



ROBERTA WILLIAMS'

# *King's Quest® VI®*

HEIR TODAY, GONE TOMORROW

803024330/S302110



Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

**DIR <ENTER>**

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

**COPY D:\PATCH\\*.\*C:\SIERRA\KQ5<<ENTER>>**

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown  
Corporate Quality Assurance

## KING'S QUEST® VI HEIR TODAY, GONE TOMORROW

### 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 or floppy 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 either hard disk or a floppy 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 floppy or 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 disk 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].

**Note:** If you installed to a floppy disk, you will need to place that disk in the drive, before you type the name of the drive.

3. Type **cd\sierra** and press [ENTER].\*
4. Type **KQ6cd** and press [ENTER].

\* If you have installed King's Quest VI to a directory other than

the default setting, please type **KQ6cd** from the directory where you installed the game.

#### INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS

**From the CD** (if there is no SETUP floppy in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing **win/s** or **win/3**, but may be different for your installation. If you are unsure refer to your Windows documentation.
3. Select "Run" from the "File" menu.
4. Type **e:setup** where e is the drive letter of your CD-ROM drive. Press [ENTER] or click on "OK."
5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then 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 base level and 1 thru 10 for extended. 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 a 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. This is usually done by typing **win/s** or **win/3**, but may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

## USING A MOUSE:

To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position.

To move your character, position the WALK icon at the desired screen location and click the mouse button.

To execute a command, click the left mouse button.

Try the right and center buttons too. They help you change cursors.

## PART I

### THE LAND OF THE GREEN ISLES

The Land of the Green Isles is an ancient kingdom ruled by a royal family designated simply as the "Crown." Its location so far from the rest of the known world, combined with the dangers of the surrounding sea, have effectively isolated it from the influence of other lands. This small kingdom might as well exist on a distant star as on the other side of an inhospitable sea.

Because of this isolation, the citizens of the kingdom have a unique flavor and a quaint naivete. If one asks about the history of the Land, they are eager to speak. Yet of true answers, little can be found. They can recite the names of the holders of the Crown spanning back hundreds of years, can speak of each dwelling's origin, of practically every citizen's lineage, yet when I asked how the kingdom began, bewilderment is the response. "The kingdom has always been," they say, "There has always been a royal family." It is as if this place has existed, unaltered since the dawn of time.

But there is some basis for a different picture: that these islands have actually held a succession of kingdoms, each bleeding into

the next, new civilizations building on ruins scarcely cold. I base this opinion on the traces and legends of an ancient civilization to be found on one of the islands-but more of that later.

The kingdom as it stands today, has remained relatively unchanged for hundreds of years. Four islands make up the bulk of the Land. The Isle of the Crown is the center of the kingdom. There on a magnificent rise stands the Castle of the Crown, the seat of the royal family of the kingdom and the heart of the Land. A village and docks comprise the rest of the island and run most of the kingdom's daily commerce, such as it is.

Across a short distance of sea is the Isle of Wonder, an aptly-named place of sheer delight ruled by a pair of rival queens who are, despite their own internal strife, unalterably loyal to the Crown.

The Isle of the Beast is the least hospitable of the islands. Seemingly deserted, I did not see much of the place since obstacles made it impossible to travel far inland. Nevertheless, the place has its own history and is listed among the kingdom's holdings.

The fourth island is the Isle of the Sacred Mountain, so called for the soaring peak that rises from the base of the island into

the clouds, and around which that community - both literally and philosophically - is built. The Isle of the Sacred Mountain has its own rulers who are also subservient to the Crown.

A more dissimilar set of cultures can scarce be imagined than those on these four islands, yet they seem to exist in harmony and function as a whole. The uniting factor is the Crown, which maintains loyalty both by means of its undisputed heritage as the seat of all government, and by the grace of its goodly royal family.

Peace has reigned for centuries in this idyllic kingdom and seems likely to continue. That is, as long as the Land remains hidden from the evil that we know exists in the world. Though I am a stranger here, I hope not to influence this place overly much. Who would wish to change such a paradise?

## **PART II**

### **THE ISLE OF WONDER**

Imagine a place where the very path beneath your feet might complain of your weight and the trees purposely drop twigs on your head for the sheer merriment of it all, and you'll have an idea of what it's like to be on the Isle of Wonder.

The Isle of Wonder is a comma-shaped body of land that might as well resemble a question mark, for confusion and astonishment are sure to be the lot of the unsuspecting visitor. The island is teeming with life. Vegetation is abundant as are the island's inhabitants. In fact, the two are frequently one and the same. One can scarcely pick up a grain of sand on that shore without it demanding to be put right back...and this instant, if you please!

The history of this unusual island is an issue of fervent speculation. Many believe that it was an uninteresting deserted island until a wizard enchanted the whole place, bringing everything in it to life, and presented it to his daughter as a birthday present. Others say that the island was once the prison of a beautiful princess, held captive there by a powerful and jealous queen. The maiden was so fair that the very trees and stones themselves could not bear to hear her crying and came to life to provide her companionship. Still another group ardently claims that the Creator of the Universe simply got tired of the serious business of life-giving and decided to indulge His or Her sense of humor.



Whatever the origin, a more delightful spot could scarcely be imagined. But be warned! Those travelers who like to know exactly what to expect from life would be well-advised to go elsewhere. While most of the island's inhabitants are friendly, some of the "thornier" natives are capable of being downright rude, and all are quirkesome.

Visitors are frequent on the Isle of Wonder, for it offers a refreshing respite from the ho-hum of everyday life. Even the king and queen enjoy a picnic on Exclamation Point or a stroll in the gardens, and they are on occasion to be found there relaxing and passing the time of day with the island's natives.

The rulers of the Isle of Wonder are a pair of queens, rivals in every way, and most frequently to be found arguing over everything from the color of the sky to the consistency of potato hash. Despite their eccentricities, the Isle of Wonder seems to run smoothly and be a flourishing part of the kingdom, providing many valuable exports and lending the kingdom a light-heartedness to counter their more serious countrymen on the Isle of the Sacred Mountain.

### PART III

#### THE ISLE OF THE SACRED MOUNTAIN

The Isle of the Sacred Mountain, on first impression, appears to be nothing but a great wall of cliffs rising to the sky with no apparent means of scaling it. The visitor is soon met, however, by a pair of "greeters" of the Winged Ones race.

The Winged Ones are the inhabitants of the Isle of the Sacred Mountain. Towering to a height of six to seven feet, the Winged Ones are by far the most impressive creatures I have ever seen. Each one of them, male and female alike, is surpassingly beautiful. Their bodies are muscled and athletic and gleaming with health. From their broad backs mighty wings emerge like secondary limbs, strong and webbed, and covered with large white feathers. And when they spread those massive wings...oh!...it is as if the sun itself is eclipsed.

Two of these creatures, the greeters, meet visitors at the base of the cliffs and so was I met. Gently, they took my arms and flew me upwards. Has there not been a man who has dreamed of flying? Are we all not Icarus in our heart of hearts? Imagine then, the thrill of that flight and the glory of the beings who rule the very air around us!



But, as the old saw warns, "Beauty is only skin deep." I was flown to the Winged Ones' city, a strange and haunting place whose architecture combines the two overriding elements of this culture: aviation and the classical. The city seems built to exclude those poor creatures whose lot it is to crawl like insects upon the ground, for each edifice towers into the sky with no connection to the next or to the ground itself save by flight.

Thus completely dependent on the greeters to travel about the city or even leave, the visitor is humbled and loathe to do much exploration. This appeared to me to be rather the intention, for the culture of the Winged Ones is a private one. On the Isle of Wonder I always felt welcome, despite the sometimes gruff nature of the inhabitants. They had a certain simplicity, an honesty about them. By contrast, although my reception with the Winged Ones was on the surface extremely polite, the formal words of welcome did not ring true. I sensed, in the eyes of that beauteous race, a disdain of common humanity, a haughtiness that made them suddenly lose some of their golden perfection in the eyes of this humble observer.

Despite this innate sense of superiority, the Winged Ones are valuable members of the kingdom and provide many important skills. Incredibly intelligent, the Winged Ones are master logicians and mathematicians, precise architects and planners. They disdain magic and the daintier arts, being far too logical for such goings on. Even the palace of the Winged Ones' city has a sparseness, a sense of functionality that denotes their contempt for artistic ornamentation.

The Winged Ones' culture is an old one, and they make frequent references to the "Ancient Ones," their forefathers, whose ruins and great works still abound on the island. The Isle of the Sacred Mountain is ruled by a lord and lady, who exist as monarchs on their own island but owe allegiance to the common Crown.

The name of the island derives from a lone peak which soars into the clouds beyond the city. There, in a cave, dwells the sacred Oracle, the philosophical head of the community. It is said that the Oracle is centuries old, ultimately wise, and can read the future. She is consulted by the lord and lady on every facet of the city's life, and even advises the king and queen. I, of

course, did not meet the Oracle, and even most Winged Ones citizen might hope for in his or her long life is to be granted a meeting with the Oracle, for her cave is a place reserved for only the most worthy souls. Like many lofty ambitions, most of the Winged Ones never achieve this end.

I found myself fascinated by the Ancient Ones, for it was the only deep history apparent in the kingdom. From what I managed to learn from the close-mouthed Winged ones themselves, and from the more readily available information to be found in the writings and from scholars on the Isle of the Crown, I put together the following picture of this bygone race. I include it among these records of the kingdom, for they are as much a presence in the Land as the current inhabitants.

#### **PART IV** **THE ANCIENT ONES**

The Ancient Ones' culture inhabited the Isle of the Sacred Mountain perhaps as much as a thousand years ago. At that time, it is likely that there was no "kingdom" and that the Ancient Ones existed alone in the sea, since no similarly aged records exist on any other island.

The Ancient Ones had an advanced, mysterious culture. Their writings have been discovered on ancient tablets and scrolls buried beneath the current Winged Ones' city, and in the ancient catacombs on the Isle of the Sacred Mountain. It is commonly believed that they possessed knowledge and mechanical acuity far surpassing anything that exists today. This belief is based on a few remaining artifacts such as their mysterious labyrinthine catacombs and the writing on the island's cliffs. The artifacts of the Ancient Ones are fiercely guarded by the Winged Ones and are studied by scholars of that race who spend their whole lives trying to unravel their mysteries. What is known about them derives from these delicate and treasured written records.

The Ancient Ones were believers in the power of language. They were fond of saying, "A master of languages will soar." This, presumably, refers to intellectual heights rather than physical ones, but who can say? It is also known that they were great lovers of symbols and had a complex theology which seemed to worship all things aerial, though only fragments of their belief system are understood today. The Ancient Ones gave meaning to every creature, every color, every element and

mineral. In addition, they studied the emotional states of being. Every emotion, like every creature, color, and element, ranked high or low on their theological scale - the lowest being "base" or "primitive," the highest being "pure." At the top of this scale were the Sacred Four; the emotion "tranquillity," the color "azure," the creature "caterpillar," and the element "air." The color azure and the element air are obvious allusions to the sky. Similarly, tranquillity is reminiscent of the heavens above. The caterpillar is the one surprise. In their reasoning, however, it makes perfect sense. After all, there are birds aplenty in the skies, but what glory is it to fly when one is born with wings? Is it not more glorious still to be born to crawl upon the ground and build one's own wings?

It is a matter of much debate whether or not the Ancient Ones themselves possessed the power of flight. Despite their theology, the remains of the Ancient Ones do not bear the wings that distinguish the Isle of the Sacred Mountain's current inhabitants. The Winged Ones firmly believe that the Ancient Ones flew without wings, thus proving themselves superior even to the Winged Ones themselves. Some scholars on the Isle of the Crown, however, believe the Ancient Ones could not fly,

and that their obsessive interest in flight and their secret knowledge enabled them to create a winged race, the descendants of whom are the Winged Ones. Ah, but such things we will never know for certain, for true understanding was buried along with the last of that long-dead race.

I spent some time studying the language and culture of the Ancient Ones, and, in the interest of antiquity, I set forth here as much as is understood of their works.

### The Ancient Ones' Alphabet

The alphabet of the Ancient Ones consists of graphic symbols. It is clear that their language and ours has the same root, for their writings are directly translatable by simply replacing the appropriate letter of our alphabet for its corresponding symbol in theirs. It is probable that the Ancient Ones spoke in our language and used these symbols in their writings as a code for secrecy or for their ceremonial beauty. Or, perhaps, our own "letters" for the spoken language evolved as short-hand notations for the complex symbols used by the Ancient Ones. In any case, there are twenty-six primary symbols in their alphabet. There are other minor symbols, but those were used

only for accent and as representations of complex philosophical ideals and are not included here.

In addition to their alphabetical functions, each symbol also represents an emotion, a color, a creature, and a natural or metaphysical element.



A This symbol represents harmony, the cat, the color sienna, and earth.



B This symbol represents sorrow, the albatross, the color charcoal-gray, and onyx.



C This symbol represents hope, the dove, the color pearl-gray, and opals.



D This symbol represents tranquillity, the mouse, the color sable, and granite.



E This symbol represents irony, the whale, the color ochre, and paper.



F This symbol represents humility, the grasshopper, the color olive, and plants.



G This symbol represents purity, the unicorn, the color white, and air.



H This symbol represents rage, the shark, the color red, and fire.



I This symbol represents cowardice, the sheep, the color orange, and coal.



J This symbol represents honesty, the parrot, the color green, and emeralds.



K This symbol represents wisdom, the owl, the color brown, and wood.



L This symbol represents loneliness, the cricket, the color beige, and clay.





M This symbol represents romantic love, the swan, the color gold and the element gold.



N This symbol represents hate, the crab, the color black, and ebony.



O This symbol represents joy, the dolphin, the color azure, and sapphires.



P This symbol represents fear, the rabbit, the color violet, and rubies.



Q This symbol represents faith, the caterpillar, the color turquoise, and the stone turquoise.



R This symbol represents grief, the jackal, the color silver, and the element silver.



S This symbol represents happiness, the dog, the color pink, and marble.



T This symbol represents perseverance, the tortoise, the color sea-green, and water.



U This symbol represents intuition, the serpent, the color royal-blue, and rain.



V This symbol represents foolishness, the monkey, the color yellow, and ivory.



W This symbol represents familial love, the horse, the color hazel, and leather.



X This symbol represents bravery, the lion, the color purple, and diamonds.



Y This symbol represents patience, the cow, the color amber, and pearls.



Z This symbol represents desire, the warthog, the color burgundy, and garnets.

## THE LOGIC CLIFFS

One of the most intriguing artifacts left by the Ancient Ones are the logic cliffs. The cliffs are so named from a series of riddles written on the face of the cliffs leading from the beach of the Isle of the Sacred Mountain to the Winged Ones' city. Chiseled painstakingly into solid rock, the viewer must question what purpose the words serve. From the ancient scroll that references the cliffs, it can be determined that the riddles on the cliff were part of an elaborate mechanism designed to protect those who dwelt at the top of the cliffs from undesirables that might arrive from the sea below. The mechanism may have served as some sort of calling device designed to alert those at the top of the cliffs that a brother required admittance, or perhaps led to secret chambers within the rock itself. Whatever the cliff's purpose was, it was obviously built to admit only those indoctrinated into the secrets of the Ancient Ones' culture and for that reason is, alas, as yet unsolved by those who live today.

The following translations from the cliffs of logic scroll may help the reader understand the mystique that surrounds this artifact. The first challenge: "Only those pure of heart will be able to RISE the cliffs of logic."

The third challenge: "The Stones of Stealth," are associated with this riddle:

Four men standing in a row,  
Third from the left and down you go,  
The rest, in order, move you on,  
The Youngest, the Oldest, and the Second Son.

The fifth challenge: "Only those of the highest order may ASCEND the cliffs of logic."

## THE CATACOMBS

Another remnant of the Ancient Ones' culture, the catacombs, is tragically inaccessible to visitors today. The catacombs held the burial chambers of the Ancient Ones, and are said to be designed as a giant labyrinth. To protect their tombs from looters, the Ancient Ones built death traps into the catacombs and filled it with dead-end paths, maze-like corridors, and rooms where secret knowledge is needed to pass.

The Winged Ones were close to mastering the secrets of the catacombs some years ago, when a minotaur, taking an instant liking to the dark, funereal place, decided to take up residence. At first, the kingdom attempted to regain the hostaged artifact, but, between the dangers of the catacombs itself and the

minotaur's stealth and treachery, the losses became too grave to continue the struggle and the minotaur was left to his prize. Since then, the catacombs have been bolted shut. It is one of the great sorrows of the kingdom that each year the minotaur demands, and must be given, the living sacrifice of his choice lest he emerge from the catacombs and attack the city. The catacombs are illustrative of the Ancient Ones' obsessive interest in death. Indeed, it seems to be in the air in this part of the world, for the modern-day Green Islanders also have elaborate death traditions, as I will describe later. The catacombs were obviously a place of high reverence for the Ancient Ones, as a message on an ancient tablet that once adorned the doors to the catacombs shows:

Three roses laid upon the bower,  
A scythe for he who cuts the flower,  
A crown, a dove, most noble race!  
Thy bones make sacred this dread place.

## **PART V**

### **THE ISLE OF THE BEAST**

The Isle of the Beast, long ago, was called the Isle of the Forest. It was a place of woodlands, sparkling ponds, and prolific

wildlife. It was used as a playground favored for jaunty hunts by the royal family and other local sportsmen, and for that reason was left uninhabited. The scenes of this treasured diversion on that beautiful island still decorate local tapestries and paintings.

One night, so the story goes, residents of the other islands could see magical lights around the Isle of the Forest. The next day the king, then King Aliphim, led his guards over to the island to investigate (and, of course, to hunt if all proved well). They found the island much changed. The forest had grown so dense overnight as to prove impenetrable save by a single path blocked by mysterious obstacles. And, most mysteriously of all, the heart-rending cries of some mighty wild beast echoed on and on throughout the forest. It is said that several guards fell into madness immediately at the sound and that King Aliphim himself was haunted to the end of his days by the echo of those cries.

Since that time, the island has taken its new name and has remained unpenetrated, and undisturbed, in the midst of the kingdom's teeming life.

**U.S. TECHNICAL  
SUPPORT &  
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**U.S. TECHNICAL  
SUPPORT**

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, on line or mail.

Sierra On-Line  
Technical Support  
PO Box 85006  
Bellevue, WA 98015-8506  
Phone: (206) 644-4343  
(M-F, 8:15 am - 4:45 pm)  
(24 hour Automated)  
Fax: (206) 644-7697

**MODEM SUPPORT**

For on-line support and hints:  
CompuServe: GO SIERRA  
America Online: Keyword SIERRA  
Internet: HTTP://WWW.SIERRA.COM

**U.S. HINTS:**  
1-900-370-5583  
\$.75 per minute

**SIERRA ON-LINE**

Attn: Hints  
PO Box 53210  
Bellevue, WA 98015-3210

**CANADIAN HINTLINE:**

1-900-451-3356  
\$1.25 per minute  
(U.S. and Canadian hintline users must be 18 years or older, or have parental permission.) You may also contact Direct Sales to purchase a hint book.

**U.S. DIRECT SALES &  
INFORMATION**

Sierra On-Line  
Direct Sales  
PO Box 3404  
Salinas, CA 93912  
24 Hour Phone:  
(800) 757-7707  
Fax: (408) 644-2018

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Theale, Reading, Berkshire  
RG7 5AJ United Kingdom  
Phone: (44) 1734-303-171 (M-F,  
9:00 am - 5:00 pm)  
Fax: (44) 1734-303-362  
Modem: (44) 1734-304-227  
(Disk/CD replacements in the UK  
are £6.00, or £7.00 outside the UK.)

**FRANCE CUSTOMER  
SERVICE/TECHNICAL  
SUPPORT**

Coktel Vision  
Parc Tertiaire de Meudon  
Immeuble "Le Newton"  
25 rue Jeanne Braconnier  
92366 Meudon La Forêt Cedex  
France  
Phone: (33) 1-46-01-4650

(7 jours sur 7 de 9h a 21h)  
Fax: (33) 1-46-31-7172  
(Disk/CD replacements:  
Call for information)

**GERMANY CUSTOMER  
SERVICE/TECHNICAL  
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Sierra Coktel Vision Deutschland  
Robert-Bosch-Str. 32  
D-63303 Dreieich  
Germany  
Hotline: (06103) 99 40 40  
Fax: (06103) 99 40 35  
Mailbox (49)6-103-99-4041

**UK HINTS**

New Sierra Hint Line:  
For adventure games released after  
January 1, 1993. Charged  
39p/minute cheap rate, 49p/minute  
at other times. Maximum call length:  
7.5 minutes. Maximum charge cheap  
rate: £2.92, £3.67 other times. Must  
have permission of the person who  
pays the phone bill before calling  
(line available UK only).

**Old Sierra Hint Line:**

For adventure games released up to  
December 31, 1992. Calls are  
charged at normal telephone rates.



New Games Hint Line:  
(within UK only)  
(0) 891-660-660

Old Games Hint Line: (within UK):  
(0) 1734-304-004

Old Games Hint Line (outside UK):  
(44) 1734-304-004

#### FRANCE HINTS

Hint Line: (33) 1-36-68-4650  
Costs 2,19F la minute; tarif  
en vigueur au 20 mai 1994  
(France métropolitaine seulement.)

#### INTERNATIONAL SALES

Sierra On-Line  
Direct Sales  
PO Box 53210  
Bellevue, WA 98015-3210  
Phone: (206) 746-5771  
Fax: (206) 562-4223

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for an exchange or a full

refund...EVEN IF YOU BOUGHT IT  
RETAIL. (Hardware ordered direct  
must be returned within ten days.)

The Only Catch: You've got to tell  
us why you don't like the game.  
Otherwise, we'll never get any  
better. Send it back to us and we  
promise we'll make things right.  
(If you bought it at a retail  
outlet, please send your original  
sales receipt.)

If you find that you need to send  
for replacement CD disks, send the  
original disks to:

U.S.  
Sierra On-Line  
PO Box 3404  
Salinas, CA 93912

#### EUROPE

Sierra On-Line Limited  
Attn: Returns  
4 Brewery Court  
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