



King's Quest V

By Roberta Williams



SIERRA®



INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS (MPC)

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Enhanced mode.
3. Select "Run" from the "File" menu.
4. Type **x:setup** where x is the drive letter of your CD-ROM drive. Press [ENTER] or click "OK".
5. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

Note about synthesizers

- Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the control panel. Use the Index to find help on changing your MIDI

setup.

- The channel assignments are 13 thru 16 for the former and 1 thru 10 for the latter. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.
- Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.
- If you have an Adlib Soundblaster, Pro Audio Spectrum, or Thunderboard; select the Base-level synthesizer.
- If you have a Roland MT-32, LAPC-I, or CM-32L, select the Extended synthesizer.

To run the game:

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard or Enhanced mode.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk. In order to save

games, you must create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

Playing directly from the CD

- To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.
- To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example: e:) and press [ENTER].
- Type **readme** and press [ENTER].

Playing with an Install File (recommended)

- This program will create an install file using your hard disk.
- Running the INSTALL program saves your sound configuration in the install file.
- Also, once you have installed the game, you will be able to save your game in progress on the hard disk containing the install file.

To run the INSTALL program:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disc

into followed by a colon (for example: e:), and press [ENTER].

3. Type **install** and press [ENTER].

Follow the instructions of the INSTALL program.

To run the game using the install file:

1. Place your CD game disc into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: c:) and press [ENTER].
3. Type **cd\sierra** and press [ENTER].
4. Type **kq5** and press [ENTER].

QUEST FOR THE CASTLE

Long ago, in the kingdom of Daventry, there were three magical treasures that keep the kingdom strong and prosperous: a magic mirror that foretold the future, an enchanted shield with the power to overthrow any invaders, and a treasure chest that was never empty. These treasures were taken from Daventry by deception and stealth, and without them Daventry grew poor and weak and King Edward, once a stout-hearted and vigorous ruler, had become powerless and sickly. Edward had no heir, and everyone feared the chaos that would result in his death. King Edward asked his bravest knight, Sir Graham, to embark upon a quest to recover the three treasures. Graham's quest was successful, and as his reward, King Edward named Sir Graham heir and

granted him the throne of Daventry. The chronicles of Graham's search for the royal treasures of Daventry are recounted in *King's Quest I: Quest for the Crown*.

King Graham was a wise and kindly monarch, and with his great wisdom and the return of the tree treasures, Daventry prospered once again. But Graham knew that he must soon marry and establish his own royal line with an heir to the throne. He searched far and wide, but no maiden in the kingdom possessed the qualities he sought in a queen. One day, King Graham saw in his magic mirror a vision of a lovely young woman held prisoner in a crystal tower. The mirror told him that her name was Valanice, a girl both beautiful and good, who had been stolen from her home and taken to a far land. Graham vowed to find her and set her free. After a long journey with many trials, he did, and asked her to be his queen. The chronicles of Graham's perilous journey to rescue the lovely Valanice are related in *King's Quest II: Romancing the Throne*.

In time, Queen Valanice and King Graham became the parents of twins, a son and daughter. Life in Daventry was peaceful and good—for a time. In a land far away lived an evil and powerful wizard named Manannan. It was his wont to kidnap infant boys and raise them to be his slaves, killing each in turn before he was full-grown and could pose a threat to the wizard's dominance. His most recent vassal, a boy

he called Gwydion, was, however, unusually bright and perceptive. He mastered several of Manannan's spells and turned them against him to gain his freedom. After a time, Gwydion's travels brought him to Daventry, not the lovely and peaceful Daventry of days gone by, but a land devastated by a terrible affliction. The kingdom had fallen victim to the ravages of a dreadful three-headed dragon, which had burned the land all around and killed many people. Gwydion was able to use his newfound magical powers to destroy the dragon and rescue an intended victim from its lair. He was taken before the King and Queen and rewarded in such a way as he never could have imagined in his life as Manannan's slave. The chronicles of Gwydion, his trials and his journeys, are told in ***King's Quest III: To Heir is Human.***

In alter years, King Graham's health began to fail, and the royal physicians were powerless to help him. Only a magical fruit from the far-away land of Tamir could bring about a cure and restore the health of Daventry's monarch. Graham's daughter, Princess Rosella, set off in pursuit of this healing magic for her father. On her journey, she performed many brave deeds, and has many great adventures. The chronicles of Rosella's travels and experiences in Tamir are described in ***King's Quest IV: The Perils of Rosella.***

With the king's health fully restored, and his family together once more, it was happy and fulfilled Graham who set out for a walk in the

forest once spring day almost a year since Rosella had returned from Tamir. The kingdom was peaceful and prosperous again, and the people were content. Birds were singing in the trees. It seemed an auspicious sign. As Graham was contemplating his good fortune, a sharp wind blew into the woods from the east, whirling up sticks and leaves into his path, and startling the birds into silence. The air grew suddenly colder. It seemed an unexpected storm was approaching. Graham began to walk back toward the castle, his joyful mood broken by a dark foreboding. When he reached the top of the gentle rise overlooking his home, he was horrified to see only empty space where the royal castle of Daventry had stood only minutes before. Cold fear gripped his heart. Where was his family? What has happened to them? "Whoo-hoo...whoo-hoo." An owl hooted behind him, but Graham scarcely heard it over the pounding of his heart. "I can tell you what happened," came a voice behind him, and Graham spun around to confront a large owl in a blue vest and spectacles. "I know what happened to your castle. I saw it all, " said the owl.

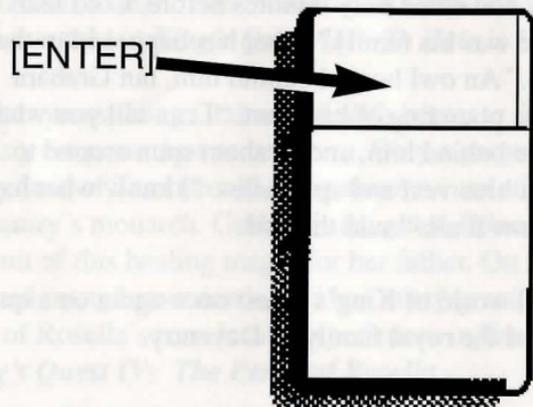
Journey into the magical world of King's Quest once again on a quest for the missing castle and the royal family of Daventry.

ALL SYSTEMS

Using a Mouse to Play King's Quest V

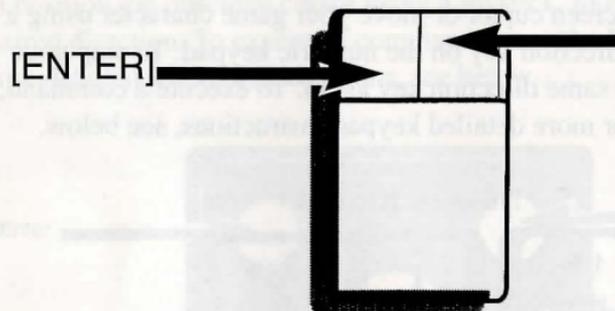
To position the onscreen cursor, move the mouse to the desired position. To move your character, position the cursor and click the mouse button. To execute the command, click the mouse button (multi-button mouse users, click the left button). For more detailed mouse instructions, see below.

1—Button Mouse



[SHIFT-click]
cycle through
available cursors
[Ctrl-Click]
Toggle between
WALK and last
chosen.

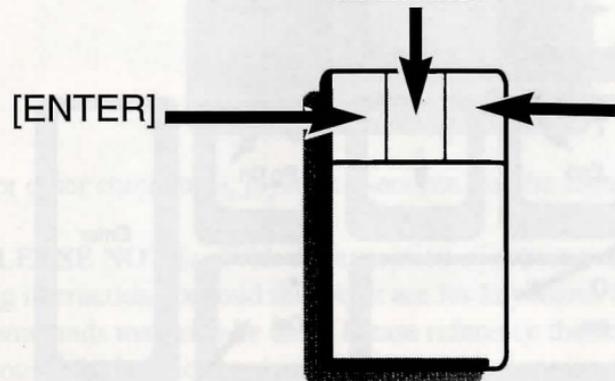
2—Button Mouse



Cycle through
available cursors
[Ctrl-Click]
Toggle between
WALK and last
chosen.

3—Button Mouse

Toggle between WALK
and last chosen.



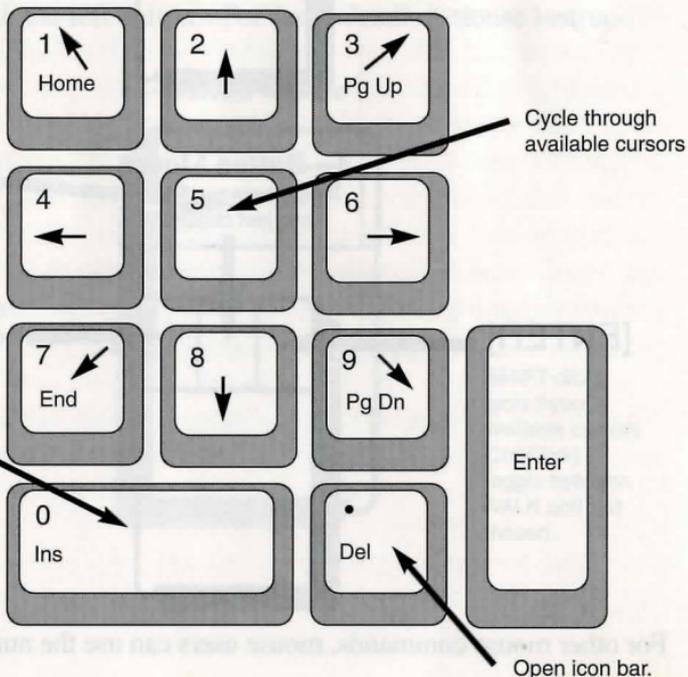
Cycle through available
cursors

For other mouse commands, mouse users can use the numeric keyboard.

Using a Keyboard to Play King's Quest V

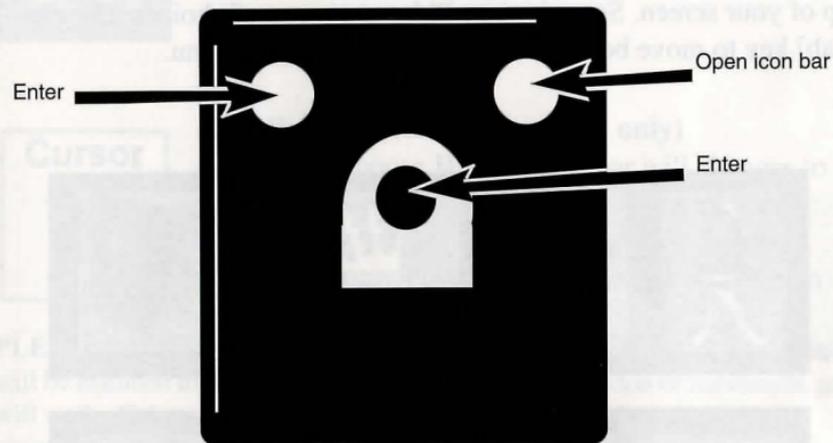
To position the onscreen cursor or move your game character using a keyboard, press a direction key on the numeric keypad. To stop your character, press the same direction key again. To execute a command, press [ENTER]. For more detailed keypad instructions, see below.

Numeric Keypad



Using a Joystick to Play King's Quest V

To position the onscreen cursor using a joystick, move the stick in the desired direction. To execute a command, press the FIRE button. For more detailed joystick instructions, see below.

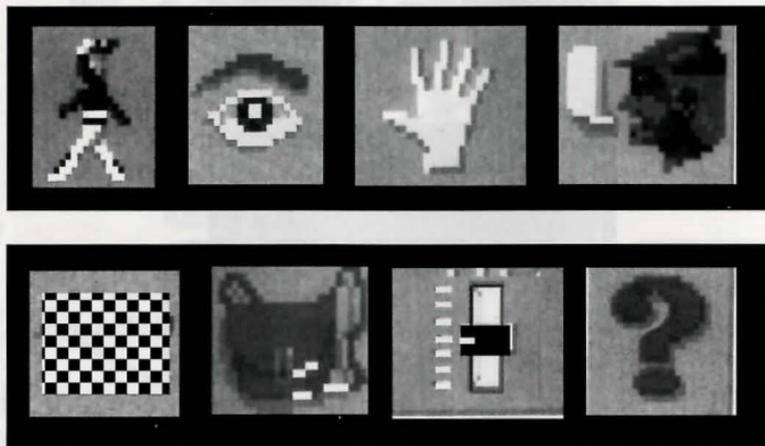


For other commands, joystick users can use the numeric keypad.

PLEASE NOTE: With the exception of mouse-only items, all playing instructions beyond this point are for keyboard. Mouse or joystick commands may also be used. Please reference the section above for mouse and joystick equivalents to keyboard commands.

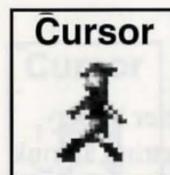
ICONS AND CURSORS

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you. To open the icon bar, press [ESC] or move the mouse cursor all the way to the top of your screen. Some icons will have a menu of choices. Use the [Tab] key to move between choices within an icon menu.



The Walk Icon

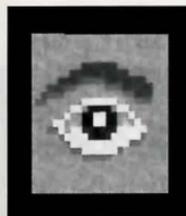
Choose *Walk* when you want to move the character from place to place onscreen. A walking character will move until it encounters an obstacle in its path, then stop.



The Walk Cursor (mouse mode only)

When you choose *Walk*, the cursor will change to a walking figure. Place the feet of the figure at the place where you want to move the character and click the mouse button. If there are no obstacles in the path, the character will move to that spot.

PLEASE NOTE: In Keyboard and Joystick mode, the character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped. There will not be a special cursor onscreen.



The Look Icon

Choose *Look* when you want to have the character look at something onscreen.

Cursor



The *Look* Cursor

When you choose *Look*, the cursor will change to an eye. Place the eye at the desired place on the screen and press [ENTER]. If there is something to be seen at this place, a message will be displayed.



The *Action* Icon

Choose *Action* when you want the character to perform an action on an object (Example: getting a drink from a point, jumping onto a rock, etc.).

Cursor



The *Action* Cursor

When you choose *Action*, the cursor will change to a hand. Place the hand at the desired place onscreen and press [ENTER]. The necessary action for this screen position will be performed.



The *Talk* Icon

Choose *Talk* when you want to initiate a conversation between game characters.

Cursor



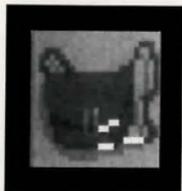
The *Talk* Cursor

When you choose *Talk*, the cursor will change to a talking head. Position the mouth on the person (or thing) you want to speak and click the mouse button or press [ENTER]. If conversation is possible, the character will talk, or a conversation will begin.



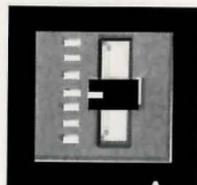
The *Item* Icon

The *Item* icon shows the last inventory item you selected. Choose *Item* when you want to see or use this item.



The *Inventory* Icon

Choose *Inventory* when you want to see and select from the items you are currently carrying.



The *Controls* Icon

This icon allows three game variables to be adjusted:

Speed—Adjusts the speed of the game animation.

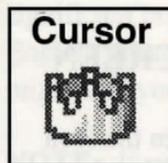
Volume—Adjusts the sound volume.

Game Detail—Adjusts the amount of non-essential animation in the game. If your game is running too slowly, you may want to adjust the Game Detail to lessen the amount of non-essential animation. SAVE and RESTORE functions are also accessed via the Controls icon.



The *Information* Icon

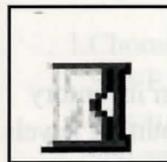
Choose Information when you need to be reminded what the various icons do in the game.



Cursor

The *Crown Cursor*

From time to time, the cursor will change to a crown. The *Crown Cursor* indicates that you have a small amount of time to complete a puzzle or task. So when you see the crown, work quickly!



The *Hourglass Cursor*

This cursor simply indicates that the computer is thinking. You cannot perform any actions while this cursor is displayed on your screen.

Object Cursors

Each item in your inventory has a special object cursor associated with it. These can be used to perform game actions with your inventory items. Follow these steps:

1. You can choose the *Inventory* icon from the icon bar, or press the [Tab] key.
2. Move the arrow cursor to the inventory item you want to use, and press [ENTER].

The cursor will change to look like the item you have selected.

3. Choose the OK icon. You will exit the inventory screen to the game.
4. Move the *Object* cursor to the place onscreen where you want to use

the inventory item and press [ENTER].

USING CURSORS IN THE INVENTORY SCREEN

To use cursors in the inventory screen, choose an icon from the icon bar, then position the cursor on the inventory item, and press [ENTER].

Choose the *Look* icon and use the *Look* cursor to see a description of the item on the inventory screen.

Choose the *Action* icon and use the *Action* cursor to use an inventory item to take action on another inventory item (Example: putting jewels into a pouch).

Pausing Your Game

If you wish to pause the game, select the *Stop* icon (stop sign) from the icon bar. The game will pause until you select CONTINUE to resume play.

Saving Your Game

To allow for errors in judgment and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made

significant progress. You may name your saved games using standard English phrases. For example, if you are standing on a beach, you might call your game “standing on beach” or simply “beach”.

NOTE: If you choose to save games to your hard disk, you may wish to create one or more save game directories or folders on your hard disk. See your computer’s instructions for creating directories.

1. Choose the *Control Panel* icon from the icon bar and select SAVE. The Save Game menu will appear.
2. If you wish to save the game to a directory* other than the one you are currently playing on, select CHANGE DIRECTORY*. Press [Ctrl-C] to clear the command line, and type the drive and name of the new directory*.
3. Type the description of your saved game and press [ENTER] to save the game.

Restoring Your Game

1. Choose the *Control Panel* icon from the icon bar and select RESTORE. You will be prompted to select the game you wish to restore.
2. Highlight the desired game and select RESTORE.
3. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY, then type the name of the directory* you

wish to restore from.

* **The term “directory” refers to directories, drawers and folders.**

Quitting Your Game

To stop playing, choose the *Stop* icon from the icon bar and select QUIT.

Restarting Your Game

To restart your game at any time during play, choose the Control Panel icon from the icon bar and select RESTART. The game will begin again in front of Crispin’s cottage.

Message Windows

Message windows will appear at various times during the game. When you have read the message, left click or press [ENTER] to remove the window and resume playing the game.

NOTE: some message windows are program controlled, and cannot be cleared by pressing [ENTER]. These windows will clear automatically.

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details which you must notice.

EXPLORE each area of the game very carefully, and DRAW A MAP as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

GET objects you think you will need. You can see an inventory of items on hand by choosing the Inventory icon at any time.

USE the items you have picked up to solved problems in the game. Different approaches to a puzzle may bring about a different outcome.

BE CAREFUL, and remain alert at all time—disaster may strike in the most unlikely of places!

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won’t have to start all over again from the beginning. Save games at different points, so you will always be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish.

DON’T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don’t despair. Spend some time exploring another area, and come back later. Every problem in the game has at

least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

NEED TECHNICAL HELP?

Fax any questions to (206) 644-7697. Please state your computer type, the nature of your problem, and any other information you feel would be helpful.

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For any questions call (206) 644-7007. Please state your computer type, the nature of your problem, and any other information that would be helpful.

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To register this product call:
1-800-845-8692

For Technical Support fax a
description of your problem to:
1-209-644-7697

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