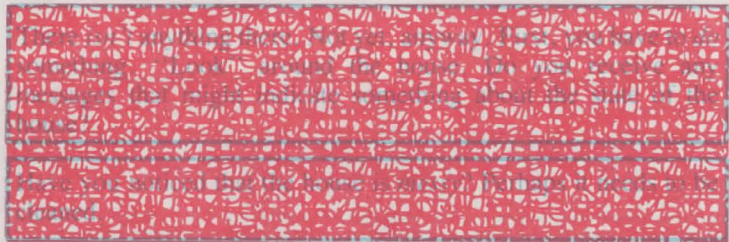
I dug some holes in the cemetery, and then my shovel broke! Now what do I do?!



How do I go inside the crypt?



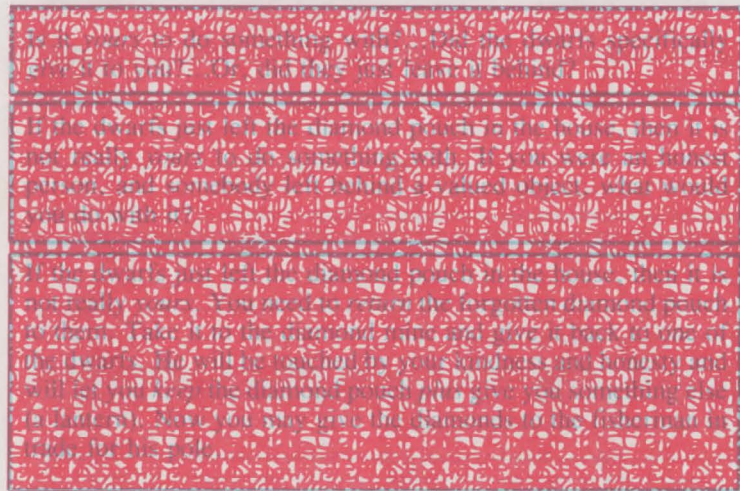
I don't know what to do in the Seven Dwarfs' house. I don't see anything here!



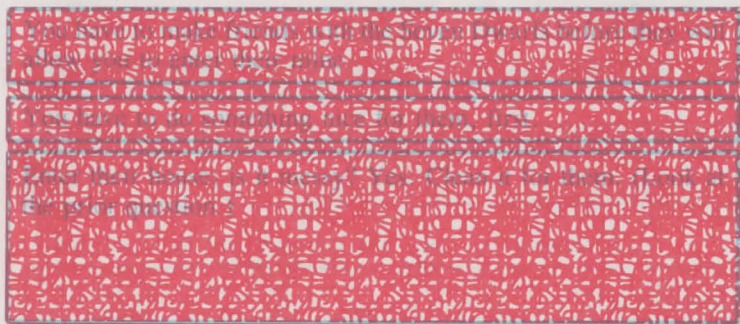
What do nice princesses do in messy dwarfs' houses? Clean them, of course!



Okay, I got the pouch of diamonds. What do I do with it?



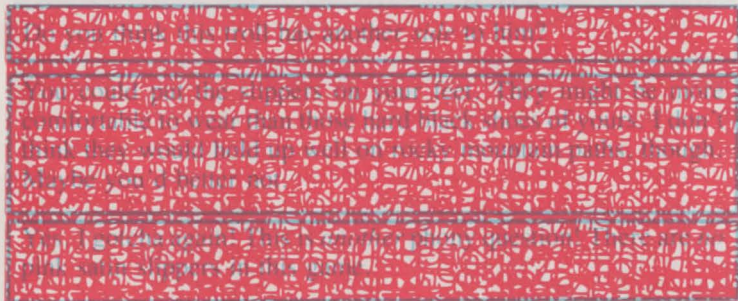
The Seven Dwarfs keep throwing me out of their diamond mine!



Lolotte's goons grab me from the mountain path. Should I try to avoid them?



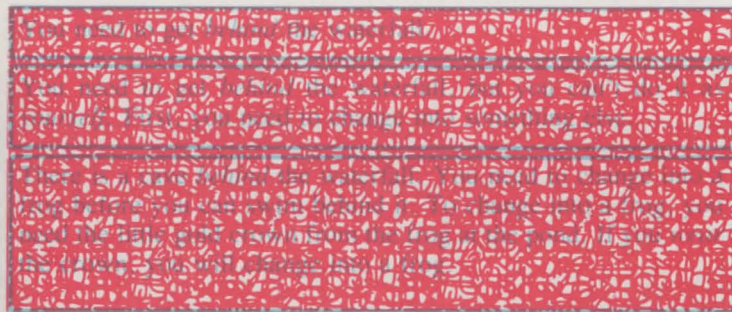
What do I do with the pair of pink satin slippers I found in the troll's closet?



Lolotte asks me to do tasks for her. Should I do them, or would I be falling into a trap?



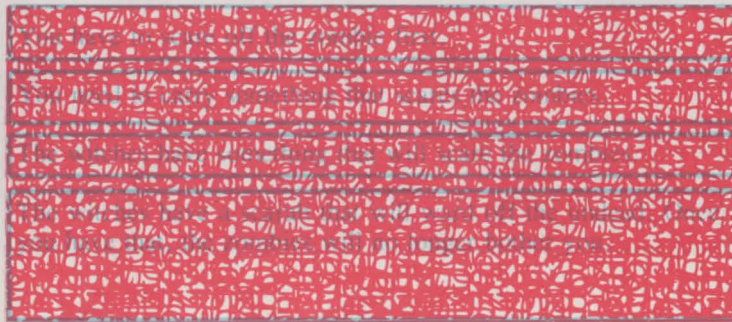
I feel there's something special with the waterfall. Am I right?



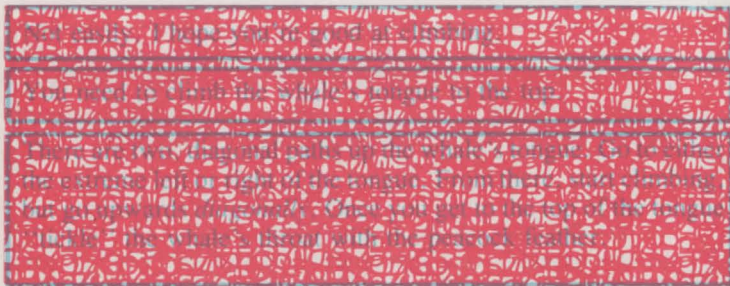
What do I do with the mummy? Is there something special about him or his coffin?



I want to enter the haunted house at night, but each time I try a zombie gets me! Help!



How do I get out of the whale?



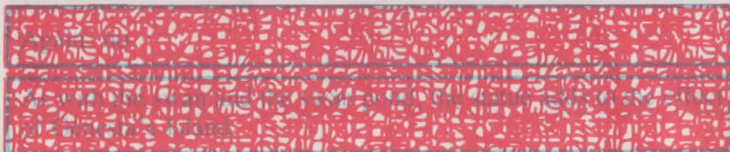
Can I do anything with the peacock?



Is there anything special with the swan or the swan pond?



Do I do anything with the "dolphin" statue on Genesta's Island?



How do I open the giant clam I found on the beach?



Can I ever unlock the two doors in Genesta's ivory palace?



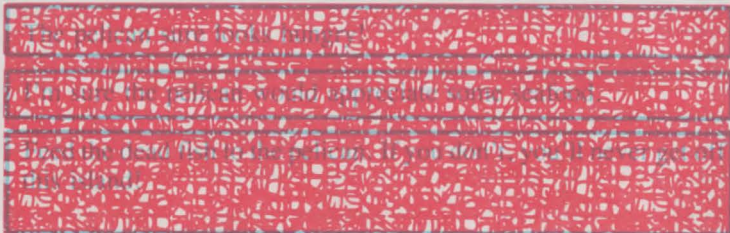
After escaping the whale I found myself on a desert island. How do I get back to Tamir?



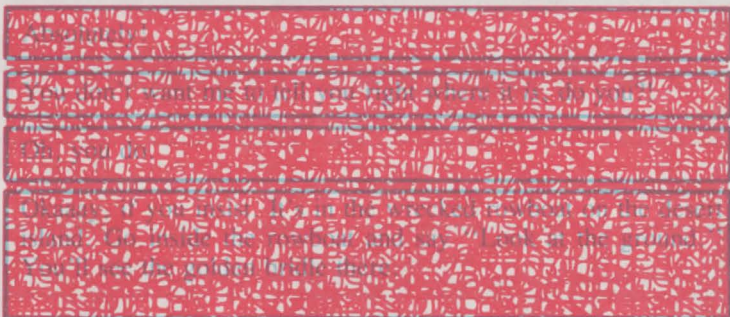
That pelican sure looks hungry!



I see a pelican on the desert island. Am I supposed to catch it, or something?

A rectangular area filled with a dense, repeating red pattern of small, stylized floral or geometric motifs. It is intended for writing a response to the question above.

I think the unicorn's bridle is on the desert island. Am I right?

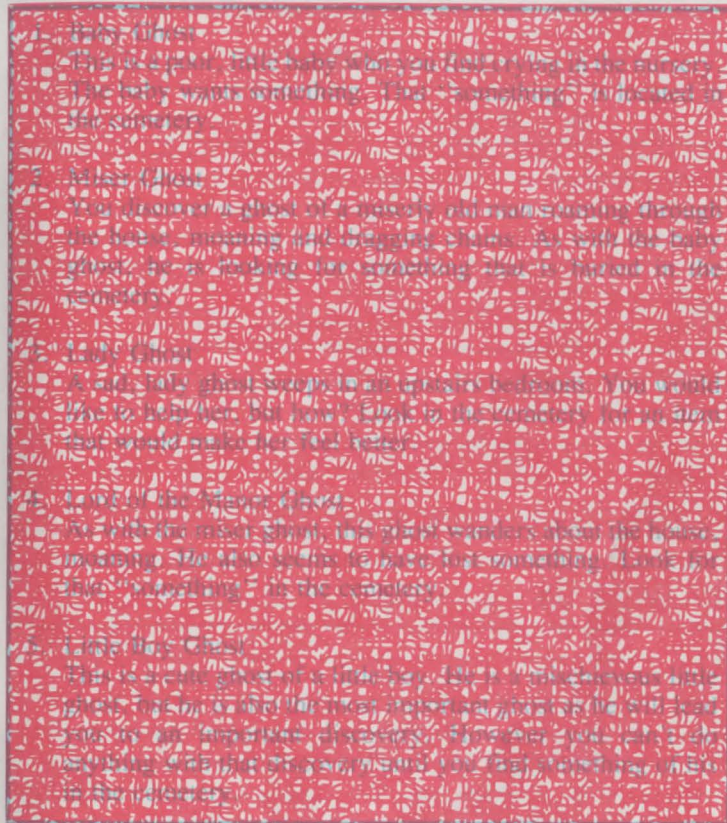
A rectangular area filled with a dense, repeating red pattern of small, stylized floral or geometric motifs. It is intended for writing a response to the question above.

What do I do with the dolphin?

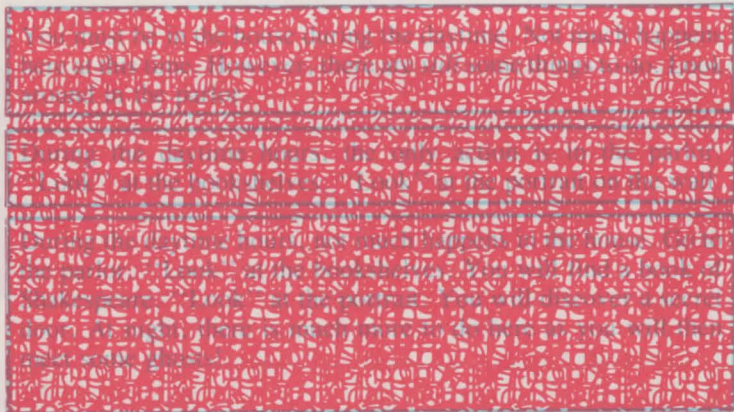
A rectangular area filled with a dense, repeating red pattern of small, stylized floral or geometric motifs. It is intended for writing a response to the question above.

Tamir House

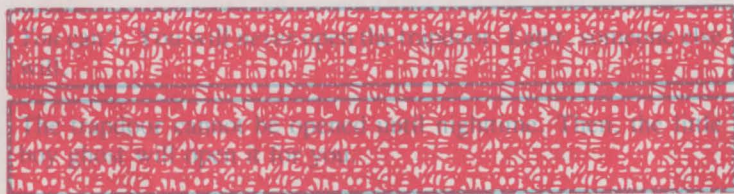
Characters you may encounter here:

A large rectangular area filled with a dense, repeating red pattern of small, stylized floral or geometric motifs. It is intended for writing a response to the question above.

I can't find anything to do in the haunted house! What is here?!



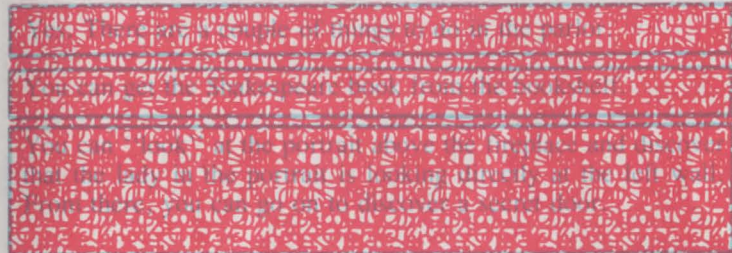
How can I open the trapdoor in the ceiling of the upstairs bedroom?



I found a Shakespeare book. Are there any clues in the Shakespearean quotes? What do I do with the book?



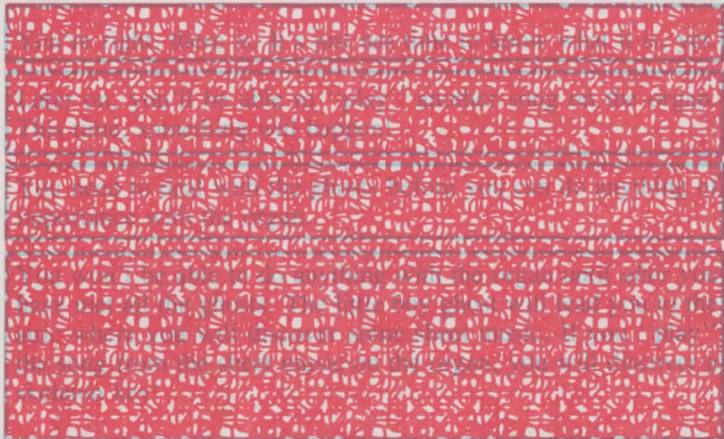
I feel there's more than meets the eye in the parlor. Am I right?



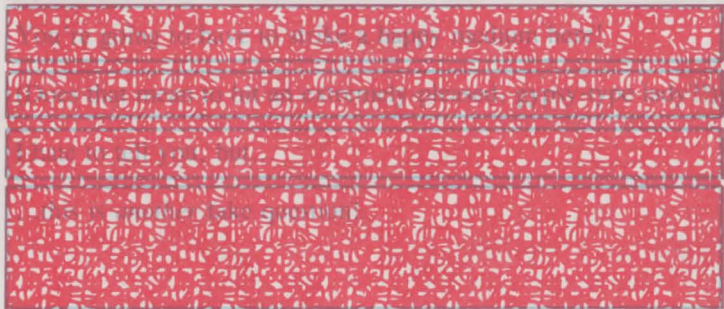
I have trouble climbing the spiral staircase in the tower! I keep falling!



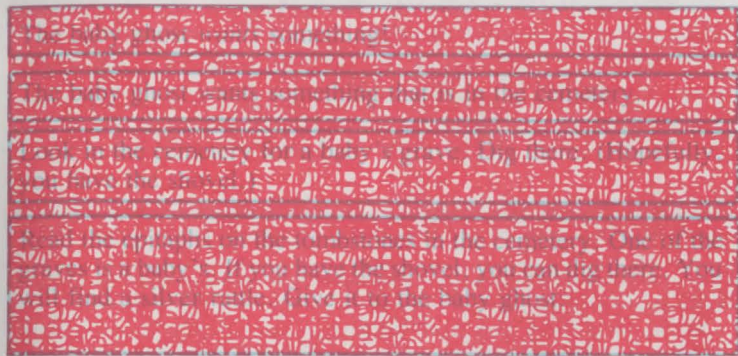
I "played" the organ, but nothing happened. I think there's more to the organ than this!



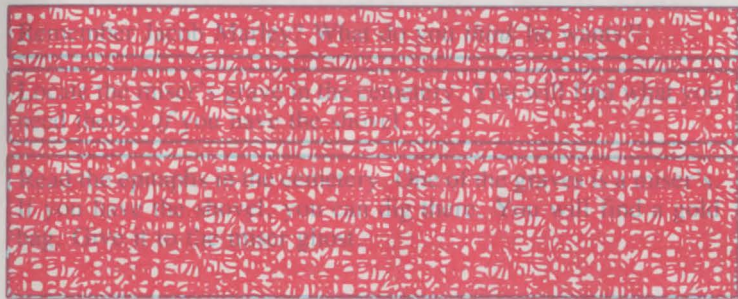
I found a crystal ball in the upstairs closet! How do I work it?



How do I stop the baby ghost from crying? I've tried everything!

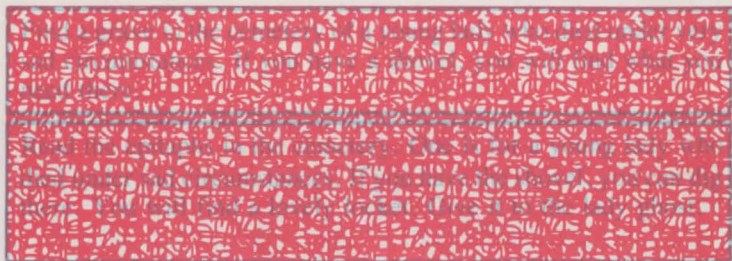


What does the miser ghost want?!

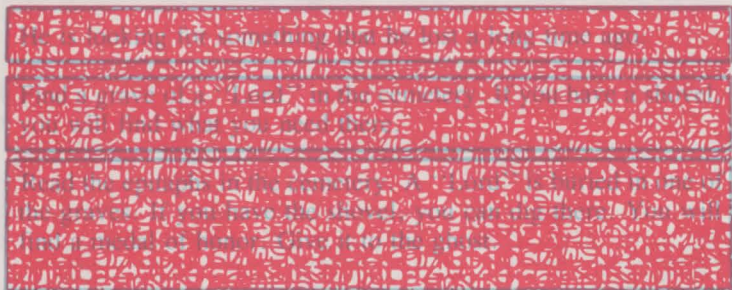


How can I help the poor lady ghost?

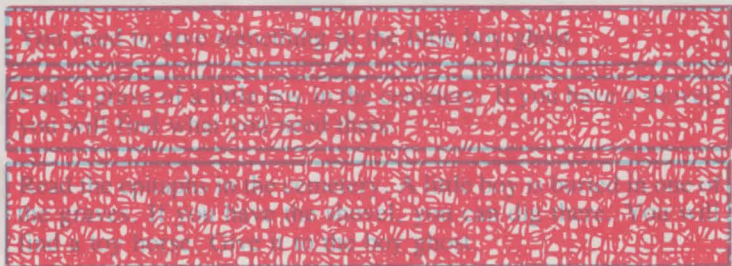




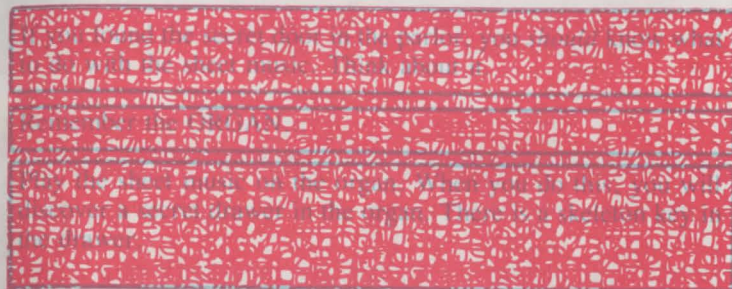
What is the Lord of the Manor ghost looking for?



The little boy ghost won't budge from the top of the chest! How do I get rid of him?!



What do I do with the sheet music?

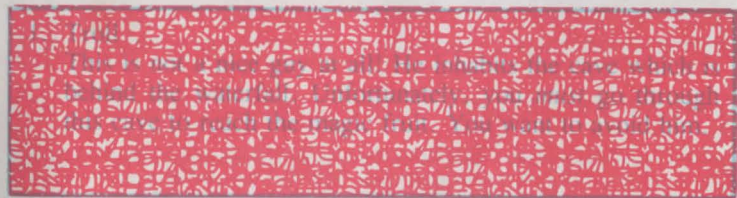



I found a skeleton key! What does it unlock?!




Troll Cave and Swamp

Characters you may encounter here:







It's DARK in this cave! How can I see in here?!





The troll keeps getting me! How can I avoid him?!



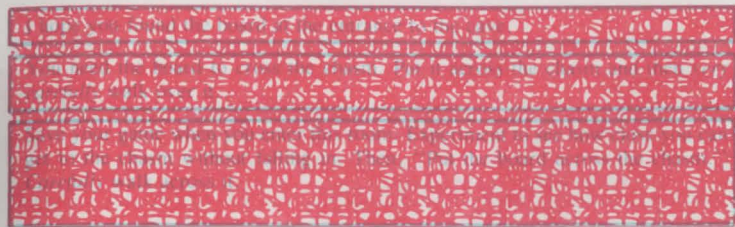
Should I go near the giant bat? Will it eat me?!




I found a bone in the cave. What do I do with it?




I keep falling down the chasm!! How do I go across it?




Every time I enter the swamp I sink and die. There *must* be a way to cross it!




I can't seem to get from the last grass tuft to the little swamp island!



I can't get the magic fruit...the cobra always bites me!



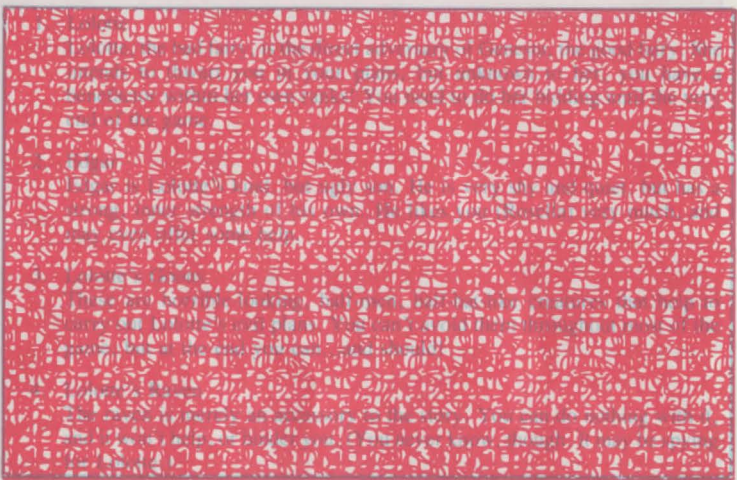


Is there anywhere else to go in the swamp besides the swamp island?



Lolotte's Castle

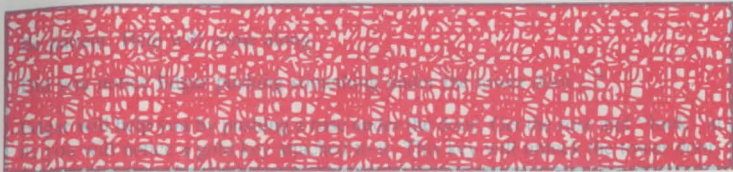
Characters you may encounter here:



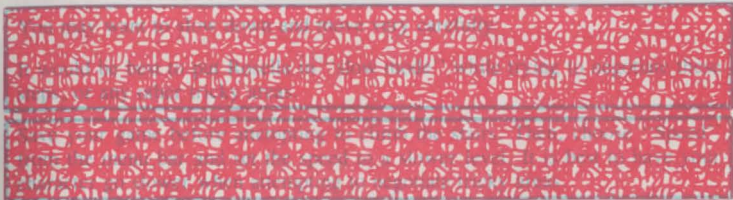
Lolotte asks me to do things for her. Should I do them?



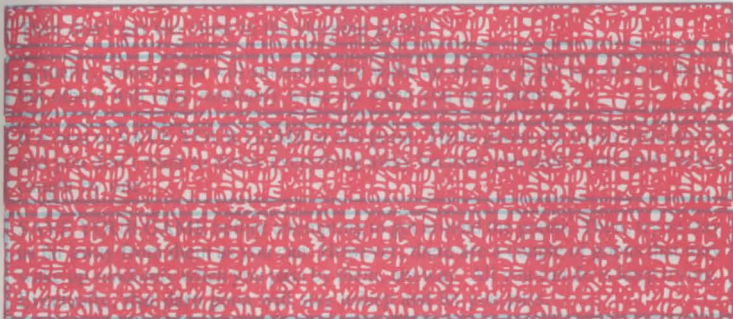
I'm locked in a tower bedroom! How can I escape?!



I keep falling off the stairs!!




When I get too close to the sleeping goons they wake up and get me!!




Where are my lost possessions? I know they're around here some place!







How do I go into the east hallway? Every time I try, a goon gets me!




I found Lolotte! Now, how do I get the talisman without waking her?




Where is Edgar? I can't find him.




Is there anything to do in the cell?



What can I do in the storage room?



I found the unicorn again! Now, what do I do with it?

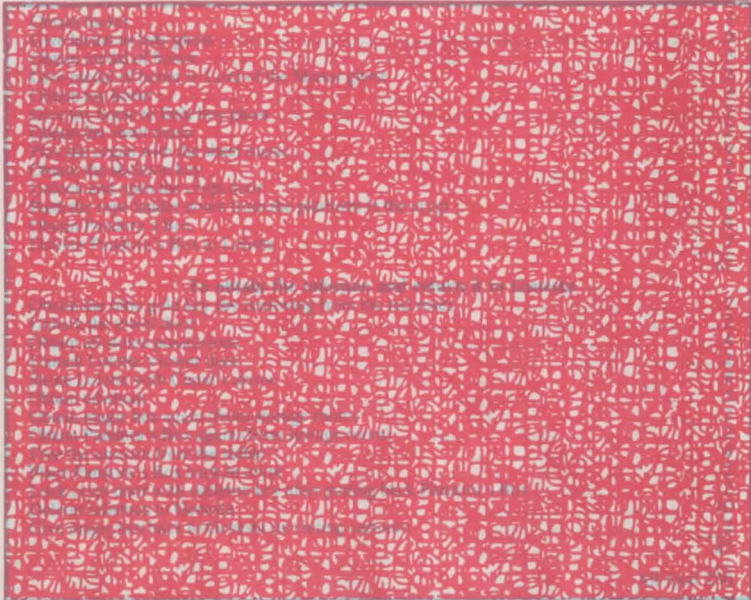


After the End of the Game

Objects	Where found	Location of all Objects	Where used

Objects	Where found	Location of all Objects	Where used

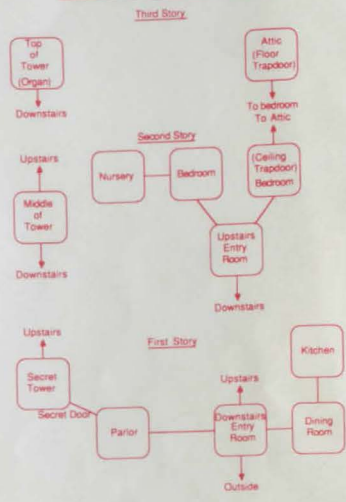
How and where earned	Points	Number of Points



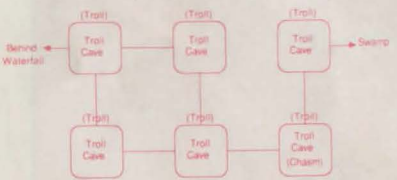
LOLOTTE'S CASTLE



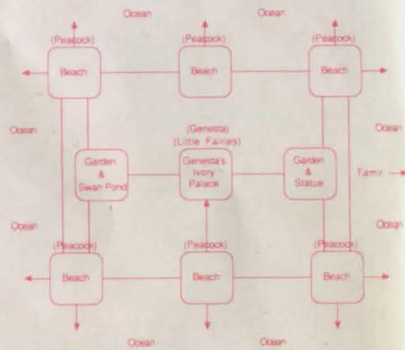
HAUNTED HOUSE



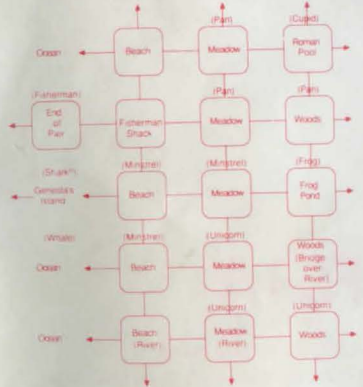
TROLL CAVE



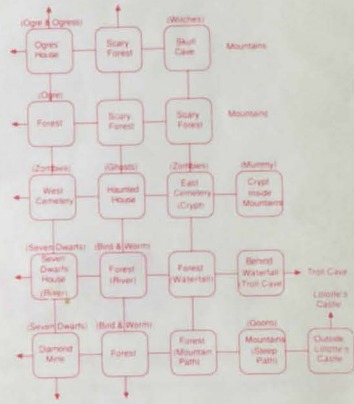
GENESTA'S ISLAND



WEST TAMIR



EAST TAMIR





SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858

TM designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.
© 1989 Sierra On-Line, Inc. Printed in the U.S.A.

003151800