

ROBERTA WILLIAMS

King's Quest V

HINT BOOK



SIERRA



King's Quest V

HINT BOOK

by

Roberta Williams

INTRODUCTION



elcome to **KING'S QUEST V:**
"Absence Makes the Heart Go Yonder."

KING'S QUEST V continues with the saga of the King Graham family who reside in the Kingdom of Daventry. In "Absence Makes the Heart Go Yonder," King Graham must rescue his kidnapped family from the clutches of an evil wizard, Mordack, who has whisked them and their

castle to a faraway land in revenge for his brother, the wizard Manannan, who had suffered a humiliating defeat at the hands of Graham's son, Alexander (as seen in **KING'S QUEST III**: "To Heir is Human.").

With the magical help of a know-it-all owl by the name of Cedric, Graham is transported to the land of Serenia where he is introduced to Cedric's kind, but doddering, employer, the wizard Crispin. Crispin, being a bit out of practice, can only offer Graham limited help; an old wand, the ability to converse with animals, and his owl friend Cedric to guide Graham to Mordack's castle where his family is held captive.

From Crispin's house, Graham and Cedric set off on a perilous mission to cross the great mountains edging Serenia, and from the other side find their way to Mordack's island stronghold. Will they survive the dangers of the mountains? Will they be able to locate the evil wizard's island in the vast ocean on the other side? Will Graham discover the reason for his family's abduction? And the biggest question of all: will Graham be able to overcome the powerful Mordack and bring his family home in safety?

This is indeed a dangerous quest and the two companions are going to need all the help they can get! So put on your adventurer's hat and supply Graham and Cedric with all the aid and encouragement that you can muster to bring them all home safely.

To play an adventure game is to enter a world of fantasy where **YOU** can control the main hero or heroine. You can pretend to be King Graham. You will guide him. You will think for him. He will be totally dependent on your actions and decisions. You can bring him to a successful conclusion. But, if you are not careful...you can also cause his unhappy death.

As Graham, throughout the game, 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 outright 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 a reply to a question, simply place the see-through red "adventure window" over the first answer. Seemingly by magic it 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 (the first answer). **ONLY** if you're really stumped should you go for the absolute answer (the last answer in the series).

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 know that you actually played and solved the game **WITHOUT** ever looking at this book! That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem.



Art designer's first concept for the house of the witch who lives in the Dark Forest.

If You've Finished KING'S QUEST V:

If you've "won" the game and your score was not the maximum (260), 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 260. 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 KING'S QUEST V's predecessors: KING'S QUEST I, II, III, and IV. Good luck on your adventure, and I truly hope you enjoy KING'S QUEST V!

Roberta Williams



"An older man, yet very stout..." was the art direction which led to this final model of King Graham.

The World of KING'S QUEST: A Brief History of Daventry



Before we start with the real reason for this book, namely the hints to KING'S QUEST V, allow me to give you some background on King Graham, his family, and how they came to rule the Kingdom of Daventry. It all began one stormy night in a small log cabin where this fantastic idea struck me...no, no, just kidding!

Actually, in early 1983 a big company called IBM contacted my husband Ken Williams, President of Sierra On-Line, to have us design and program an adventure game for their then top-secret computer, the PC Junior. They wanted a game that would show off its sixteen colors, its three-voice sound, and would take advantage of its 128K of memory. It had to have colorful graphics, animation, music, and sound effects, and, even more...it had to be done within a year to coincide with the PC Junior's roll-out date!

My wonderful, loving husband came to yours truly with this "plum" project. He was very excited about it; I was very nervous. Imagine having to come up with a game that could help make or break IBM'S new home computer...and possibly your own fledgling software company as well! It was a huge task. I immediately set to work trying to come up with ideas as I only had a week or two to think of something. As a young girl, I had had a passion for fairy tales, reading them over and over again, and it was to this old interest that I turned in my desperate hour. And so...the land of Daventry was born.



KING'S QUEST I: "Quest for the Crown":



came up with a character called Sir Graham, who lived in the enchanted land of Daventry. He was the favored knight of Daventry's monarch, King Edward the Benevolent. As King Edward was getting on in years, was in poor health, and had no heirs, he decided to call for his favorite knight one fine spring day with a special pronouncement. He informed Sir Graham of his dilemma of having no heirs, and thus no one to replace him

should he die, and which in his weakened condition could be soon. He told of three treasures belonging to the kingdom of Daventry, which had been stolen in times past by some less than agreeable characters: a magic mirror, which foretold the future; a magic chest, perpetually filled with gold coins; and a magic shield, which would protect its bearer from any harm. But since the disappearance of these treasures, Sir Graham was informed, Daventry has weakened, and may soon crumble and die along with its old monarch.

This was terrible news indeed, but King Edward had a solution to his problems: if Sir Graham could find, and return, the three lost treasures of Daventry, he would be crowned king after King Edward's death. Saddened by the thought of the old king's death, but heartened by the possibility of helping Daventry, Sir Graham bravely set out to recover the stolen treasures. After various adventures and altercations, Graham successfully retrieved the three treasures and brought them back in triumph to his king. Soon thereafter, though, King Edward died and Sir Graham was indeed crowned King of Daventry.



BEGIN - EXT. KING EDWARD'S HOUSE
GOING SOUTH



GOING SOUTH - TO FATHER'S PATH
INTO THE GREAT MOUNTAINS



ENTER TOWN - AFTER TOWN
GO WEST

The finalized storyboard, a portion seen here, was the foundation for all movement and scene design. A well-constructed storyboard is essential to visualizing a game.

KING'S QUEST II: "Romancing the Throne":



several years later, King Graham being popular and respected, and Daventry having regained its peacefulness and prosperity, the future seemed bright indeed. There was one small problem, however; King Graham was very lonely. He wished for a wife to bring him love and happiness. He wished for heirs for his kingdom. But there didn't seem to be a suitable candidate in the immediate Daventry area. What to do?!

One day, while gazing into the magic mirror hanging on the wall near his throne, King Graham happened to see a vision of a beautiful girl imprisoned within a quartz tower in the faraway land of Kolyma. Her lovely face captivated him, her plight intrigued him, and her obvious courage under such dire circumstances attracted him. She seemed to be looking at him, calling for him. King Graham was impelled to go to her; to rescue her from her prison. Would she love him? Would she consent to be his queen? He didn't know the answer to those questions, but he had to try nevertheless.

King Graham subsequently went on a journey to the land of Kolyma wherein he discovered a door standing up all by itself in mid-air, at the foot of a mountain range. Curiously he studied it. It just looked like a plain door, leading to nowhere. He walked around to the back of it. Nothing there but the back of the door. He tried opening it. It was locked. Just then he noticed an inscription written on the door. The inscription suggested that this could be a magic door, and offered a clue to where a possible key could be found. Thus enlightened, King Graham set out to search the land of Kolyma for an elusive key to the magical door.

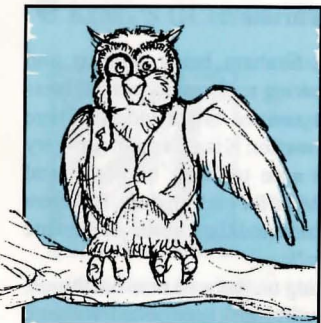


BAKE HOUSE - AFTER BAKE
GO NORTH



AFTER SIGN - GO WEST

Another section of completed storyboard. This part plots the movement from the Bakehouse through a section of forest (where Graham was originally supposed to meet a peddler) and onto the edge of the dark wood.



Art designer's completed concept for Cedric.

tower by a jealous witch. And yes, she agreed to become his wife. After returning to Daventry, in a beautiful wedding ceremony, Valanice became King Graham's wife, and Queen of Daventry.

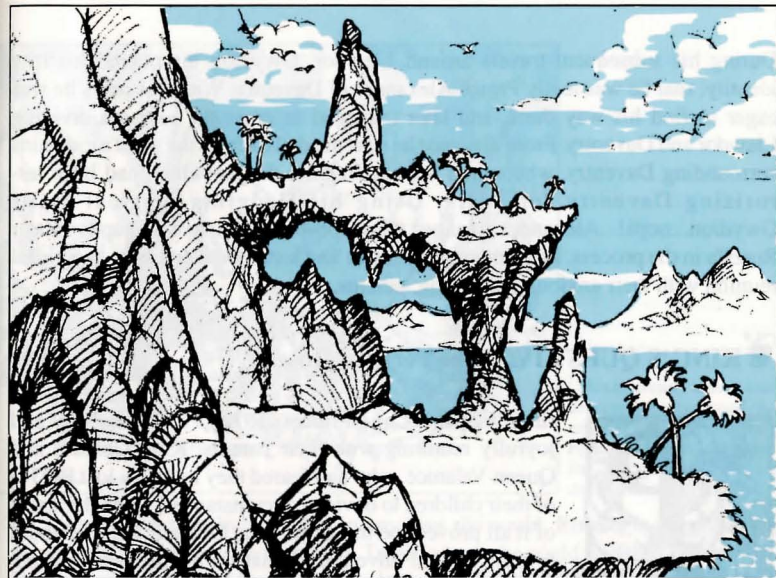
KING'S QUEST III: "To Heir is Human":



year after the wedding of King Graham and Queen Valanice, twins were born to the happy couple; a dark-haired boy, and a golden-haired girl. The boy was named Alexander, and the girl, Rosella. One morning about six months later, Queen Valanice looked into the nursery and found it unattended with Alexander's crib empty and Rosella crying uncontrollably. The castle was scoured high and low, and every inch of Daventry was searched, but

there was never any sign of the little boy. The entire kingdom sank into a deep depression that never lifted, and as a direct result, was unable to defend itself when a terrible dragon moved into the area and caused mass destruction. Through it all, the big question remained like a brick upon the breast of Daventry: what HAD happened to little Prince Alexander?

Eighteen years later finds an unhappy lad by the name of Gwydion searching desperately for a way to escape the slavery enforced upon him by the evil wizard Manannan. Manannan and Gwydion lived in a house high upon a mountain peak



An artist's early concept of a 'surface detail' of Harpy Island. The drawings and paintings following this concept became the art we now see in the game.

in the center of Llewddor, a land far across the sea from Daventry. The poor boy knew not whence he came from, or how he got to be there; all he knew was that he'd lived his entire life with the cruel wizard. For as long as Gwydion could remember, the wizard had treated him cruelly and very rarely let him out of his sight.

Manannan was very keen and noticed anything out of the ordinary, so the boy needed to be very careful with any escape plans. Gwydion decided to fight fire with fire; that is, to fight Manannan with his own magic. When the wizard wasn't looking, Gwydion would sneak to the laboratory and learn magic spells and would secretly gather the materials needed to cast them. One day he got the break he needed; when Manannan's attention was diverted, Gwydion was able to turn the wizard into a cat, who ran away vowing he would get even. But Gwydion wasn't worried, he was too happy about his newfound freedom.

During his subsequent travels around Llewddor, Gwydion discovered his true identity; that he was really Prince Alexander of Daventry. With this news he was eager to find his way there, and later managed to cross the vast sea dividing Llewddor and Daventry. From the coast he next needed to cross the great mountains surrounding Daventry, whereupon he discovered a dragon which had been terrorizing Daventry for years. Using his fledgling magical skills Gwydion...oops!...Alexander managed to overpower it, and save his captive sister Rosella in the process. From there, the brother and sister went on home to a joyful reunion with their anxious, but loving, parents.

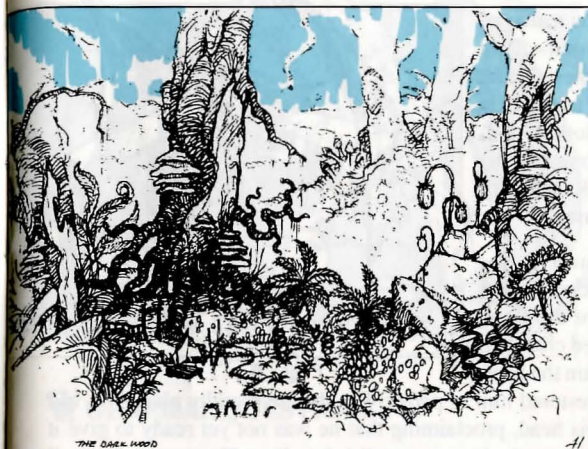
♣ KING'S QUEST IV: "The Perils of Rosella":



Prince Alexander and Princess Rosella were tearfully and joyfully reuniting with their parents, King Graham and Queen Valance, who had feared they had now lost BOTH of their children to devious circumstances, when the stress of it all proved too much for King Graham. He was about to pass his old adventurer's hat on to his two children, when he was suddenly struck with a severe heart attack.

As he doubled over in pain and fell to the floor, dropping the hat in the process, his wife and children rushed to him in a panic. The hat was quite forgotten and left lying on the throne room floor in the ensuing uproar.

As King Graham lie, near death, upon his bed, his wife and two children hovering worriedly over him, Princess Rosella was suddenly overcome with emotion at the terrible thought of her dear father dying. Sobbing, she ran from her father's chamber and into the throne room where she knelt at his throne and wept uncontrollably into its cushioned seat, staining it with her tears. As she was thus preoccupied, a vision of a beautiful fairy suddenly appeared in the magic mirror hanging on the wall near the throne. The fairy spoke to Rosella, through the mirror, and told her of a magical healing fruit which grew in the faraway land of Tamir, where she herself lived. The fruit, Rosella was assured, would indeed cure her father and bring him back to full health.



This is an early artist's conception of the darkwood (the original name of the Dark Forest). It served as the basis for all the Dark Forest designs that followed it.

Of course eager to help her father in any way she could, Rosella learned that the fairy could magically transport her to Tamir, where she could find the healing fruit. But before returning home, she also learned, she would first need to help the beautiful fairy, whose name was Genesta, with a slight problem SHE had. Rosella immediately agreed to it; anything to help her dying father. She had no sooner assured the fairy of her help than she suddenly felt herself being magically transported from the throne room in her castle to a balmy beach in a strange land. The fairy Genesta appeared in person and informed Rosella of her need to have her talisman returned to her from her archenemy, the evil fairy Lolotte. Without it, Genesta would die in twenty-four hours. As it was, she was already becoming very weak.

Rosella's tasks were thus set. Not only must she save her father by obtaining a magical fruit, but she must also save the life of Genesta by obtaining a talisman from an evil fairy; and she had to do it all within twenty-four hours! Of course Rosella, being a very resourceful girl, managed to successfully avoid the various perils thrown in her path while travelling throughout Tamir. She was victorious in

her quest for the fruit; she managed to extricate the talisman from Lolotte and thus save Genesta's life; and she found a possible true love in the person of Edgar, Lolotte's kind-hearted son. True to her promise, the grateful fairy then sent Rosella immediately back to Daventry.

Upon her magical return to the throne room, Rosella picked up her father's hat still lying on the floor, and then rushed to his bed chamber. After giving King Graham the healing fruit which indeed restored him to perfect health, she proudly placed his old adventurer's hat upon his head, proclaiming that he was not yet ready to give it up; that he had many years and adventures still left in him. There were hugs all around, and the future looked very bright, for themselves and for Daventry.

And life in Daventry continues....



The finalized Harpy designs seen here are a product of many pencil variations which, once distilled, ultimately led to a final model.

♣ GENERAL QUESTIONS

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

Yes, there is. You're not observing what's around you. **LOOK** at everything, especially something that catches your eye or looks unusual or conspicuous. Look under things, or on top of things. Try to **TALK** to other characters. **USE** the exploration process to your advantage.

This is the time to explore and map your world. Imagine that you are Lewis and Clark (the great American explorers) and are discovering the great American West for the first time. Lewis and Clark didn't know their way around; they had to map their way as they went and **OBSERVE** what was going on around them. **YOU** are like Lewis and Clark. Adapt your thinking to the land you are currently walking around in. What **WOULD** you do if you were really here?

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

Most of Sierra's animated adventure games have the capability to speed up or slow down. In this particular game, look at the icon bar and choose the "slider bar" icon. Once you have done this, a choice will come between choosing "speed control," "volume control," or "detail control." Choose "speed control."

You can then use the slider bar to set a comfortable "traveling" speed. It is helpful to be able to "speed up" or "slow down" in various game situations.

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

In this game, look at the icon bar and choose the icon that looks like a satchel or purse. This will bring up a screen showing detail pictures of all the items you're carrying. From here, you will also be able to SELECT an inventory item for use in the game, or to perhaps MANIPULATE the object (for instance, to open a pouch) by clicking the "hand" cursor on it. You can also get a detailed description of the item by clicking the "eye" cursor on it.

How do I "drop" items?

Once you acquire an object, it's not necessary to "drop" or "let go" of it; you never know when you may need it. However, items may "go away" as you use them up or give them away.

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?

One mistake people make all the time is to not SAVE THEIR GAMES! That is the first lesson to learn. Save your game OFTEN!

What some people call a failure others call a learning experience. How can you learn unless you sometimes fail? Use your mistakes to your advantage.



The first concept for the Ice Witch's Dwelling. It would later become the Ice Queen's Castle.

Learn from them. You cannot always know what will work or not work unless you take risks.

Before going into a questionable situation, SAVE YOUR GAME! In fact, it doesn't hurt to save your game periodically as you never know when something unexpected may happen. While playing an adventure game, you NEED to sometimes fail. Your mistakes are what help you to learn and advance in the game. Fortunately for you, you have the option of saving your game before making mistakes. Use this option...OFTEN!

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

The same place Clark Kent puts his clothes when he changes into Superman!



Walk Through by Region: The Woods and Town of Serenia Character introduction

CRISPIN

An aging, kind-hearted wizard. He tends to be a bit forgetful at times and sometimes messes up his magic spells. Cedric the owl is his trusty friend and companion. Crispin offers some help and guidance to Graham.

Dink is the kind of silly, good-natured character who, during the course of the design, produced more than a few good laughs for the crew of King's Quest V.



🦉 CEDRIC

Actually, Cedric accompanies Graham through most of the game; first as a pesky guide, later as a friend. Cedric is the owl companion of the wizard Crispin. Though he does provide SOME assistance to Graham, he usually manages to wind up in some sort of trouble...and then needs Graham's help to get out of it.

🦉 POISONOUS SNAKE

Just south of Crispin's house, Graham will encounter a venomous snake which is blocking his path eastward. Graham will need something to scare it away.

🦉 MAN FIXING BROKEN WAGON

In the town, Graham will run across a man fixing a broken wagon. Though Graham offers to assist him, the man declines his help. Perhaps later, though, the man will inadvertently help Graham when he leaves something behind that Graham can use.

🦉 TAILOR

There is a prosperous tailorshop in town where Graham can meet a tailor who tries to sell him various items of clothing. There is only one thing that Graham is interested in, though, IF he can figure out the means to obtain it.

🦉 TOYMAKER

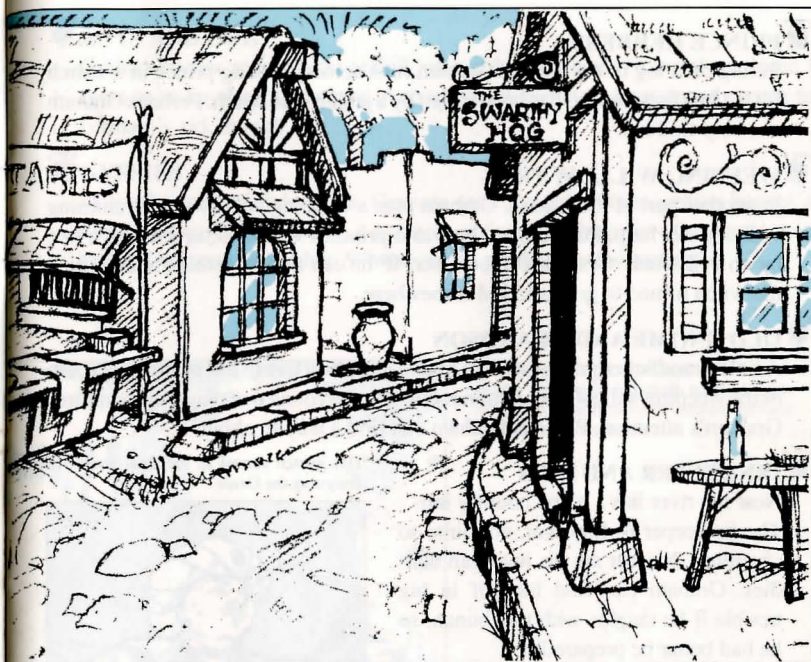
Also in town there is a cute little toyshop. A friendly old toymaker runs it while taking care of his small granddaughter. Graham finds something he wants in there, but needs to find a way to obtain it.

🦉 SHOEMAKER AND WIFE

Around the corner from the toyshop there is a run-down shoeshop. An old shoemaker and his wife run it, but unfortunately don't have a single pair of shoes to sell. Graham feels very sorry for them, and would like to find a way to help them. If he can do that...perhaps they could help him in return.

🦉 CAT AND RAT

One time, while walking past the town bakehouse, Graham notices a mangy old cat chasing a poor defenseless rat. Graham would like to find a way to save the rat from the cat, but how?



The drawing was to set the character of the Swarthy Hog Inn and town. It was later decided to separate the Inn from the town for logistical reasons.

🦉 THE BAKER BROTHERS

The Baker brothers run the town bakehouse. These two are big, burly fellows who have delicious custard pies for sale. Graham's mouth waters when he sees them, and would love to buy one; if he could only find the means!

PRINCE HERBERT

Sitting on a log in the woods, Graham runs across a young prince in a search for his lost fiancée who has been stolen by a jealous old witch. Perhaps Graham can help find her.

WEeping WILLOW TREE

In another part of the woods, Graham sees a weeping willow tree strumming sadly on her harp. Poor thing, she was a princess who was turned into a tree by an evil witch. Graham can help her, IF he can find her stolen heart which the witch turned to gold and hid somewhere.

OLD GNOME AND GRANDSON

An old grandfather gnome and his young grandson live in the woods just south of the weeping willow tree. A marionette that the young one plays with captures Graham's attention. Perhaps Graham can find a way to obtain it.

INNKEEPER AND PALS

Near the river lies a rustic country inn. The innkeeper is, however, not quite so charming. Neither are his hooligan buddies. Graham can find himself in big trouble if he tangles with this bunch, so he had better be prepared!

BEES AND BEAR

Just downstream from the inn, Graham runs across a beehive in a rotted old tree. He had better be careful, though; bees can be very vicious when their beehive is threatened! It sure would be nice to have a chunk of honeycomb, though. A big old bear might help the situation, IF Graham is careful!

This sketch served as the final guide for designing the Genie.



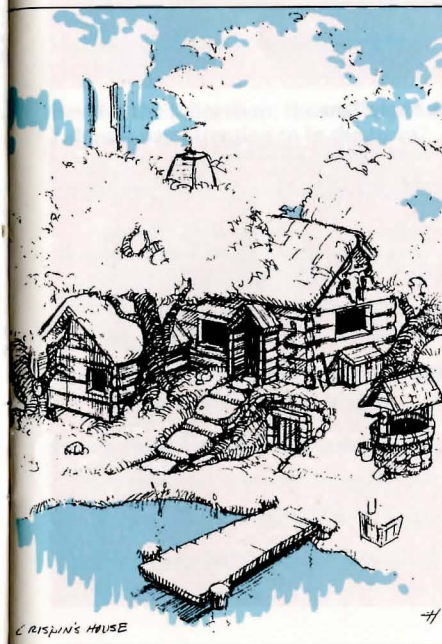
ANTS AND DOG

Graham comes upon a large anthill just north of the beehive, but there doesn't seem to be anything to do here. A snarly old dog may unintentionally come to Graham's aid, though.

GYPSIES

In another part of the woods, Graham sees a gypsy wagon, which houses a fortune teller. Unfortunately, a gypsy man demands the price of one gold coin before Graham can see her. Where can he get that kind of money?

Art designer's first concept of Crispin's house and yard. Although some changes occurred in the final color version, the basic concept remains intact.



Questions and answers

Once I leave Crispin's house at the beginning of the game, can I ever go back in again?



Is there anything I can do outside of Crispin's house? I noticed a funny gadget there.



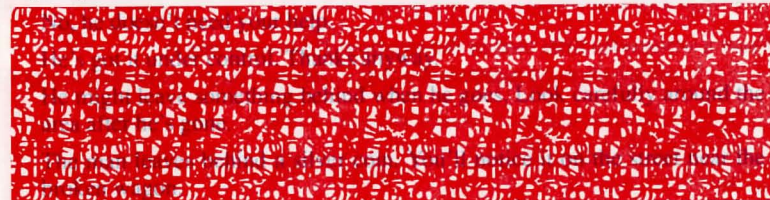
What sorts of things does Cedric do to "help" me.



How can I get past the poisonous snake?



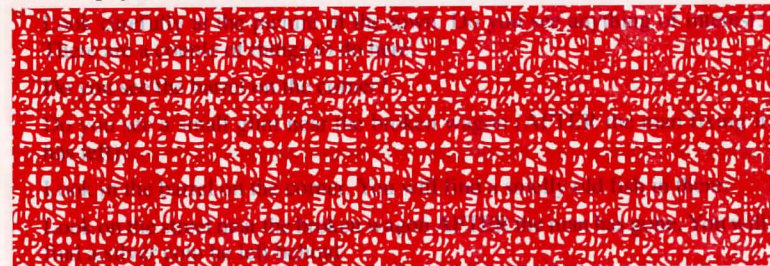
In town, am I supposed to help the man fix his wagon? Currently, he refuses any help.



Is there anything I can do with the broken wagon?



Besides the tailorshop, the toyshop, and the shoeshop, is there anything else I should pay attention to in the town?



I see a cloak I want in the tailorshop! How can I get it?



I saw a wonderful little sled in the toyshop! I'd love to buy it.

There are no shoes for sale in the shoeshop. What do I do there?

I saw a cat chasing a rat outside the bakehouse! Should I do something here?


There are custard pies for sale in the bakehouse, but I need a silver coin. Help!

I met a sad prince in the woods. Is there something I can do for him?


The weeping willow tree needs her heart back. Where can I find it?

I came across two gnomes in the woods. The younger one was playing with a marionette. Tell me what to do to get it!


Whenever I enter the inn I keep getting hit on the head and thrown in the cellar where I find myself tied up in a rope...and I die! How can I get out of this?!




Okay, I managed to get free of the rope in the inn's cellar, but now I can't get OUT of the cellar because the door has a padlock on it!




Is there anything to get in the inn's cellar while I'm here?



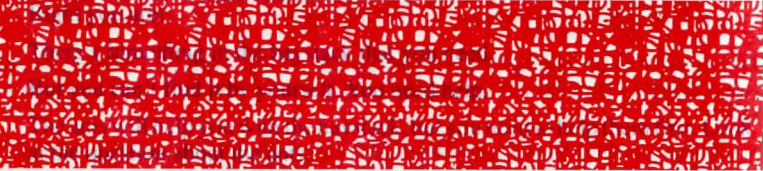
Is there anything I need in the country inn's kitchen?





Can I ever do anything with the innkeeper besides getting hit on the head?




I think there's something important with the haystack by the inn. Am I right?




I found a beehive in an old tree! But now, how do I get to the hive without the bees killing me?




I see an old bear pawing at the beehive in the old tree! Is there anything I can do with him?



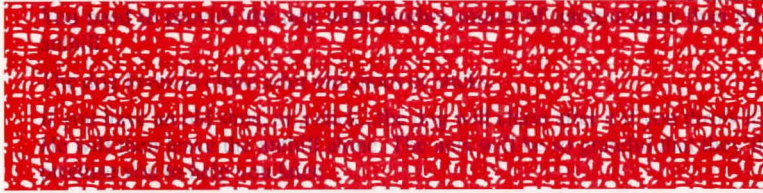
Okay, I got a honeycomb from the beehive. Before I go, is there anything else of importance around here?



I found a huge anthill! Can I do anything with it or the ants?



A dog is pawing at the anthill! Can I stop it from doing that?



There is a fortune teller inside the gypsy wagon, but the man outside won't let me in without a gold coin! Where do I find one?

All right, I finally got in to see the fortune teller. She gave me a magic amulet and told me it would stop all but the most powerful magic. Where can I use it?

Is there anything else I can get from the gypsies besides a magic amulet?

Walk Through by Region: The Desert

Character introduction

1. Bandits

Graham can run into the bandits in two places in the desert. By the temple, and at their camp. He needs to be careful around them and try to hide as much as he can. They are very vicious and think nothing of violence. If Graham is very observant by the temple, he may watch them and learn something very important.

Questions and answers

I keep dying from thirst in the desert! How can I find my way around it without dying or getting lost?

Is there any reason to go in the desert at all?

I found a temple in the desert! Problem is, a couple of bandits come riding in on horses and kill me! What do I do?

I saw a bandit opening the temple door, but when I try it...it seems there's something missing. What's missing?

I found a skeleton in the desert! Is there anything to be done with him or is he just a "decorative" piece?

I ran across a couple of seemingly empty tents in the desert, but whenever I try to enter the larger one, a bandit kills me! Is there anything to do here, and can I ever enter the larger tent?

I enter the smaller tent at the bandits' encampment and see a sleeping bandit. Is there anything I need in here?

The sleeping bandit inside the smaller tent keeps waking up and killing me! What am I doing wrong?

Okay, I finally entered the temple and saw piles of glittering treasure! But whenever I try to get any of it I always die! Help!

The door to the temple keeps closing and trapping me inside! How can I keep this from happening?



I got a brass bottle from inside the temple. How do I open it or look inside it?



Every time I open the brass bottle, I die at the hands of a genie! How can I open the bottle without this happening? Can I ever get rid of him, or use him in any way?



Walk Through by Region: The Dark Forest

Character introduction

1. Old witch

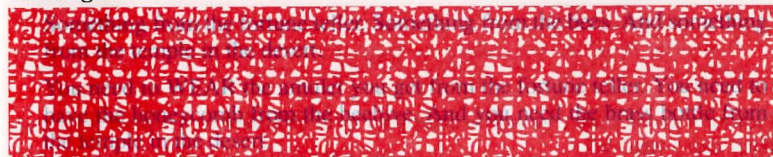
Graham encounters a wicked old witch in the dark forest. Unless he's adequately protected she will always immediately turn him into a toad as she doesn't like trespassers in her forest. Once he's protected she can still be quite annoying; doing things like preventing him from entering her house, or leaving the dark forest. It would help if he could find a way to get rid of her.

2. Elf

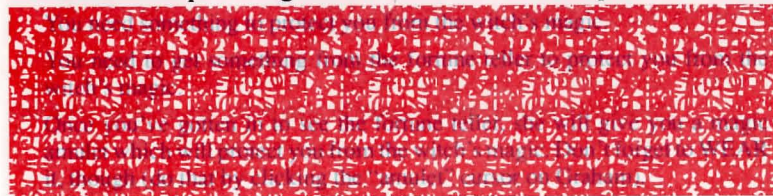
Once Graham has conquered the witch, he can meet a little elf. This elf will show Graham the way out of the forest IF he can catch him first! The elf will also give Graham something very useful.

Questions and answers

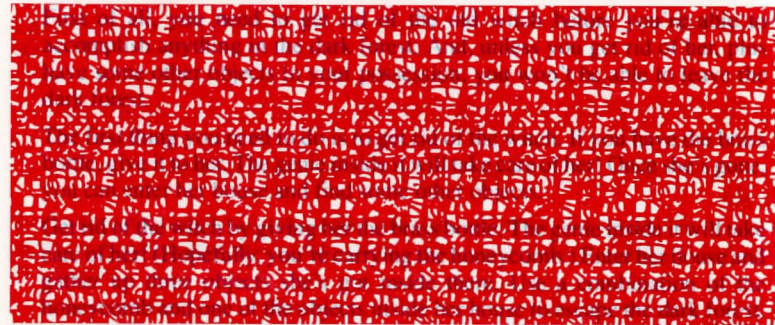
I know it's dangerous to enter the dark forest. What things do I need before entering it?



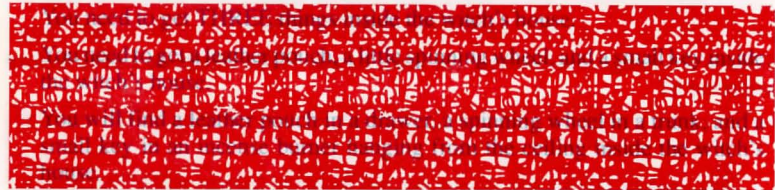
The old witch keeps turning me into a toad! How can I stop that?



Now that I can safely walk around the dark forest without the witch turning me into a toad, I still can't seem to DO anything here! She keeps getting in my way! Also, how can I leave the dark forest?



I'm pretty sure there are things I need to get inside the witch's house. Can you tell me which items I should get there?



I found a spooky old tree with a little door in it! Problem is, the door is locked. How can I open it?



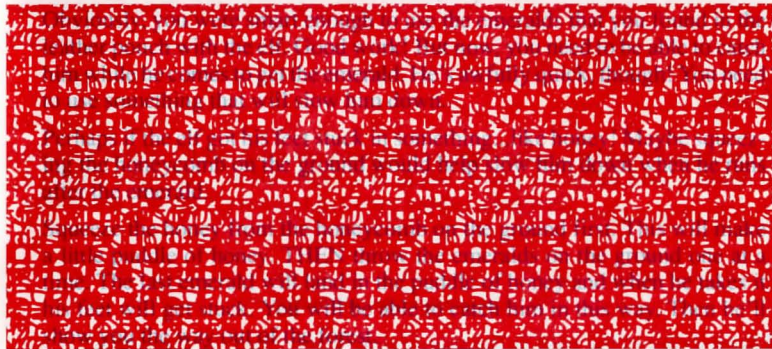
Once I got rid of the witch I suddenly saw several pairs of eyes staring at me in one part of the forest! Is this significant?



I found a leather pouch in the witch's house, but I don't know how to open it. Help!



I managed to entice a little elf out of his hiding place behind the bushes, but I can't seem to catch him! What am I doing wrong?



The little elf gave me a fine pair of shoes. What do I do with them?



Walk Through by Region: The Great Mountains

Character introduction

1. Wolves

The wolves are the pets and servants of the Ice Queen. They love and revere her and will do whatever she wants. If she doesn't like Graham then...she'll sic her dogs on him.

2. Eagle

Graham will encounter a starving eagle near the Ice Queen's palace. Maybe there is a way that Graham could help the poor thing.

3. Queen Icebella

The Ice Queen lives in the coldest reaches of the mountains in a cold, icy palace. She is very possessive of her territory and doesn't like it when Graham and Cedric trespass without her permission. Since she has such a cold, stony heart the situation doesn't look very good. Maybe Graham can find a way to soften her heart...just a little bit.

4. Yeti

Queen Icebella is even less fond of the yeti who has invaded her territory than she is of Graham and Cedric. She might give Graham a chance to save his and Cedric's life...IF he can somehow remove the yeti from her realm.

5. Roc

What is a "roc," you say? A roc is a giant, two-headed bird. This particular roc sees Graham walking through the mountains and thinks he is the perfect meal to feed to its baby just hatching from its giant egg. Graham gets a free ride to a huge nest...just in time to face the hungry mouth of the baby roc!

Questions and answers

I keep dying of the cold in the mountains! What can I do about this?

I'm at a dead-end in the mountains. The path ends at a frozen waterfall and I don't know where to go from here. Help!

I throw my rope up to the tree branch, but it always breaks whenever I start to climb up the rope! What am I doing wrong?

Okay, I finally climbed up the rope to an upper ledge. Here the ledge ends at a frozen waterfall. On the other side of the frozen waterfall I see a fallen log crossing a chasm. How can I get over to the fallen log?

A wolf came and stole Cedric! Where is he? Will I ever see him again?



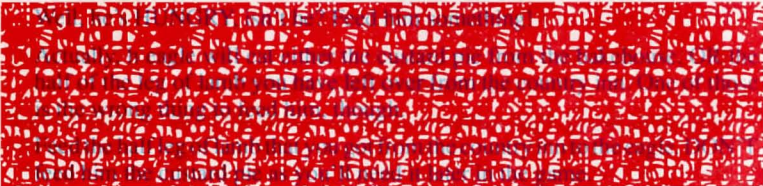
I keep dying of hunger in the mountains! Is there some food I can eat?



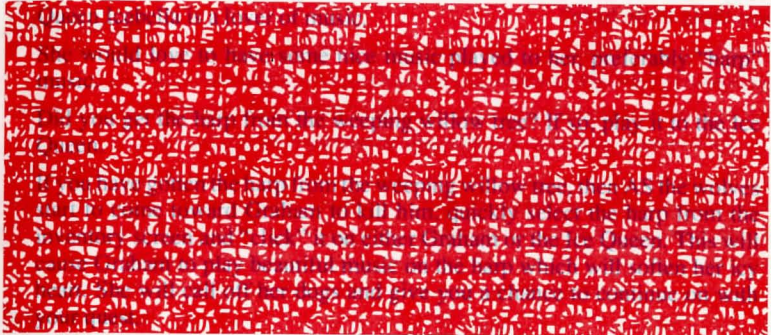
I have come upon a wide crevasse in the snowy path which I can't seem to cross without falling to my death! What can I do about this?



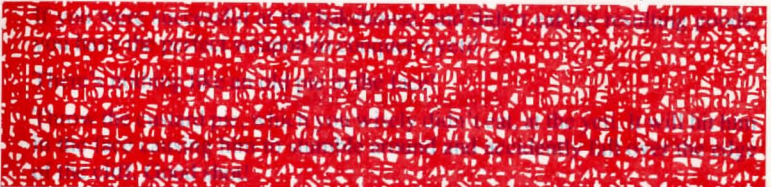
I met a hungry eagle in the mountains. Is there anything I can do for him?



As I near the icy castle a couple of wolves capture me and take me in to see Queen Icebella. She doesn't like me, though, and keeps having her wolves kill me! There must be something I can do here!



Well, I finally got in Queen Icebella's good graces (I think), but NOW she wants me to conquer a ferocious yeti for her! How can I possibly do that?



I see a crystal in the Ice Queen's crystal cave that I would LOVE to get, but I can't break it with my bare hands! How can I get it?



After Queen Icebella let Cedric and I go, we encountered a giant bird who carried me off to her huge nest! Unfortunately her giant egg hatched and the baby bird ate me! How could I have avoided this situation, and is there anything to do here?



Walk Through by Region: Beach, Ocean, and Harpy Island

Character Introduction

1. Old hermit

On the beach, Graham runs into a strange little house made of pieces and parts of wrecked ships where lives an ancient-looking hermit. The hermit would be able to help Graham...if only he could HEAR him! Perhaps Graham can find an object which will help communications with the old man.

2. Harpies

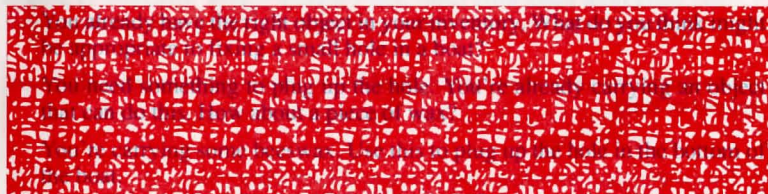
Upon discovering an island in the ocean, Graham and Cedric also run into a group of vicious harpies who inhabit it. The harpies, terrible creatures with a woman's head and body and a bird's wings and claws, love nothing more than a good man...to eat! Can Graham find his way out of this one!

3. Sea monster

A huge sea monster lives in the ocean and doesn't like to be bothered by passing boats. Graham would be well advised to stay out of his way!

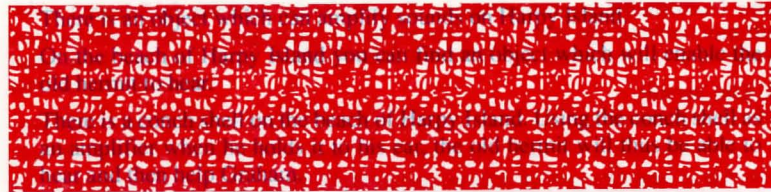
Questions and answers

I found a boat on the beach! Unfortunately it has a hole in it. How can I fix it?

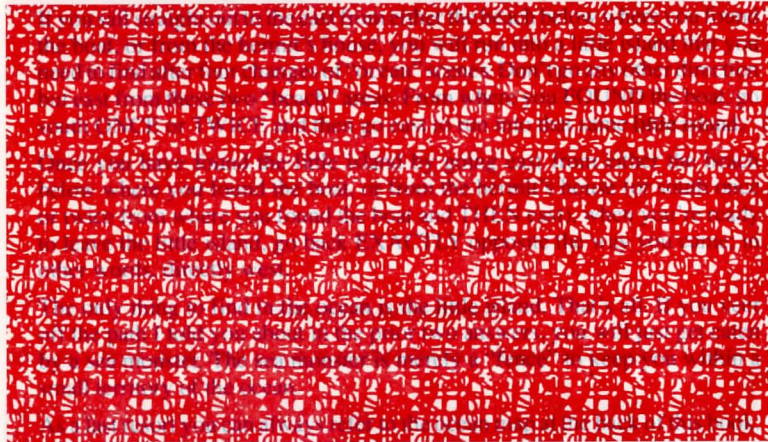


I met an old hermit on the beach but he doesn't seem to be able to hear me! Will I EVER be able to communicate with him?





I finally fixed the boat and was able to sail with it into the ocean. Now...how do I keep from getting lost, or eaten by sea monsters? What am I looking for?



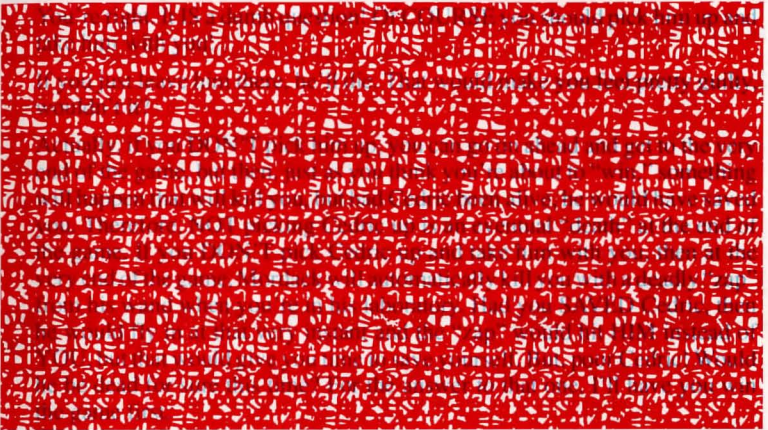
I got captured by a bunch of harpies and NOW they want to eat me! How can I get out of this?



Well, I managed to get rid of the harpies. Is there anything I might need around here before I go?



I saw Cedric lying on the ground, wounded. I suppose this is a dumb question...but should I pick him up and take him with me?



Cedric is wounded! Where should I take him? How can I help him? Before I leave Harpy Island, is there anything I might have forgotten?



Walk Through by Region: Mordack's Island and Castle

Character Introduction

1. The wizard Mordack

Mordack is a very powerful, very evil wizard who has stolen Graham's family and castle, miniaturized them, and imprisoned them in a glass bottle in his laboratory. In order to rescue his captive family, Graham must first locate Mordack's island stronghold, and then fight the all-powerful wizard himself. That is a very dangerous undertaking; one that Graham may not...survive.

2. The cat Manannan

Mordack has a pet cat...who is not really his pet at all, but is really his brother Manannan turned into a cat by Graham's son some time back (look at the story description for KING'S QUEST III: "To Heir is Human"). Mordack would like to see Manannan restored back to his old wizard self, but only Alexander can do that, who doesn't know how. Meanwhile, Manannan roams Mordack's castle, a very mean, bad-tempered cat whom Graham should try to avoid at all costs.

3. Blue beast

A huge blue beast acts as a guard in Mordack's castle; as if Mordack really needs a guard! Anyway, this beast should be avoided...for the most part. There is ONE time that Graham SHOULD get caught by it, in order to retrieve something in another part of the castle; but only ONE time!

4. Dink

In the labyrinth lives a big, dumb beast called Dink (named by Princess Cassima...probably having to do with his manner of speech). Dink isn't a bad beast; he's just big and dumb, and doesn't know his own strength. Graham should be very careful around him; perhaps there's something that Dink would like to play with....

Questions and answers

I crashed my boat on Mordack's island! Am I stuck here now? Is there anything I need to do before following the trail upwards?

I see two stone serpents but they keep killing me by shooting lethal rays at me from their eyes! How can I get past them?

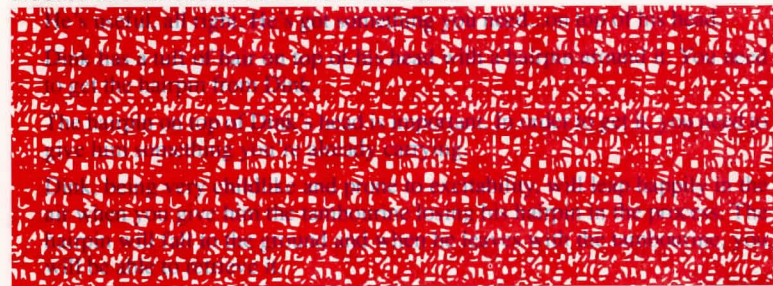
Can I ever enter or leave the castle through the front door?

I found a grate by the side of the castle, but it's rusted shut! Is it possible to open it?

I can't find my way through the labyrinth maze! Help!



I found a huge beast in the labyrinth who has a one-word vocabulary of “dink.” He seems harmless enough, but if I get too close to him he grabs and crushes me! Should I bother with him at all?



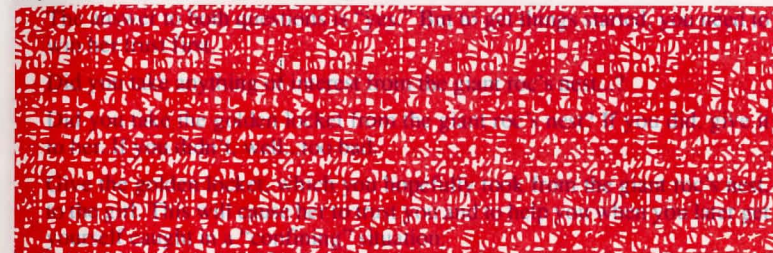
I found a door in the labyrinth, but unfortunately it’s locked. Now what?



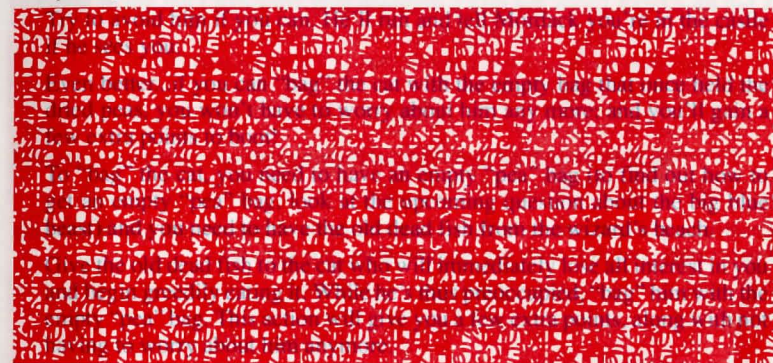
I finally made it to the pantry in the wizard’s castle. Is there anything I need here?



I found a beautiful girl scrubbing the floor in the kitchen. Can I help her in any way? Can she help ME in any way?



I ran into a black cat in the castle, but I don’t think he’s very friendly. What, if anything, can I do about him?



Can I do anything with the organ in the downstairs hallway?



A big blue beast keeps chasing me in the castle! How can I avoid him?





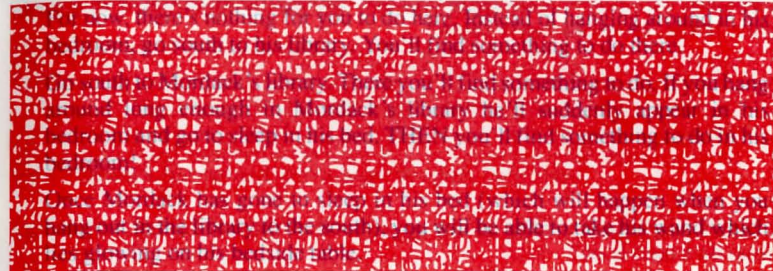
A big blue beast threw me into a dungeon cell! How can I get out of here?



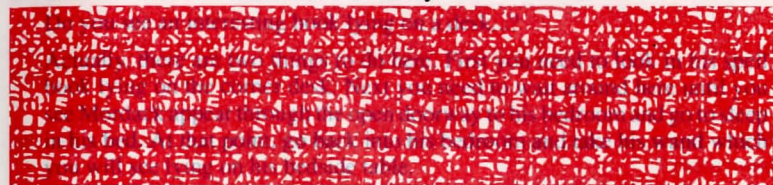
I noticed a piece of cheese in the mousehole in the dungeon cell. Unfortunately I can't quite reach it with my fingers. How can I get it?



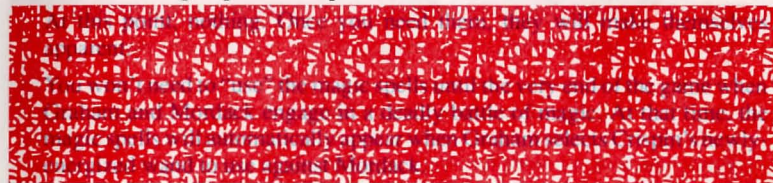
I went into Mordack's bedroom, but couldn't find anything to take or do. Is there anything to do in here?



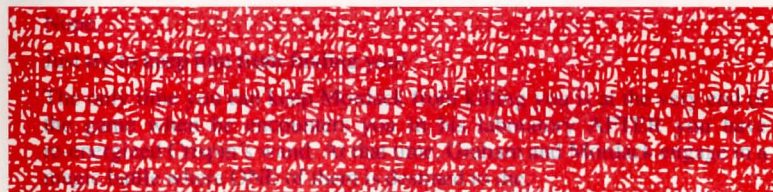
What is there to do in the wizard's library?



I found some magic spells in a spell book! What do I do with them?



Is there anything I can do to keep Mordack from killing me whenever he finds me in the castle?



I entered Mordack's laboratory and saw my family imprisoned in a large glass bottle! How can I save them?

I found a strange machine on the upper level of the laboratory. What is it? How do I turn it on?

What items, if any, do I use with Mordack's strange machine in the laboratory?

Oh, no! Mordack poofed into the laboratory after I de-energized his wand with the strange machine. Am I a goner for sure?

Mordack turned himself into a horrible flying beast! How can I combat this?

Now Mordack has turned into a huge dragon! Now what?

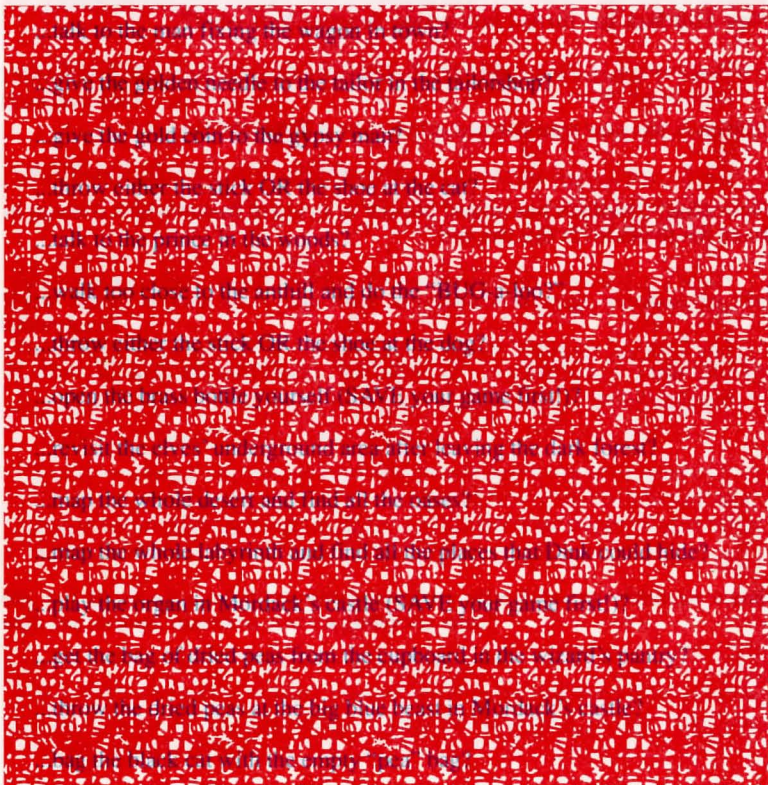
Mordack has now transformed into a cobra! What should I do?

Now what? Mordack has turned himself in a ring of flames which is about to burn me to death! Is this the end?

After the End of the Game

CAUTION: Do not read this section until you have actually SOLVED the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

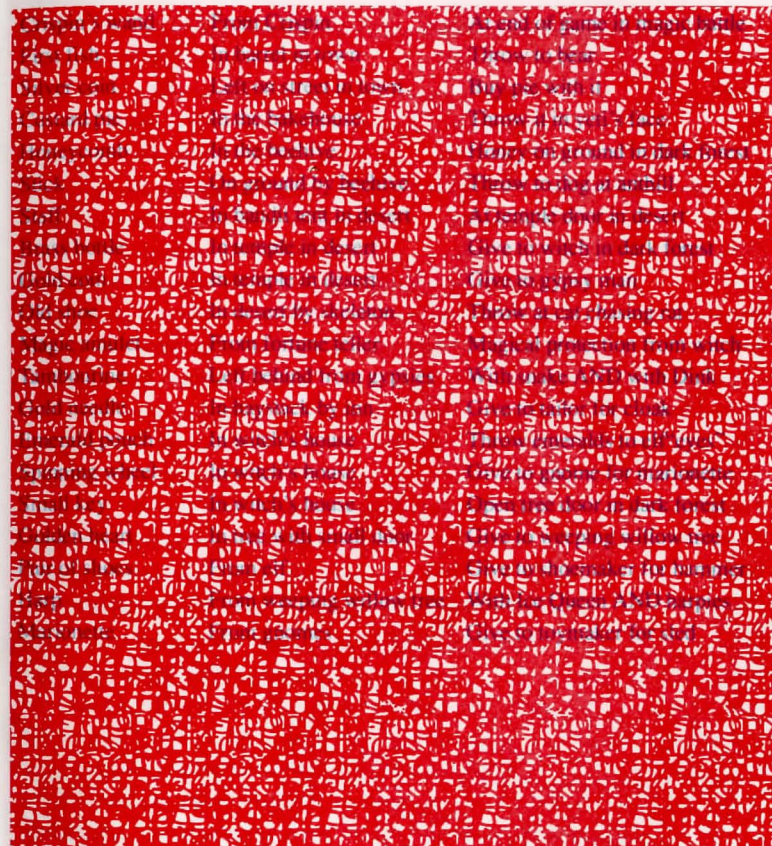


Location of All Objects

Objects

Where found

Where used

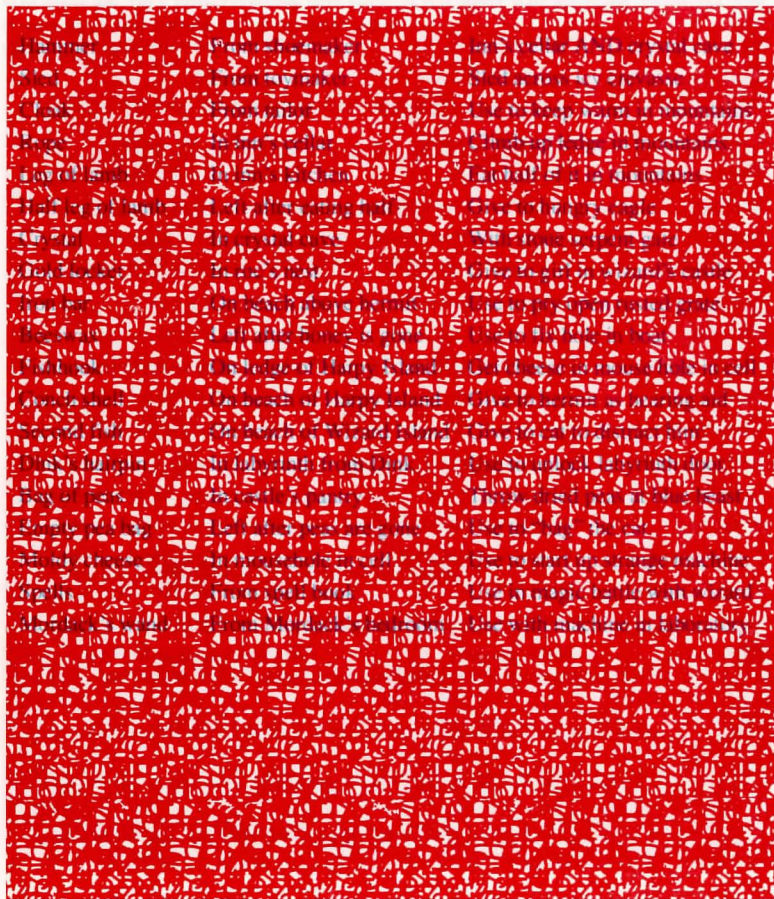


Location of All Objects

Objects

Where found

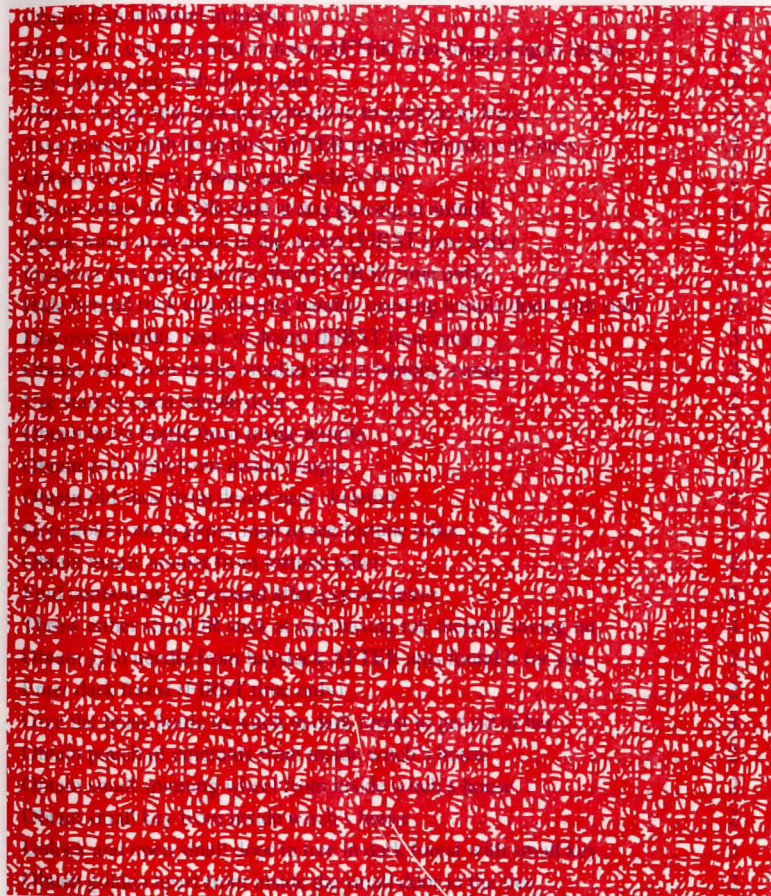
Where used

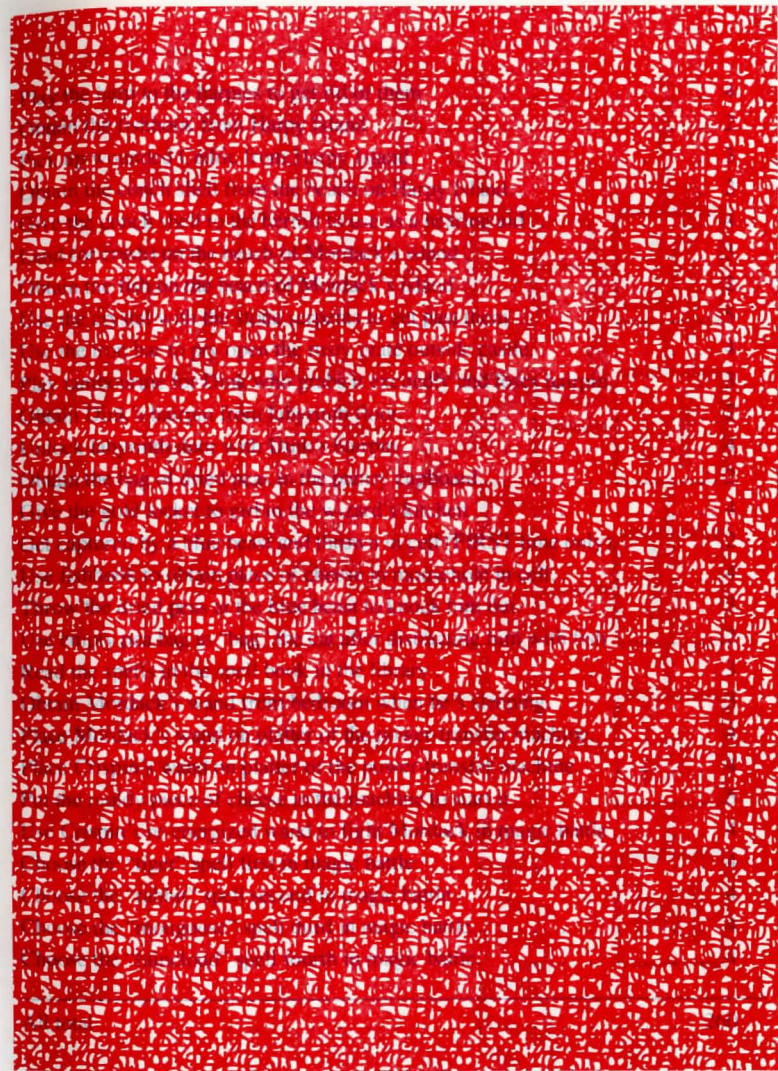
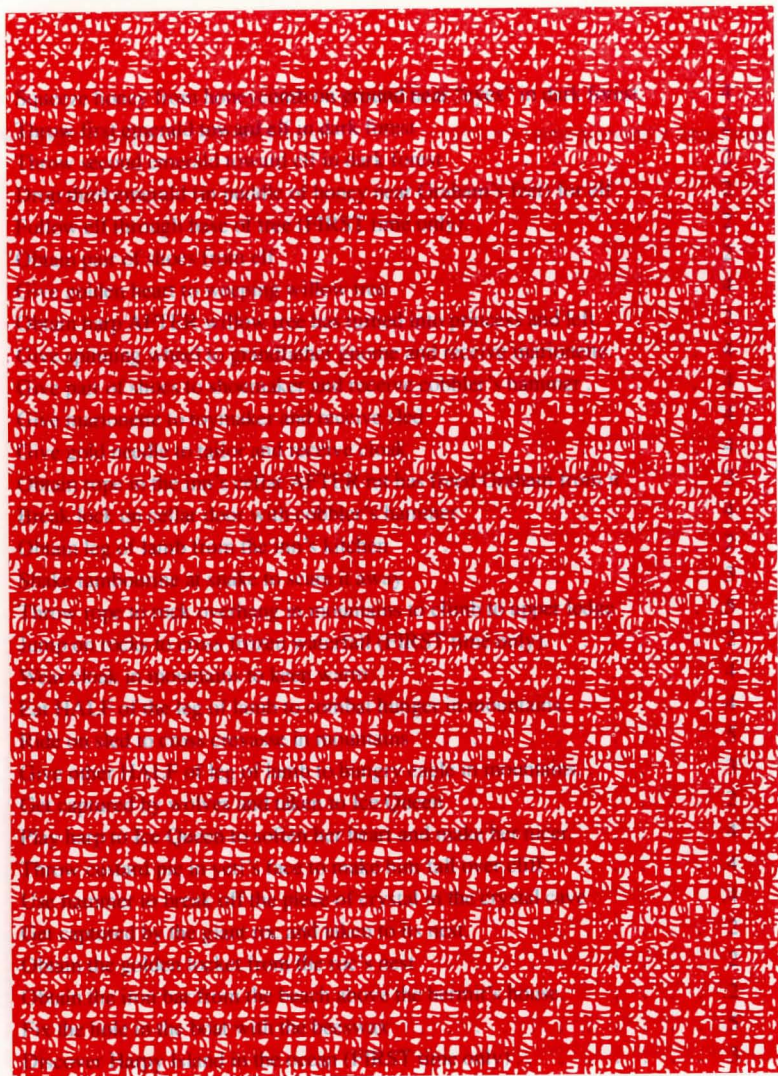


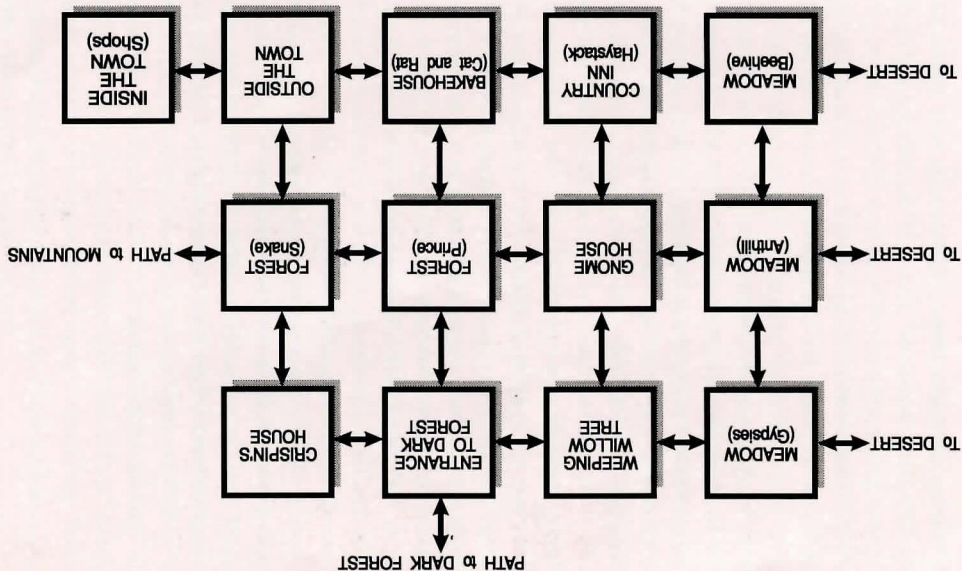
Points

How and where earned

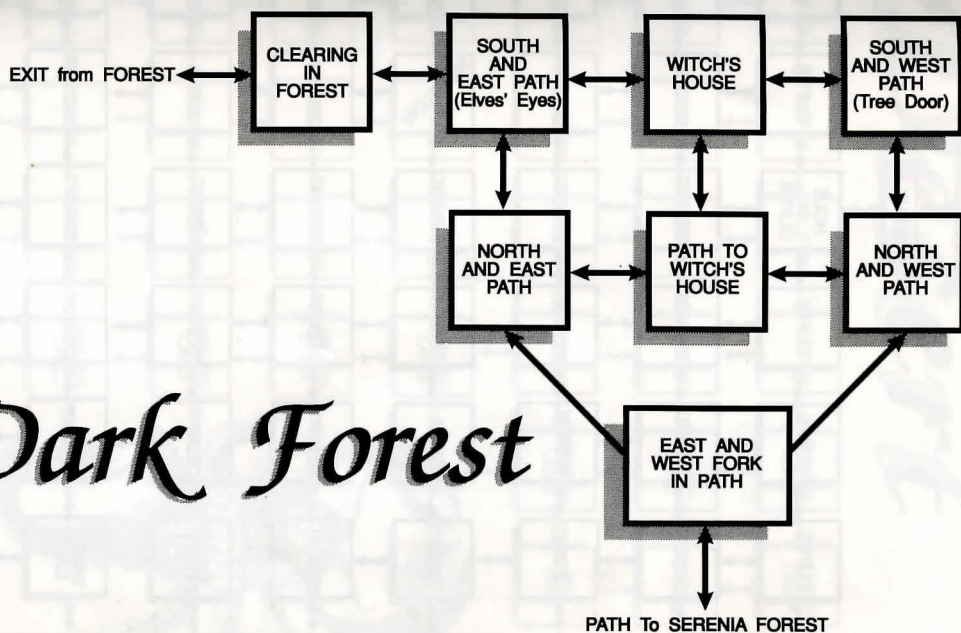
Number of points







Town and Forest of Serenia



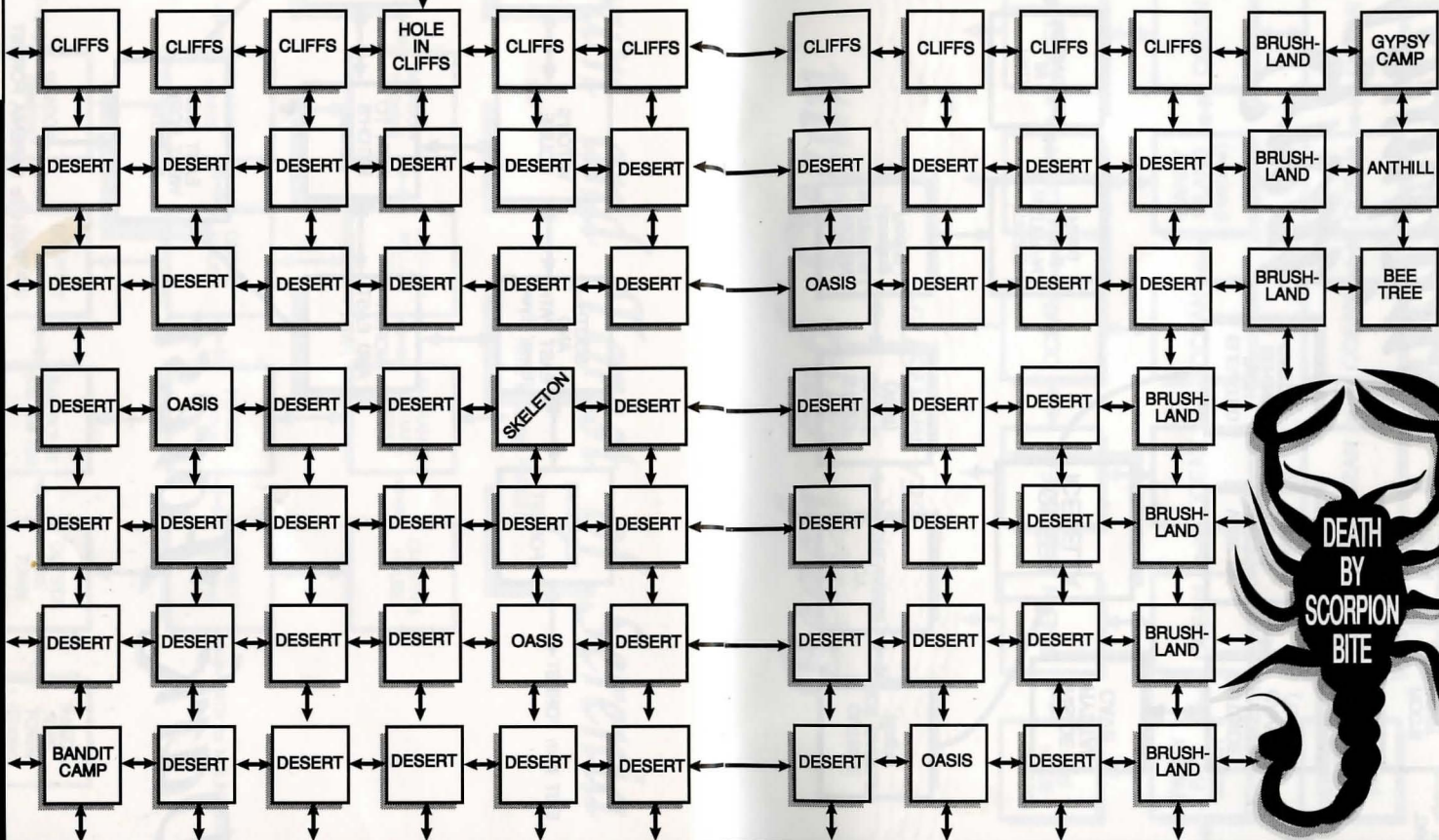
Dark Forest

INFINITE DESERT

MORE CLIFFS

INSIDE TEMPLE
↓
TEMPLE
↓

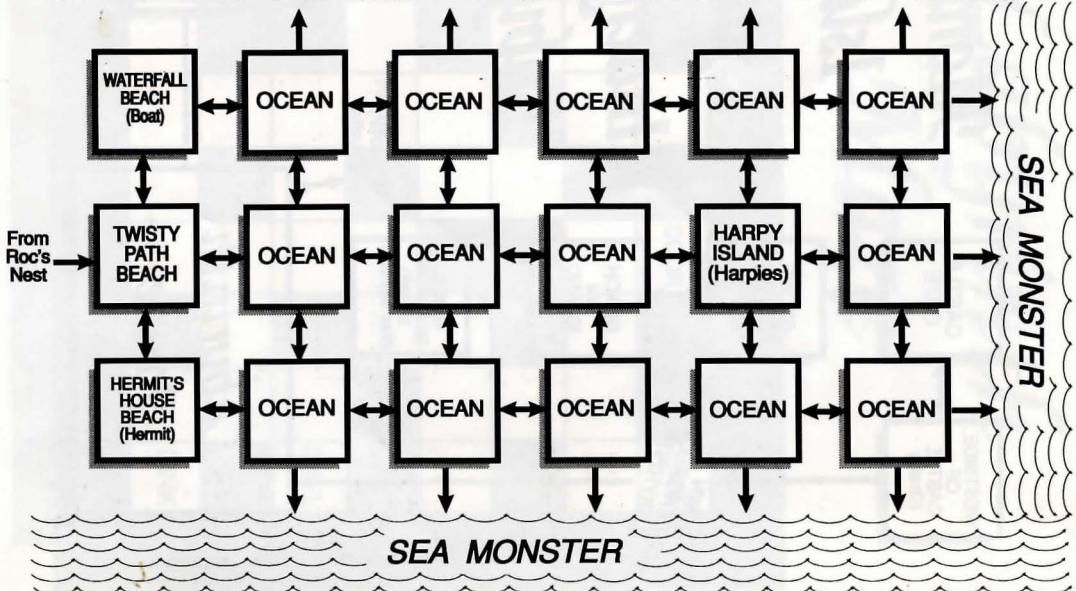
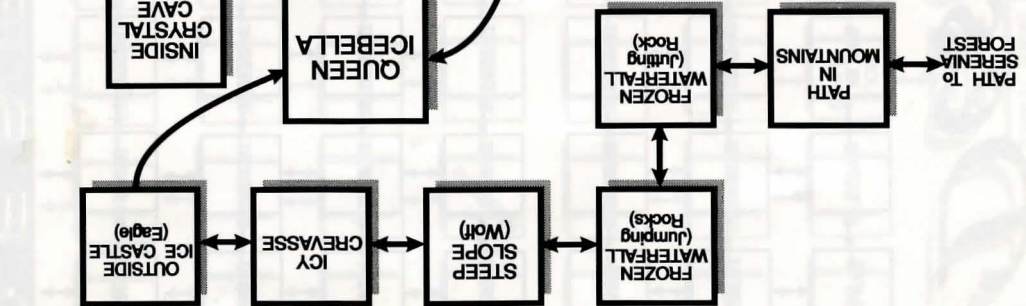
Desert



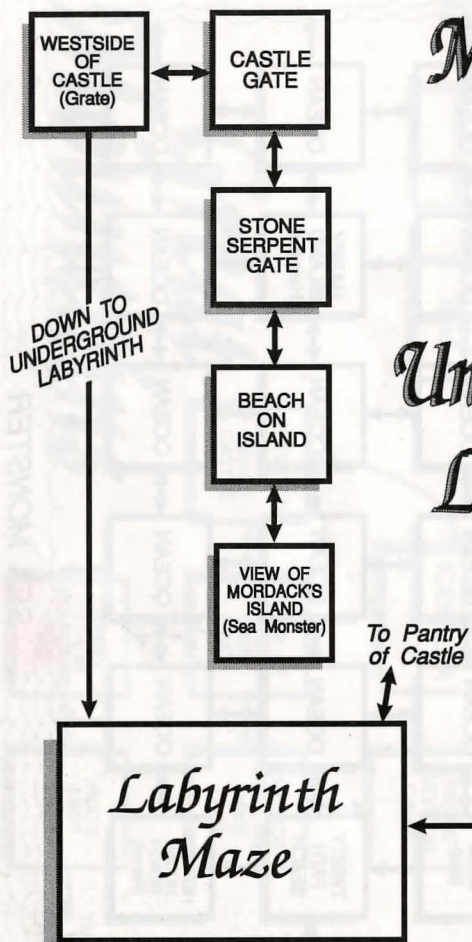
ENDLESS DESERT


```

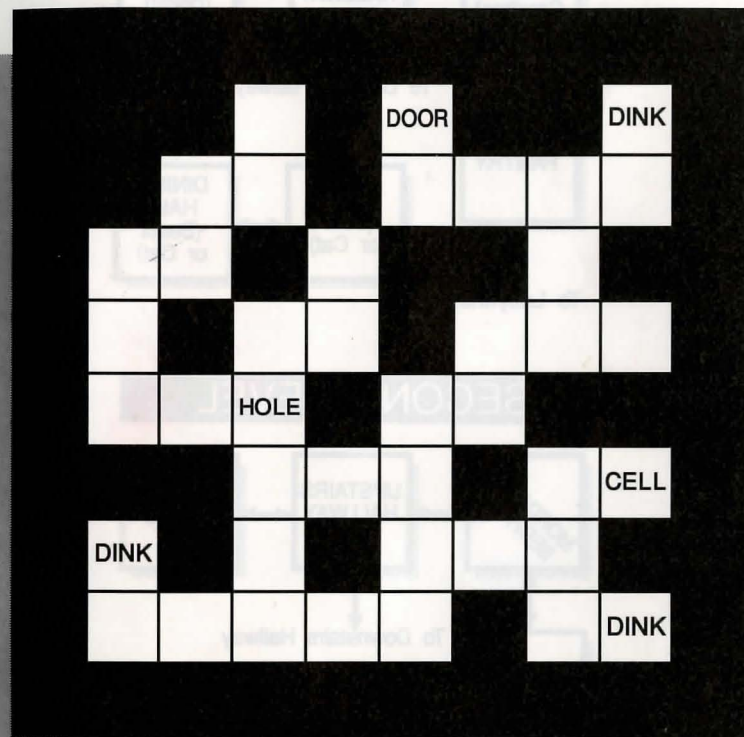
graph TD
    A["Twisty Mountain Path in Roc (Roc)"] <--> B["Roc's Nest (Baby Roc)"]
    A <--> C["Outside Crystal Cave (Wolf)"]
    B <--> C
    C <--> D["View of Crystal Cave (Wolf)"]
    D <--> E["Elevated Path Behind Castle"]
    D <--> F["Queen Icebella"]
    E <--> F
    F <--> G["Inside Crystal Cave"]
    G <--> H["Outside Ice Castle (Eagle)"]
    H <--> I["Icy Crevasse"]
    I <--> J["Steep Slope (Wolf)"]
    F -- curved arrow --> E
    F -- curved arrow --> H
    K["Twisty Mountain Path in Roc (Roc)"]
  
```



Mordack's Island and Underground Labyrinth



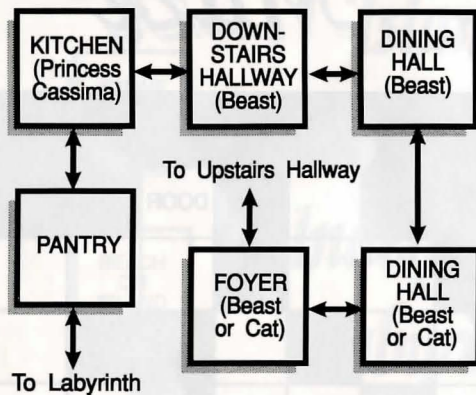
Labyrinth Maze



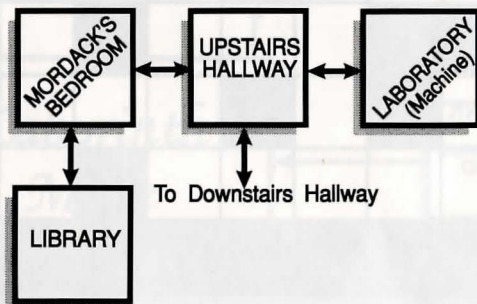
Inside Mordack's Castle

Notes

FIRST LEVEL

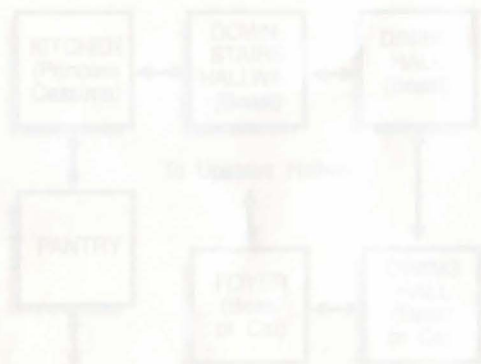


SECOND LEVEL

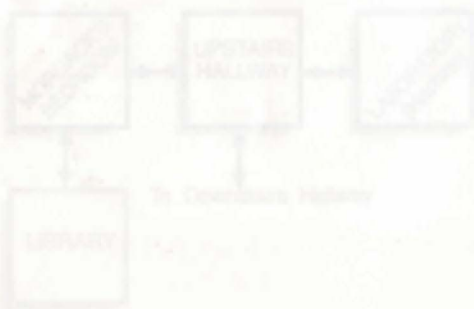


Notes

FIRST LEVEL



SECOND LEVEL



HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
King's Quest II	9.95	
King's Quest III	9.95	
King's Quest IV	9.95	
King's Quest V (Winter)	9.95	
Space Quest I	9.95	
Space Quest II	9.95	
Space Quest III	9.95	
Space Quest IV (Winter)	9.95	
Leisure Suit Larry I	9.95	
Leisure Suit Larry II	9.95	
Leisure Suit Larry III	9.95	
Police Quest I	9.95	
Police Quest II	9.95	
Manhunter I	9.95	
Manhunter II	9.95	
Code Name: Iceman	9.95	
Gold Rush!	9.95	
Colonel's Bequest	9.95	
Quest For Glory I (formerly Hero's Quest I)	9.95	
Quest For Glory II	9.95	
Conquests of Camelot	9.95	
Heart of China (Winter)	9.95	
Rise of the Dragon (Winter)	9.95	
The Black Cauldron	9.95	

Subtotal

California residents add 6.5% sales tax, Illinois residents add 6.25%, Massachusetts residents add 5% sales tax, New Jersey residents add 7% sales tax, Texas residents add 6.25% sales tax.

Total

More ordering information on the following page.

HINT BOOK ORDER FORM

(Please print)

Name _____

Address _____

City _____

State _____ Zip Code _____

Phone (____) _____

Check method of payment (*please do not send cash*)

☐ MasterCard ☐ Visa

☐ Check enclosed ☐ American Express

Card number _____

Expiration date ____/____

Authorizing signature _____

Please allow two weeks for delivery. All prices include shipping and handling. Make checks payable to Sierra On-Line, Inc.

Mail payment with this order form to:

Hint Books

Sierra On-Line, Inc.

P.O. Box 485

Coarsegold, CA 93614

JOURNEY INTO DANGER

*The Greatest
Adventure in the
History of Davenport
is about to begin...*



SIERRA®

SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-8989

TM designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.

© 1991 Sierra On-Line, Inc. Printed in the U.S.A.

003061800