

Covers KQ I-V

THE OFFICIAL BOOK OF
**KING'S
QUEST**[®]
Second Edition



Donald B. Trivette

Foreword by Roberta Williams

Contains vital hints and strategies for solving
King's Quest I-V and the latest on Sierra's
CD-ROM development

THE
OFFICIAL
BOOK OF
KING'S
QUEST

SECOND EDITION

DONALD B. TRIVETTE

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Editor: Pam Plaut

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Foreword



As a child I always had story ideas and loved to pretend. Of course, I was always the heroine of my private daydreams; I was forever slaying dragons, outwitting pirates, traveling through time, and yes, looking for—and sometimes finding—Prince Charming. *King's Quest* is filled with the adventures I daydreamed of as a child. Through the technical wizardry of people like Jeff Stephensen, Bob Heitman, and my husband, I am able to share my world with all of you.

One of the reasons for *King's Quest's* popularity is that it *does* spring from the fantasies of a child. For adults, it allows them to experience again the stories and fables they loved as children. For children, it's the ultimate cartoon—a cartoon they can participate in. And for both, it's a chance to try to outwit the designer . . . me.

This book will give you a greater understanding of what *King's Quest* is and how it came about. You'll come to know how much work is involved in bringing each game to life. Sometimes I get frustrated when I can't think of an idea, or when we can't make something work, or when we're working long hours to make a shipping date. But the wonderful letters I receive from kids, parents, and even grandparents make it all more than worthwhile.

With the release of *King's Quest V* in late 1990, I have attempted to reach a whole new audience, people not normally attracted to adventure games. An easy-to-use interface was added, we made the game a little easier and less frustrating, and we used beautiful, digitized painted backgrounds instead of "cold" computer graphics. Being far and away the most successful *King's Quest* to date, it has, I think, met my goal!

And, in case you're wondering, in real life I *did* meet my prince: my husband, Ken Williams. Ken has always supported and encouraged me, and without him, *King's Quest* would surely not exist.

Roberta Heuer Williams
Oakhurst, California
January 1991

Acknowledgments

There are quite a few people at Sierra On-Line who took the time to help me with this book. Chief among them are John Williams, Paul DePlege, Jerry Albright, Chris Iden, Kim Eidson, Andy Hoyos, Mark Seibert, and Anita Greene. Without their help I would surely have been lost in the woods of Daventry and mired in the swamps of Tampir.

I also thank Wisco Computing of Wisconsin Rapids, Wisconsin, for *Crossword Power*, the software that generated the puzzles you'll love to hate; Kraft Systems, Inc., for the joystick which makes climbing circular stairs a breeze; and Brown-Wagh Publishing for the Soundblaster which gives my PC its voice.

Of course, none of this would have been possible without the help and cooperation of the great sorceress herself, Roberta Williams.

Introduction

I first came across King's Quest when I was writing a monthly column for *COMPUTE!* magazine. Never a great fan of arcade games and disappointed by the flat, map-like characteristics of adventure games in those days, I was overwhelmed and delighted by the 3-D cartoon quality of King's Quest. So were hundreds of thousands of you.

The games did well, and I wrote about them in several issues. Every time I did, I got piles of letters asking for clues. Some were written in crayon on notebook paper, and others were typed on fine stationery. King's Questers are all ages: A grandfather wanted to know the gnome's name (the biggest mystery in the saga) so he could impress his grandchildren, a six-year-old wanted to know how to get the lady fish to show up, and a wife wanted to give the gnome's name to her husband as a birthday gift!

These games are not easy. When you pay \$50 to \$70 for entertainment, the people at Sierra think you deserve more than a few hours of fun and challenge. It may take you several weeks to solve a Quest. Even if you know the answers beforehand and have the programmers' maps—as I did when working on this book—it still takes many hours to complete a Quest.

The Official Book of King's Quest is divided into two parts. Part I is for those who want to know how the Quests came about, how they are developed and programmed, what's in store for the future, and some of the secret commands never before published.

Part II is for those who need a little help completing a Quest. There are clues and maps, but few direct answers. You *will* find some specific answers in the crossword puzzles—I rationalize that that isn't giving away too much, because you still must solve something to get an answer.

I challenge you to refer as little as possible to the clues. I solved the first three Quests without assistance, and only a tight publishing deadline caused me to use the programmers' notes on

King's Quest IV and *V*. Incidentally, I never did figure out the Gnome's name by myself, but you don't have to know it to complete *King's Quest I*.

All the *King's Quest* games draw characters and plots from nursery rhymes, classic mythology, and fables of old. If your childhood is well grounded in Mother Goose, you'll have an inside track on solving them.

You may, of course, play the *King's Quest* games in any order; each is a great adventure game in its own right, but true Questers will follow the saga. In a nutshell, here are the five *King's Quest* stories:

King's Quest I

A dashing young knight named Graham must find three magic treasures—a chest, a mirror, and a shield—that old King Edward has let slip from the Kingdom of Daventry; Graham succeeds and becomes King Graham upon Edward's death.

King's Quest II

King Graham falls in love with a mysterious maiden named Valanice, who is imprisoned in a tower in the Land of Kolyma. After overcoming many obstacles, he rescues her, and they are married.

King's Quest III

A boy named Gwydion is held captive in Llewddor by the wicked wizard Manannan; he must escape to learn his true identity. When he does, he rescues his twin sister, Rosella, who is in Daventry in the clutches of a dragon. That done, Gwydion and Rosella are reunited with their parents, King Graham and Queen Valanice.

King's Quest IV

This time it's Rosella who goes on the Quest. She is after an enchanted fruit that will restore her aging father's health after his heart attack, but along the way she must do the bidding of an evil fairy.

King's Quest V

Just when all were living happily ever after, a wicked wizard—the brother of Manannan—appears and turns Graham's castle and family into a white tornado. King Graham, accompanied by his newfound avian companion, Cedric, must rescue Valanice, Rosella, and Alexander from the forces of evil. Will this poor family ever find peace?

Happy Questing.

Part One

REAL LIFE

ADVENTURE

1

**SIERRA:
A
REAL-LIFE
ADVENTURE**

Sierra: A Real-Life Adventure



Not too long ago there lived in the city of Los Angeles a young couple. The man was named Ken, and the woman, Roberta. To amuse herself, Roberta played adventure games while Ken was at the office writing accounting programs for major corporations. And that's how a real-life adventure began.

In the late 1970s, a computer adventure game did not have pictures or drawings but consisted only of words. Players would read paragraphs and enter one- or two-word responses. One of the very first adventure games, called *Colossal Cave*, was written at the Massachusetts Institute of Technology and found its way into mainframe computers around the country. In 1979 a variation of *Colossal Cave* was published by Microsoft as *Microsoft's Original Adventure* and by Apple as *Apple's Original Adventure*.

A typical *Colossal Cave* scenario might have several paragraphs of text describing in detail what players were "seeing." For example, "You are walking down a long, dark passage with cold water dripping from the stone walls. Ahead you see an ugly troll carrying an ax; he is coming toward you." Perhaps players would respond to this inconvenience by typing *Take Ax*. *Colossal Cave* might then reply, "Too bad. The nasty troll swung the ax and hit you in the head. You are now dead." Everything was done with words; there were no pictures.

Roberta soon solved *Colossal Cave*. She looked around for similar adventures, but there were none, so she began concocting her own. One night at dinner, in February 1980, she tried to tell Ken about her idea for a new game, but he didn't want to listen. Finally he heard her out and realized she was on to something.

The couple wanted to include pictures as part of the story,

but in 1980 there were no graphics programs and little graphics hardware. Finally they found a store in Thousand Oaks, California, that sold a device called a Versawriter. It was a primitive type of scanner constructed with an arm, an electric eye, and a piece of plexiglass. Moving the arm across the plexiglass caused the device to draw on the computer screen. Of course, there was no software support, so Ken had to write the programs necessary to connect the Versawriter to the computer.

The project was conceived as a hobby or family project like converting the basement into a rec room or planting a vegetable garden, but soon it took on a life of its own. With Roberta working on the story line and Ken doing the programming, the first graphic adventure game was born on their Formica kitchen table. It was called *Mystery House* and featured black-and-white pictures along with text. (In 1989 Sierra released the full-color, animated adventure *Colonel's Bequest*, which has many plot similarities to the original *Mystery House*.)

Mystery House was a combination of an Agatha Christie novel and the parlor game Clue. Players find themselves in an abandoned Victorian house with seven other people. Their challenge is to find a treasure of jewels. As they explore the house, players stumble over the bodies of their fellow explorers. In order to complete the game, they must also discover the murderer.

Mystery House had pictures along with the text. Players did not see the main character, as they do in *King's Quest*, but rather they saw the rooms from the character's perspective—a first-person view. The pictures were black-and-white, and the commands were still limited to one or two words; nevertheless, *Mystery House* was so unusual that Ken and Roberta placed a small ad in *Micro* magazine. For \$24.95 each, the ad promised, players could buy copies of *Mystery House* to run on their Apple IIs.

This was in the days before IBM introduced the PC, and few people had any idea how widespread personal computing would become. The Apple and the TRS/80 were about the only personal computers around. To everyone's amazement *Mystery House* eventually sold over 10,000 copies. The company expanded from the kitchen table to the den and spare bedroom. A few months

later Ken and Roberta decided that if they were going to run a "garage industry," they could at least locate the garage in a pleasant place. They moved from Los Angeles to Coarsegold, California, not far from Yosemite National Park. Sierra On-Line was officially born.

At first Sierra continued to operate from the Williamses' home, but when space there became inadequate, the company moved to a real office over a print shop. Later it expanded into several other buildings.

Soon three new adventure games were climbing the best-sellers' chart: *The Wizard and the Princess*, *Mission: Asteroid*, and *Time Zone*. The first was about a beautiful princess who needed saving from an evil wizard, the second featured an asteroid headed toward earth, and the third enabled players to travel back in time and make changes in history. *Time Zone*, with more than 1300 screens, required six double-sided Apple disks and still holds the record as Sierra's largest adventure game. Although these games were in color, there was no animation, and commands were limited to two words.

A year before the IBM PCjr was announced—when the "Peanut" was just a rumor to the rest of us—IBM asked Sierra to create a game that would show off the new computer's color-graphics capabilities. IBM supplied the company with a prototype Junior, and Roberta set to work designing a new type of adventure game. Eighteen months and \$700,000 later, she and a team of six programmers completed the task.

King's Quest was the first 3-D animated adventure game. The main character, Sir Graham, looked and moved like a cartoon figure. He could walk from scene to scene, disappear behind trees, swim lakes, and enter buildings. *King's Quest* was a phenomenal success, partly because of its stunning graphics and partly because of its creative and unusual story line.

In the tradition of Hollywood, *King's Quest II* followed in May 1985, *King's Quest III* was released in October 1986, *King's Quest IV* appeared in September 1988, and *King's Quest V* hit the streets in December 1990. Each is more detailed and sophisticated than its predecessor. Originally developed for the IBM and DOS family of computers, the saga has expanded to Apple, Amiga, Atari, and Macintosh.

In October 1988 Sierra became a public company with shares for sale to the public. This was done, in part, to provide the company with working capital to develop new products and technologies. To this end, Sierra has acquired Dynamix, Inc., of Eugene, Oregon, a leader in 3-D modeling and simulation development software.

Today, Sierra On-Line is a thriving business employing more than 300 people with a wide range of interests and talents. The creative inspiration for the King's Quest series still comes from Roberta, but other members of the product line like *Leisure Suit Larry* and *Hero's Quest* have their own creators.

Ken oversees the corporate finances, planning, and production. The Sierra family includes professional artists, musicians, animators, and programmers as well as public relations representatives and a large customer-service staff. John Williams, Ken's brother, is vice president of marketing.

In 1988 the company moved into a new building located on the outskirts of Oakhurst, California. The building, modular in construction and easy to expand, is located in a park-like setting with skiing in winter and canoeing, swimming, and fishing in nearby Bass Lake. Just two years later the building was doubled in size to provide more space for things like an artists' studio and a sound stage.

Sierra's headquarters has an elaborate security system that would do justice to a military installation or an adventure game. It protects not only the company's products and secrets but also the equipment lent to it by major hardware firms like IBM and Apple. Sierra frequently works with developmental models of computers that haven't been announced. There are three large vaults where hardware can be securely stored, and the entire building is divided into security zones. You must enter the appropriate code to pass from one zone to another.

In addition to business offices and a recently doubled-in-size warehouse, the headquarters has a sophisticated music studio, an animation lab, and a facility to develop interactive CD-ROM (known as CDI), which promises to be the median of the next generation in adventure games. The entire building is wired for a computer network of more than 100 nodes.

Ken foresees a considerable evolution in adventure gaming in the next five to ten years. Already Sierra is testing a realtime, multiplayer version of a game similar to *Leisure Suit Larry*. The test is being conducted with 1100 players in the Los Angeles area, but the software is designed to connect players from different parts of the country via telephone lines. A player can enable his or her character to sit at a bar, for example, and talk with the guy in the next seat, who happens to be playing from Texas or Iowa or Maine. The two characters could then agree to go to the casino for a game of blackjack.

To make multiplayer games feasible, Williams expects to significantly cut rates from those charged by services like CompuServe and Prodigy. If the test market proves successful, there will surely be a multiplayer version of *King's Quest*.

Roberta and Ken both see adventure games becoming more like interactive movies—more like renting a video for an evening's entertainment than playing a grueling chess match. Puzzles will become easier to solve and take perhaps 6 hours rather than 40; the prices will be in the \$20 range rather than \$70.

Adventure games may be where motion pictures were in the early 1920s and TVs were in the early 1950s—about to become mainstream American entertainment.

* * *

The Williamses and their two children, D.J. and Chris, live in a lakefront house not far from the company. The family enjoys many of the outdoor activities the region affords, including snow skiing, water-skiing, and cycling. Roberta stays fit and trim doing aerobics. Each member of the family has a computer—Roberta keeps hers in the bedroom; Ken's is in the office. Both sons show signs of carrying on the family's creative traditions: D.J. is interested in culinary arts, and Chris plays with the *King's Quest* animation tools.

2

**THE
MAKING
OF THE
QUESTS**

The Making of the Quests



King's Quest V, like the other Quests in the saga, began as an idea in Roberta Williams's head. But this time there were some business considerations to blend with the story line. Sierra was looking to expand its audience beyond the hard-core players who traditionally buy adventure games, so the Quest had to be easier to solve than the first four. The company was also interested in a product that could be readily transferred to the interactive compact disc machines (CDI) which are expected to hit the entertainment market in a few years.

"I knew right from the start that King Graham had to be the hero because I'd gotten so many letters and requests from people to bring him back," Roberta says. But exactly what Graham should *do* was less clear. "I had just come off of *Colonel's Bequest*—two weeks earlier," she remembers, "and it was really tough for me to shift gears."

While she was considering several possible plots for *King's Quest V*, her son Chris mentioned something about the castle's being destroyed by an evil wizard. "Something clicked," Roberta recalls, "and I thought, that's kind of a good idea." *King's Quest V* began to take shape.

Characters started to emerge: One of the newest is the owl Cedric, a cuddly little sidekick whose main job is to act as a foil for the hero. Roberta was never 100-percent satisfied with his development and feels with more time he could have played a larger role; even so, Ken Williams sees marketing and licensing possibilities for a stuffed Cedric.

Scripting

Each Quest begins when Roberta outlines the story on scraps of paper and in notebooks, making changes freely as the plot thickens. Sometimes she consults her children, but husband Ken

is little help—he's more interested in the technical and business details than the story line. As the story begins to jell, Roberta makes rough drawings of each scene, called rooms by the developers. Along with the drawings, she sends lots of photographs to the artists to help convey what she has in mind.

Roberta also writes a script describing how each room works, although sometimes the action changes as the story develops. Room 2, the scene just south of Crispin's cottage, is the beginning of the path to the mountains. Cedric is supposed to warn Graham if he doesn't have enough gear to successfully cross the mountains. Here's the original script for that room:

ROOM 2

Path below Crispin's house.

Hot spots - Path, large tree.

Characters - Graham and Cedric.

Special views or animation - None.

"Look" messages (eye icon) -

Would give an "X" symbol if there's nothing to "see."

Path or tree: "A worn dirt path wanders through a thick wood alive with the sound of many creatures. Between the trees to the east, Graham can see the outline of a great mountain range."

Manipulation (hand icon) -

Path: Clicking the "hand" icon on the path causes Cedric to POINT with his wing to the east and say - "See how the path goes to the east up into the mountains? That's the route to Mordack's castle."

Cedric puts down his wing and continues -

"If you follow the path to the south over the next rise, you'll come to the town."

(On subsequent times (FOREVER AFTER THIS) just put up an "X.")

Dialog -

No "specific" dialog between Cedric and Graham except for the "hand" icon on the path causing Cedric to "speak."

A side note -

If Graham is not ready to cross the great mountains yet because he hasn't obtained everything he needs, then when the player starts to take Graham up the mountain trail (to the east), Cedric will fly nearer to Graham and say - "You aren't ready to cross those mountains yet, Graham! You'll never survive without being properly outfitted."

Of course, the player always has the option to ignore Cedric's warning and go up into the mountains anyway.

If the player HAS everything he needs, then Cedric won't say anything.

If the player tries AGAIN to go up into the mountains from here but is STILL not ready, then Cedric will say - "You're not going to listen to me, are you, Graham? I told you you weren't ready to tackle the mountains yet. Ah, well. Do what you will. I'm not going to warn you again."

After that, whether the player is ready or not, Cedric won't say anything.

Later it was decided that something stronger than a warning was needed to keep a player off the path if he hadn't collected the necessary loot to survive the mountains. A poisonous snake was put in as an obstacle; to get rid of the snake, players must have the right instrument. This gate-keeping/checkpoint routine keeps players from getting to the end of the game only to find that they've forgotten to pick up an important item at the beginning.

The snake change was one of 13 changes outlined in a memo to the programmers. Here's the text, with the word *thing* substituted for the actual object so as not to give away clues. This is how the room works in the shipped version of the Quest.

7. The THING will not only be used to give to Dink - but it will also be used to scare off a snake which has been conveniently placed on the beginning of the mountain trail - either room 2 or room 29 - whichever seems better. Without the THING to scare away the snake, the player can't go up into the mountains - and if Graham gets too near the snake, the snake will bite and he [Graham] will die.

Even deaths are scripted in minute detail. In addition to a snakebite, Roberta's notes list 39 other ways to die, including this heart-rending scene in the damp dungeon under Mordack's Castle.

37. Dying in the cell because you don't have the THING or didn't give it to Cassima (so she won't show you the hole in the wall).

After about 1 minute put up the message of -

"After observing no discernible escape route from the small cell, Graham sinks to the floor in despair, knowing he will never see the light of day again."

(Show Graham sinking to his knees and putting his head in his hands as in numbers 14 and 15 - show the little mouse come up to him and either sniff at him or look at him with curiosity.)

Put up the death message of -

"Cheer up, Graham. At least you're not alone."

Show a picture of the little mouse wriggling his whiskers.

Animation, Artwork, and Programming

Once the script has been written and the rough sketches have been completed, they are mounted on a storyboard so everyone can easily follow the plot. Then artists and programmers begin to construct the game using special programming tools developed by Sierra. The central character—King Graham in this game—is always called *Ego* by the programmers and artists, no matter what his or her gender in the Quest.

One of the first steps in Quest construction is making the backgrounds. When the artists get Roberta's sketches of the village of Serenia, for example, they first draw a thumbnail sketch, then a larger sketch, and finally a detailed pencil sketch. On each working drawing Roberta makes additions and corrections so that when the final color painting is done in acrylics on illustration board, the scene is correct. Once complete, the paintings are electronically scanned into computer memory.

Backgrounds for *King's Quest I-IV* were done in a different manner. Artists drew directly on the screen using a paint program with a 16-color pallet, but that technique was not detailed enough to show the full impact of 256-color VGA graphics.

Whether painted directly on the screen or on illustration board, all King's Quest rooms use shade and shadow as well as perspective to give the illusion of three dimensions. Notice how roof lines slant to a vanishing point and paths narrow to give the illusion of depth. Vanishing points are chosen to be high on the horizon to give the characters as much space as possible to walk; a low vanishing point would limit Ego's range.

To maintain and enhance the 3-D quality of the rooms, every object is constructed with a priority in relation to the other objects. There are 16 bands or areas in which things may be placed. Although the priority bands are invisible in the finished product, the artist must use them like a horizontal grid as he draws the room. Considerable effort and time is spent placing houses, bushes, and trees so that the player remains unaware of the room's mathematical rigidity. It wouldn't do for things to look like they were lined up on a checkerboard.

As the room nears completion, the artists add control lines which determine where Ego can walk. He *shouldn't* walk through a wall or tree, for example, but sometimes he does. If a tree is placed between two priority bands, then Ego will walk right through it. The Sierra staff spends a lot of time running Ego all over the rooms looking for places where he falls off or walks through something he shouldn't. Fixing an error may involve shifting a tree to a priority band or adding new features to a room to cover up a programming bug.

The Sierra programmers work with a standard IBM PC and mouse, using pull-down menus and windows similar to those of

many commercial CAD programs. Backgrounds in *King's Quest V* are stored on disk as completed pictures in a compressed format; backgrounds in the other Quests are stored as detailed instructions (called *vectors*) describing how the computer is to paint the screen.

While one group of artists works on backgrounds, another is busy working on the animated characters. In previous Quests the characters were drawn as pixels, but once again more detail was needed for *King's Quest V*. Sierra staff donned cloaks and other paraphernalia while acting out parts of the script. These were photographed with a video camera, and the resulting tape was used to construct individual cells of the action. The final drawing was produced by painting on top of the live action cells with a paintbrush program. The technique is similar to that used in the animated film *The Little Mermaid*.

A typical character is created in a box 33 squares high and 16 to 18 squares wide. By changing the colors of the squares, the character takes on different shapes and activities and appears to move. One of the colors, the background color, is special. It is the invisible-color color and takes on whatever color is behind it in the room. Thus, as Ego walks by a tree, you see brown bark surrounding his arm. The invisible-color color varies from room to room, but it's always a hue different from everything else in the room.

Animation is achieved by rapidly displaying several of these drawings or cells one after the other, similar to flipping through a flip book. It takes eight cells for Ego to take one step to the right (east), but a step to the left (west) is handled dynamically by using a mirror image. This trick helps to conserve valuable computer memory. A step north or a step south requires a cycle of six cells each. Thus 20 separate drawings are required just for a character to walk. Ego himself requires several thousand drawings to animate all his activities and actions.

A room may take several days to draw, and then additional time is spent debugging and cleaning up. If the room takes too much memory—the average in *King's Quest V* is about 45,000 uncompressed bytes—it will load slowly and waste space. As part of the cleanup, the artists look for places to economize. The

Willow Room in *King's Quest V*, for example, was unusually large because of the scene where the tree turns into a lovely princess. It was necessary to simplify the actual transformation to save memory, but it's not apparent in the finished product.

The programmers are the ones who put all the rooms together and animate the characters to make the game run. They do this using a special computer language called SCI (Sierra Creative Interpreter) developed by Sierra. SCI is an object-oriented language similar to LISP; it's written in Assembler, C, and itself. An older version of the interpreter, called Adventure Game Interpreter (AGI), was used to create *King's Quest I-III* and the 256K version of *King's Quest IV*. The 512K version of *King's Quest IV* and all versions of *King's Quest V* were done in SCI. (Sierra is in the process of updating all products to the SCI format.)

Using SCI, the programmers establish classes of objects. The Actor Class, for example, includes anything that goes from one place to another, such as seagulls, Dinks, and Ego. The Props Class is composed of items that move but don't go anywhere—like a candle flame or smoke. The Views Class is for things that don't require any animation—like an old shoe. The programmer writes scripts in the SCI language that define how the objects come together and interact with one another.

The exterior of the town (room 3) is a fairly simple room by *King's Quest V* standards; in addition to Cedric and Graham, there are four things to animate: a cow, smoke, the waterwheel, and the river. A repeating cycle of four drawings gives the illusion of smoke coming from a village chimney. Because SCI is an exclusive tool developed by Sierra—indeed, it's at the very heart of the business—it's a closely guarded secret. The following code is from the older AGI language, but it demonstrates the detailed computer instructions needed just to make a chimney smoke. The statement *work=3* causes smoke to move at one-third full speed.


```
animate.obj( smoke);
ignore.horizon( smoke);
set.view( smoke, v.cottage);
set.loop( smoke, 1);
ignore.blocks( smoke);
position( smoke, 95, 16);
work = 3;
step.time( smoke, work);
cycle.time( smoke, work);
draw( smoke);
```

The seagulls that fly around the generic ocean room are another example of how something that looks so simple can require a lot of computer instructions. The gulls' actions are governed by a built-in Wander function. The seagulls' bounds are limited by control lines and priorities. There's a control line just above the horizon so the birds won't wander into the ground, and their priority is set to 0 so they'll always appear to fly behind a boat.

A *function* is a set of generic instructions that can be used over and over to do the same operation on different sets of data. The BASIC language, for example, has a square-root function that calculates the square root of a number; spreadsheets have an average function to find the average of a column of numbers; and SCI has many functions to speed up programming, including Wander, Chase, and Moveto.

Chase is a tricky bit of programming; it takes a lot of instructions to assure that Ego gets chased properly. At all times the Chase function knows his coordinates as well as those of the chaser. When Ego moves around a rock or tree, the Chase function must compute a path for the chaser to follow. The Yeti in *King's Quest V* is controlled by the Chase function.

If Ego gets caught, there's no Death function to kick in and automatically take care of the details. Each death scene gets individual animation and attention; there's no standard way for him to die.

Room 3, the exterior of the town, is an average *King's Quest V* room, yet it takes more than 700 lines of instructions to describe how things happen there. A programmer spent two

days writing room-3 code, and the cleanup programmer spent more time improving and correcting the code. The entire *King's Quest V* game contains about 120 rooms and more than 100,000 lines of instructions.

Music

In order to play the splendid music of *King's Quest V*, most computers need optional equipment called *sound cards*; these range in price from about \$100 to more than \$600. (The Sierra staff is working to add support for some of the less common sound cards, so if you have unsupported hardware, check with Sierra customer service.)

Sierra On-Line was a pioneer in integrating quality music and sound effects into its games. *King's Quest IV* was the first adventure game to be scored by a professional musician.

For *King's Quest V* the music and sound effects staff at Sierra used some new techniques they call *simultaneous sound*. Four musicians performed all the music using an IBM PC, a Roland MT-32 multichannel synthesizer, and software like *MidiQuest* and *Voyetra's Sequencer Plus*. Two musicians were involved directly in the composition.

It takes about 12 weeks to compose and record all the music. It's done first in midi format on the Roland and then edited for other sound devices like Soundblaster and Ad Lib.

The biggest headache in composing music for adventure games is accommodating computers of vastly different speeds. For example, a scene that takes one minute on a 33 MHz computer may take twice as long on a 12 MHz machine. The composers must write in an open-ended manner so the music can be looped to fill the extra time.

Music for the exterior of the town is a typical score. It took a composer about a day to work out the contents of the scene, which has three simultaneous sounds. The first is the distant accordion music coming from the town; it has a Swiss/German flavor and is intentionally corny. Next are the sounds of the forest—things like woodpeckers and other birds. Finally, if you listen closely, you'll hear the waterwheel turning. If you're using

a stereo system like a Roland MT-32 or a system with optional stereo sound like the Soundblaster, you'll notice the waterwheel has a right bias.

The opening cartoon was a particular challenge because the music had to work with a future CD-ROM edition in which a narrator will read the text that is displayed on the screen in the disk version. The music had to be restrained and low-key so as not to drown out the future voice narration.

Although the Roland is considered the ultimate hardware for reproducing the music in Sierra games, the Soundblaster has digitized sound which produces more realistic sound effects. In addition to a stereo option, the Soundblaster also has a built-in voice channel. For example, in the opening cartoon a Soundblaster produces realistic lightning cracks when Graham's castle is engulfed in a tornado; the Roland can only produce some distant rumblings.

The music/sound staff at Sierra is constantly working to make sound effects more realistic. When Graham falls, you'll hear a thud that was digitized from a recorded sound of books dropping. This is readily apparent when Graham trips and falls in the door-in-the-tree room, although the sound is more realistic coming from a Soundblaster.

Quality Assurance

Once the game is thought to be finished, it goes to the Sierra quality assurance department along with the story line and the programmers' maps. One of the first things QA does is to extract from the software all the text and messages—things like, "Secure within a small pen, a pretty cow quietly chews her cud." This results in a small book which is then proofread for grammar, run through a spelling checker, and scrutinized for punctuation by the quality-assurance people.

The QA staff begins playing the game using the programmers' maps and notes. Even with this help, it takes at least two eight-hour days for them to complete the Quest. The testers are looking for inconsistencies: places where Ego is visible through a tree, where he can't leave a room, where he is carrying the wrong object. Errors are reported to the programmers, who decide

whether they are valid. In *King's Quest III*, for example, when the wizard demands a meal, Ego must leave the dining room and then reenter in order for the wizard to sit at the table and eat. The QA people thought this was an error; the programmers said no. So if you put food on the table but the Wiz won't sit down, try leaving and returning.

Some obvious errors are quickly found and corrected. In the first walk-through of *King's Quest V*, Ego walked up the side of the cliff in the Temple room and off into thin air in the Mountain-path room. Other bugs are more devious. If players didn't have both the pry bar and the injured Cedric in the room beside Mordack's castle, the game would lock up. All of these errors were fixed before the game was shipped.

The QA staff also makes aesthetic suggestions. They felt the antlers in the dining room in the Apple version of *King's Quest III* were the wrong color. The color was changed. Another color problem in the same game was not so easily resolved. There's a spider that gets carried out over the ocean and dropped into the water (if he doesn't get Ego first). The spider and the ocean were the same color in the 16-color version. The QA people, the programmers, and the artists had a meeting to discuss the problem of the invisible spider. Unfortunately, all the alternate colors were also in use and just caused the spider to disappear somewhere else. This colorful matter was bucked to the top: Roberta decided the spider and the ocean would remain the same color, and the spider's splash was enhanced.

A total of 13 Sierra people, working day and night, took six weeks to completely test *King's Quest V*. In addition to the quality assurance staff, there are nine outside, unpaid Beta testers, ranging in age from 25 to 35, who play and evaluate products.

The quality assurance department uses more than 30 different computers in the most popular configurations to test each Sierra product. About half of the machines are MS/DOS clones and compatibles; the others are Macs, Apples, Amigas, and Ataris. After four to eight weeks, hundreds of man- and woman-hours, and 20 to 30 error-correcting cycles, the product is deemed ready to ship. Even with all this careful testing, the QA staff knows that a few of us will try something or do something the

designers and testers did not anticipate. There are usually a small number of follow-up bugs to exterminate.

The more complete a King's Quest becomes, the more difficult it is to test and debug. Can you imagine wanting to check out something in Dracula's Castle, for example, and having to play the game to get to that point? Obviously, programmers don't want to waste time collecting the items necessary to cross the Poisoned Lake, so special software is attached to the game to make checking and correcting easy. This is called debugging software, after the debugging process which is intended to find and fix errors.

Here's something few people know: The debugging software is still part of some of the older versions of King's Quest that were programmed with AGI. These include *King's Quest II* and *III* and the old version of *King's Quest I* (the new SCI version is now replacing the AGI version on store shelves). None of the SCI versions (*King's Quest IV* and *V*) have secret commands. If you have one of the older versions and would like to try some of the debug commands, consult Appendix E at the back of this book—but remember, nothing is guaranteed.

Marketing

Once a King's Quest is ready for market, the publicity department sends evaluation copies to reviewers at leading newspapers, computer magazines, and mainstream publications like *Modern Maturity*, *People*, and on occasion, *Time*.

Sierra's main marketing thrust, however, is its free quarterly magazine, *Sierra News*. With a circulation of 800,000 individuals, 75,000 retailers, and 80,000 overseas readers in Europe and Japan, the magazine reaches a lot of people. Its 60+ pages are full of interviews with developers, features about new products, letters from customers, hints and tips, and photographs of the Sierra staff. The magazine mailing list comes from customers who return registration cards.

There is another good reason (aside from being a registered owner) to return the registration card. Sierra sends a short survey to the first 500 people who return cards, and then it sends a reward for completing the survey. Although the *King's Quest V*

questionnaires are still being returned, some trends are obvious.

Almost 60 percent of you like the no-typing interface, while 30 percent of you (and I) like the old-style interface. Fifteen percent of you think *King's Quest V* is too difficult, and a like number think it's too easy; 60 percent think it's just right. When asked if you would buy *King's Quest VI*, a whopping 92 percent answered yes; no one said no.

The age of those of you returning surveys is evenly distributed in three groups: 30 percent are under 20 years of age, 30 percent are between 20 and 30, and 30 percent are older than 30. (All of these figures are based on a three-week, 35-percent response rate, although if past trends continue, 95 percent of the surveys will eventually be returned.)

Using these and other survey figures is a force of about a dozen salesmen. They hit the road with Compaq computers under their arms to demonstrate new products like *King's Quest V* to dealers scattered across the country. These same people attend at least 40 trade shows a year showing off new software.

A lot of Sierra's marketing comes from satisfied customers telling friends about products. The marketing staff keeps in touch with 800 users' groups and supplies them with demos, sample products, and videotapes. John Williams, the vice president for marketing, says users' groups and happy customers are Sierra's secret marketing weapons.

CD-ROM

There are big changes underway in the format of Sierra's adventure games. If everything goes as planned, a CD-ROM version of *King's Quest V* will be available sometime in 1991. The game will be the same, but there will be no written text; everything that's printed on the screen will be spoken.

A CD-ROM (Compact Disc-Read-Only Media) is physically identical to the music CDs that became popular in the 1980s. The only difference is that a CD-ROM stores computer data instead of—or in some cases, in addition to—music. It works like a gigantic read-only floppy disk.

Sierra built a special lab to house the CD Professional, a quarter-million-dollar CD-making machine from Maridian Data

Systems. This device has the capability of making either a prototype disc or a master tape which can be sent to duplicating plants. Prototype discs cost about \$80; although this is too expensive for production runs, it's perfect for programming work and testing.

The CD Professional looks like a washer/dryer combo and uses a laser to etch data into a heat-sensitive disc. The "write-once" process is done in realtime, so it takes a little more than an hour to etch 650,000,000 bytes of data. The maximum play time of a musical CD is also about an hour.

Once software is in a final format and all the bugs are worked out, a nine-track master tape is sent to one of the companies that specialize in mass producing the CDs. The information is stamped into the shiny aluminum-coated surface, and then a plastic coating injection is molded around the disc for protection. A label is printed on one side.

Even though a CD-ROM can hold as much as 650,000,000 bytes of information—which is the equivalent of more than 500 floppy disks—this is not enough space to permit all the speech from *King's Quest V* to be recorded as direct audio on the CD. A voice-sampling technique is employed to reduce the speech so computer instructions, graphics, music, and speech can all fit on a single CD-ROM.

Sierra auditioned actors to record the various speaking parts of *King's Quest V* and expanded the music studio to include a sound stage and high-tech recording equipment. Devices like an echo chamber add realism to the soundtrack and make dungeons sound more "dungeony."

With some adventure games now being packaged as ten or more floppy disks, the CD-ROM format represents a real convenience for both the company and the player. Although CD-ROM drives are still expensive and Sierra recognizes that relatively few computers are currently equipped with drives, the price could fall to about \$100 if they start being produced in a large-enough volume. The discs themselves cost only a couple of dollars.

People with appropriate hardware won't have to install games on hard disks but rather will be able to slide the CD-ROM into a drive and play. Sierra sees the CD-ROM versions of its

adventure games as an intermediate step toward CDI technology, which promises a revolution in home entertainment. Prototype CDI machines have the computer and the disc player combined in a box with a pointing device for input; there's no keyboard or operating system to fool with, and the whole thing attaches to a television set much like a Nintendo system does.

* * *

Although many people are involved in designing, programming, drawing, scoring, testing, and marketing a King's Quest, Roberta Williams is never far from the action. She constantly looks for ways to improve her games, and no facet is too small to catch her attention: Sometimes it's a bush in the wrong place or a house that needs more color or a dungeon that isn't gloomy enough. That attention to detail is one reason King's Quest is so much fun to play.

3

**THE
MECHANICS
OF
QUESTING**

The Mechanics of Questing



Each of the King's Quest adventures is a sophisticated piece of computer software that required thousands and thousands of man- and woman-hours and upward of a million dollars a Quest to complete.

Because the Quests can be played on computers which differ widely in their capabilities—including speed, graphics, sound, memory, and disk size—it's important to select the exact version for your machine. It's pretty frustrating to open a box and find 5¼-inch disks instead of the 3½-inch disks you were expecting. The section below will help you select the software that best fits your computer.

Once the game is installed and running, you may find yourself wondering what's so great about King's Quest. There's nothing to shoot at, and your character doesn't seem to be in any immediate danger; the screen isn't pulsating and flashing. Indeed, it's not obvious to first-time players what you are supposed to *do*. That's what this chapter explains in a general sort of way.

Versions

King's Quest comes in different versions for different computers. Although Appendix A shows which software runs on what machines, there are some additional points to consider. Once you've identified the version you need, be sure to compare your computer's configuration and resources—memory, monitor type, and disk drive—with the requirements printed on the King's Quest box.

Because the original Macintosh's monitor is black-and-white, the original Macintosh King's Quest lacks color. The new Macintosh, however, has splendid colors, and Sierra has versions to show them off. Those versions of King's Quest run in black-and-white on older Macs and in color on the Mac IIs; look for the word *color* on the package.

King's Quest comes in several versions for MS/DOS computers. Be sure you buy the one most suitable for your memory, disk drives, and display type. There is a bewildering variety of displays and adapters for IBM and IBM-compatible computers. Although the games will work with most of them, the results can be disappointing if you don't understand the limitations of your hardware.

With the exception of *King's Quest V*, all MS/DOS versions can use the older color/graphics adapter (CGA), the more recent enhanced graphics adapter (EGA), the multicolor graphics adapter (MCGA), the variable graphics adapter (VGA) found on IBM's PS/2 line of computers, and the super-VGA 256-color graphics adapter. *King's Quest V* comes in two versions: one for computers equipped with 16-color EGA or VGA monitors, and another for computers capable of displaying 256-color VGA graphics.

King's Quest I through *IV* also work on the Hercules Graphics adapter, but none will operate with the IBM monochrome display, which is incapable of showing graphics.

The quality and resolution of the images produced by King's Quest on your computer depend entirely on the graphics adapter and monitor you're using. If your computer has the older CGA adapter, for example, you will get only four colors. The Hercules adapter displays only shades of gray.

On four-color CGA computers, it's difficult to distinguish some objects, and much of the rich detail is lost; the game is not as much fun to play. But you don't have to buy a completely new computer to improve your graphics—even old models of the IBM PC can be upgraded either to EGA or VGA quality. You'll be surprised at what a difference it makes.

Before you can begin playing King's Quest, you must initialize the software to work on your computer. These are *not* games you can put into a disk drive and then turn on the computer; they are not "boot-ready" disks.

To install the software, follow the instructions in the documentation. What you do depends on the brand of computer and size of disk drives you have. With the exception of *King's Quest V*, all versions may be played from 5¼- or 3½-inch floppy disk, a hard disk, or a combination of hard and floppy disks; both sizes of floppy media are included in those packages.

If yours is a floppy-based computer, remember to format and initialize a disk so you can save games in progress. The manual will tell you exactly how to do this, but don't put it off; you must initialize the disk in advance. Hard disk users may wait until they're ready to save a game before making a subdirectory.

King's Quest V, which uses huge amounts of memory for its realistic graphics, is a completely different critter. The EGA/VGA version comes with both 3½- and 5¼-inch floppy disks in the package—but the 5¼-inch disks are high density (720K for 3½ and 1.2M for 5¼). You may exchange these for low-density disks by contacting Sierra Customer Service for details.

The 256-color VGA-only version of *King's Quest V*, the top of the line in adventure games, comes only on high-density disks (1.44M for 3½ and 1.2M for 5¼). There is a separate package for each size, but there's no way to exchange these for low-density media—it would simply take too many disks.

Copy Protection

Sierra On-Line has spent millions of dollars developing and marketing the King's Quest saga, and it makes a good effort to protect the games from people who try to make copies for their friends—otherwise known as software pirates. At the same time, the company wants to inconvenience legitimate players as little as possible. All King's Quest programs have some form of copy protection.

King's Quest I, II, and III use a key disk which must be inserted when you first start the program. This form of copy protection can occasionally cause problems, particularly with unusual brands of computers and unusual disk configurations, so when *King's Quest IV* came along, the programmers developed a less electronic scheme. *King's Quest IV* asks you to look up a word located on a specific page, paragraph, and line in the user's manual. If you don't have a manual, you can't start the game.

King's Quest V incorporates the latest thinking in copy protection: The password is built directly into the gameplay. Indeed, it is possible to complete about half of the adventure without providing a password. The folks at Sierra know that no matter what they do, pirated copies are going to circulate, but they're betting that pirates will be hooked enough after playing half the game to buy a copy so that they can finish. After overcoming the witch, the bandits, and the treacherous mountains, I sure would hate to leave poor Graham stranded beside a rowboat.

HELP!

For once you are in luck. The popularity of *King's Quest* and other Sierra products means there's a lot of customer support for players.

If you have difficulty installing or running a *King's Quest* program, call Sierra Customer Service Monday through Friday between the hours of 8:00 a.m. and 5:00 p.m. Pacific Standard Time (11:00 a.m.–8:00 p.m. EST). The telephone number is (209) 683-8989.

When this book was first written, there were four *Quests* and 10 customer service representatives to assist you; now there are more than 25 representatives waiting for your phone call. If you do call, please have the packaging, instruction booklet, and disk handy. You may be asked to verify that you purchased the program.

If you are unable to telephone during Customer Service hours, you may be able to get help from an online bulletin board that Sierra has set up to assist players. Of course, your computer must be equipped with a modem and communications software to use this option. The bulletin board runs at speeds of 300, 1200, and 2400 bps; communications parameters are 8 data, 1 stop, and no parity. The telephone number is (209) 683-4463.

Here's a short sample of a bulletin-board call after the log-on procedure is complete.

Welcome to the SIERRA BBS!

The following services are available:

- 1 ... Get a Hint
- 2 ... Customer Support Messages
- 3 ... Library of Files
- 4 ... Request Newsletter or Catalog
- 5 ... Online Catalog
- 6 ... Order a Product
- 7 ... Information Center
- 8 ... Technical Bulletins
- 9 ... Display/Edit User Account
- X ... Exit (terminate session)

Please select one of the menu options shown, and press RETURN: 1.

Sierra's Get a Hint online

- 1 ... King's Quest Series
- 2 ... Leisure Suit Larry Series
- 3 ... Manhunter Series
- 4 ... Police Quest Series
- 5 ... Quest for Glory Series (Hero's Quest)
- 6 ... Space Quest Series
- 7 ... Codename: Iceman, Colonel's Bequest, Conquests of Camelot
- 8 ... Black Cauldron, Gold Rush!, Rise of the Dragon, Sorcerian
- X ... Exit to Main Menu

Please enter selection: 1.

You have selected the King's Quest Series.

- 1 ... King's Quest I Quest for the Crown
- 2 ... King's Quest II Romancing the Throne
- 3 ... King's Quest III To Heir Is Human
- 4 ... King's Quest IV The Perils of Rosella
- 5 ... King's Quest V Absence Makes the Heart
- X ... Exit to Series Selection Menu

Please enter selection: 5.

This is the King's Quest V hint section.

Please select the area in which you are having trouble.

- 1 ... The Town of Serenia
- 2 ... The Desert
- 3 ... The Witch's Forest
- 4 ... The Main Forest
- 5 ... Snowy Mountain
- 6 ... The Hermit, Ocean Voyage, Island of Harpies
- 7 ... Mordack's Island
- 8 ... Defeating Mordack
- X ... Exit to Series Selection Menu

Please enter selection: 3.

Problem:

That witch keeps turning me into a frog. How do I protect myself from her evil magic powers?

- H ... Hint Display
- N ... Next Problem
- C ... Category Menu
- P ... Previous Problem
- X ... Exit to Series Selection Menu

Please enter selection: h.

Hint:

You'll need to see the Gypsy, Madam Mushka. Give Madam Mushka the gold coin you got from the desert temple. She will give. . . .

OK, that's enough for you to see how to use the Sierra bulletin board. We don't want to give away too much.

The bulletin board is open 24 hours a day, seven days a week. The only charge for this service is the long-distance call you must place to reach the bulletin board. Two years ago there were 16 telephone lines for the bulletin board; today there are 64. Even so, you may occasionally reach a busy signal. Keep trying. Other game bulletin boards located around the country have sections set aside for King's Quest fans. One particularly active group meets on CompuServe.

Sierra's help isn't limited to installation procedures and hardware problems. Although we think this book has all the clues you'll need to solve the quests, we have avoided giving away too much. The fun of adventure games is figuring them out for yourself. But something may come up that you just can't solve. When that happens, call Customer Service. You can ask, for example, where the magic wand is in *King's Quest III*. (It's not in the wizard's bedroom.)

If all else fails, you can write a letter to Customer Service at Box 485, Coarsegold, California 93614. About 1000 letters are received each week, and all of them are answered within three days. Well . . . most of them, anyway.

Getting stuck is no fun, but it doesn't mean you're stupid. Appendix D contains the most often-asked questions about each of the quests. We won't tell you the answers—you have Sierra Customer Service for that—but we do provide clues to the answers.

There's still another source of information about King's Quest. Sierra publishes hint books for each game, which you may order by calling a toll-free number. The answers in these books are printed in invisible ink, which becomes visible as you rub the text with a special felt-tipped pen. That way you can't accidentally see a clue.

To order a hint book or any of the Sierra products, call the order-line number, (800) 326-6654. The hint books are \$9.95 each; all major credit cards are honored. Shipment is by first-class mail, but if you just can't wait, an extra \$5 will bring the book to you second-day express.

Don't put your quest on hold just because you can't figure something out—call or write for help.

Questing—The Art of Moving

Playing King's Quest is like playing with a cartoon. The main character, known to insiders as Ego (see Chapter 2), is propelled around the 3-D scenes by moving the computer's cursor keys, joystick, or in the case of *King's Quest V*, mouse. In *I* thru *IV*, Ego's speed can be varied by typing *SLOW*, *NORMAL*, or *FAST*; in *V* it's a little fancier—there's a pull-down control panel to set options.

It is useful to slow Ego down in places like Dracula's Castle when he is climbing the tricky spiral stairs and to speed him up when he's strolling in areas where a bandit or ogre may suddenly appear—if he's fast enough, he may be able to run to the next screen.

Although you can play King's Quest by using the cursor keys on the keyboard, the games are designed for a joystick (mouse for *King's Quest V*). Use a joystick like the Kraft Premium III, and you'll never go back to the keyboard. It's the next best thing to walking.

The secret to staying alive—if there is a secret—is to look carefully where you walk or swim and stay near the edge of the screen until you're sure there's nothing dangerous lurking. There is no creature that will chase you from one screen to another, although one may pop up after you've been in a screen for a while and it may pop up in a different screen at a later time. In the first four Quests you *can* sometimes outrun a villain, but in *V* once a bad guy pops in on you, you are frozen, and there's no point in trying to escape.

King's Quest V is different in many ways from the other Quests, including being the only one played without using the keyboard. Sierra has developed a completely new player/computer interface designed for mouse input. You can still use the keyboard or joystick for walking, but the mouse is preferred.

There are two walking modes that appear on the icon bar at the top of the screen. One shows Ego walking, and the other shows him walking very fast. Sierra calls the second icon the traveling mode; when it's in effect (that is, you've clicked it), Ego moves from his current location to whatever spot you click on the

screen. He automatically avoids all obstacles in his path. In regular walking, Ego will stop when he crashes into a tree or rock.

Because scenes in *King's Quest V* are so realistic and detailed, it takes a few seconds to switch from one to another. While the switch is taking place, the cursor turns into an hourglass, and the computer ignores any commands you try to enter. The same is true when the cursor turns into a king's crown; that means the computer is presenting an animated sequence, and you have no control.

The Art of Talking and Taking in *King's Quest I-IV*

The adventure in an adventure game is exploring every nook and cranny to find clues and objects that may be useful in solving the quest or puzzle. When you spot something of interest or you want Ego to speak or perform an act, you type on the keyboard. *LOOK AT THE TREE*, *TALK TO THE KING*, *TAKE THE SPOON*, *SWIM*, *JUMP*, and *GIVE NECKLACE TO MERMAID* are all examples.

Part of the *King's Quest* software is an interpreter or parser that looks at what you type and tries to figure out what you are saying. Computers aren't very good at understanding English, so you must keep it simple. The parser does not understand questions, so you cannot say things like *WHERE IS THE MAGIC WAND?* And it does not understand complicated sentences like *LET ME OUT OF HERE, OR I'LL KILL YOU.*

The *King's Quest* parser does understand simple commands like *OPEN THE DOOR* and *TALK TO THE SAILOR*. Generally, one or two words are all you'll need. The program ignores words like *A*, *AN*, *THE*, *MINE*, *MY*, *YOUR*, *YOU*, *IT*, *ITS*, *THIS*, *THAT*, *THESE*, *THOSE*, *IN*, *TO*, *IS*, *IF*, *AT*, *WHO*, *WHY*, *WHAT*, *WHEN*, *WHERE*, *PLEASE*, and most adjectives, although it's not wrong to put them in. In fact, that's what the parser's for: It extracts words it recognizes from a string of characters and matches them to predefined actions.

The major verbs *King's Quest* understands are *LOOK*, *OPEN*, *MOVE*, *GET*, *TAKE*, *GIVE*, and *KILL*. Each game has a unique set

of nouns that identify the objects in that game. *King's Quest III*, for example, understands *BREAD*, *FRUIT*, and *MEAT* because those are all items found in the kitchen of the wizard's house. The parser is smart enough to know what objects are in what rooms, so if you say *TAKE THE BREAD* while you're outside in the chicken coop, the program will reply *HOW CAN YOU DO THAT?* If you stand by the fireplace in the kitchen and try to take the bread, the computer may say *YOU ARE NOT CLOSE ENOUGH.*

In order to give the game a larger vocabulary, the parser recognizes synonyms for many nouns and verbs. For example, *EXAMINE*, *FEEL*, *SHOW*, *SEE*, *VIEW*, and *LOOK ON* are all synonyms for *LOOK*. *GET* has 5 synonyms, *INVENTORY* has 10, and in *King's Quest III* the word *MAN* has 27. Some versions also have a list of so-called four-letter words that prompt the program to scold you for using them.

A few words control the game itself. Typing *QUIT* or *STOP* ends the game, *SAVE* saves the game (more about that later), and *STATUS* shows what you've collected. Most control words have function-key equivalents on MS/DOS computers. Pressing F5, for example, is the same as typing *SAVE*.

After you've entered an instruction, the software interprets it, and the computer carries out the action. Correct spelling and typing are important, although capitalization is ignored. *DOOR*, *DooR*, *DoOr*, and *door* are all the same, but *DORE* is unknown. When *King's Quest* can't figure out what you have in mind, it will say something like *WHAT'S A DORE?* Any time a message or reply appears on the screen, the program pauses to allow you time to read it; to continue, you must press the enter key until no messages appear.

The Art of Talking and Taking in *King's Quest V*

King's Quest V's new player/computer interface completely eliminates typing. Talking, taking, using, giving, saving, and stopping are controlled by clicking one of the 11 icons or pictures located at the top of the screen. To pick up or use an object, point to the

picture of the hand at the top of the screen, click, then point to the item you want to use, and click again. To open a door, for example, point to the hand icon, click, point to the door, and click again. You can't type *OPEN DOOR* like you do in *King's Quest I-IV*.

To look at or examine an object, click the eyeball; to talk to someone, click the picture of the face talking; to save a game, click the picture of a floppy disk.

Each icon has its own black-and-white cursor representation. For taking, the cursor arrow turns into a hand. For walking, the cursor is a stick figure walking. When the look-at command is active, the arrow becomes an eyeball. The cursor always depicts the current command so you won't forget which command is active. Remember that you can't walk if the cursor looks like an eye.

If this seems like a lot of trouble every time you want to walk, well . . . it is. But there's a shortcut. The folks at Sierra fixed it so clicking the right mouse button will cycle the cursor through a list of the most often-used commands. If the cursor looks like an eye, click the right mouse button until it changes to a man walking.

There's one special icon box at the top of the screen that's gridded when you first begin playing. It represents an inventory object that you hold in your hand ready to use. If, for instance, you want to give a gold ring you picked up in the forest to a fair maiden, click the inventory pouch and then click the gold ring on the picture of your inventory. The gridded icon box becomes a picture of the ring; one of the cursor choices, when you cycle the list, is also the ring. Now, point to the maiden and click. One advantage to this method is that you'll never get the message *YOU ARE NOT CLOSE ENOUGH*, which often pops up in the other Quests.

Don't forget to use the icon commands on the objects in your inventory. For example, if you want to closely examine a magic wand, click the pouch that represents your inventory, cycle through the cursors until it looks like an eye, and then click on the wand. The wand will be magnified.

The Science of Saving

Saving is an important concept in all adventure games. If you don't believe that, you soon will after you begin playing. Suppose you've just spent 30 minutes trying to get into the witch's house without her being home. Finally you succeed and find some really nifty things lying about like food and treasure. You grab them and run out the door to the next screen, where you are attacked by an ogre, who kills you. Now you've got to start all over again.

But the good folks at Sierra recognized that no one—including the programmers who wrote *King's Quest*—can play these games from start to finish without making a mistake, falling down the stairs, or being mugged in the woods. It just can't be done. So the save facility allows you to save a game in progress and then return to that point if some misfortune should befall you.

Saving isn't automatic. You've got to tell the program when to do it, and you must give a name to the point at which you're making the save. (This is the only time in *King's Quest V* that you need the keyboard.) You can save up to 12 games in a single subdirectory (20 in *King's Quest V*), and it's a very good idea to take advantage of this. In the example above, it would be prudent to have at least three separately saved games:

- before going into the house just in case the witch is home
- once inside, so you can come back to look around if you discover you didn't get everything
- as soon as you are safely out the door

It's also a good idea to keep some major game checkpoints until you've finished the Quest. In *King's Quest I*, for example, you can find yourself in a hole with no way out unless you have a certain goody to munch on. If you didn't get that tidbit and you don't have any saved games that will get you out of the hole, you might as well be dead. You have to start all over.

Saved games also allow several people in the same house to play King's Quest. Each player sets up his or her own floppy disk for saving—or separate subdirectory on a hard disk. Then you can save the game and come back to it later, picking up where you left off. This will not interfere with other players.

Part Two

QUEST
FOR
THE CROWN

4

**KING'S
QUEST I**

**QUEST
FOR
THE CROWN**

King's Quest I

Quest for the Crown



You are Sir Graham. You have been summoned to Daventry by old King Edward to find three treasures he has let slip from the realm. The treasures are a chest of gold, a magic shield, and a magic mirror. It's your job—your duty—to find the missing prizes and return them to King Edward.

To succeed in your Quest, you will have to visit every corner of Daventry. Although there is no fixed path for your travels, it is sometimes necessary for you to have one object before you can use another object. For example, what good is a slingshot if you don't have ammunition?

Traveler's Tips: Getting Started

Daventry is where your Quest takes place. Although early travelers and explorers had to make their own maps with quill and parchment, we've included some modern versions in this book to help you find your way. We've divided the country into four areas or quadrants. In addition to the quadrant maps that cover Daventry proper, there are separate maps to show places like the Land of the Clouds and the Land of the Leprechauns.

The Kingdom of Daventry is small and compact; it's just eight screens from east to west (right to left) and six screens from north to south (top to bottom). Each quadrant map is four screens across and three screens up and down. In almost every case, Daventry, like the real world, wraps around itself: If you go east (right) from Edward's Castle, which appears on the northeast map, you'll end up at the beautiful lake shown on the northwest map.

You begin at the right side of King Edward's castle, which is located in the northeast quadrant. Take a moment to find your location on the map. Now, walk across the bridge and keep going

until you come to the castle doors. Go up the steps to Edward's castle. To get inside, you must type *OPEN DOOR*. Once the door has swung open, you may enter. Notice that you get one point for entering the castle.

Walk down the hall and make a left; eventually you will be in the Throne Room. There's nothing you can do or take in these halls, but you should always try things like talking to the guards and peering into corners.

Approach King Edward and say *TALK TO KING*. Edward will tell you about your Quest. Then you can make your way out of the castle to begin the Quest in earnest.

SCI Version Changes

When Sierra converted *King's Quest I* to the SCI language in late 1990 (see Chapter 2 for information about AGI and SCI), the designers made some changes to make the Quest a little easier to complete. Although the older AGI version is no longer sold in stores, there are hundreds of thousands of copies around, so we decided to leave the Points of Interest (pages 52–54) unchanged. If you are playing the new SCI version, you should consider the following variations.

The Quest now begins with a cartoon that automatically takes you into the castle to meet old King Edward. The front of the castle was expanded to three screens, but that was done for aesthetic reasons and does not affect the play. The scoring was slightly changed, although the total number of points remains the same; the scoring in Appendix C is for the AGI version.

Three changes, however, are significant. The pebbles were moved from the riverbank to a lakeshore because that location looked more like a place where pebbles could be found. If you're working the crossword puzzle in this chapter, please note that change.

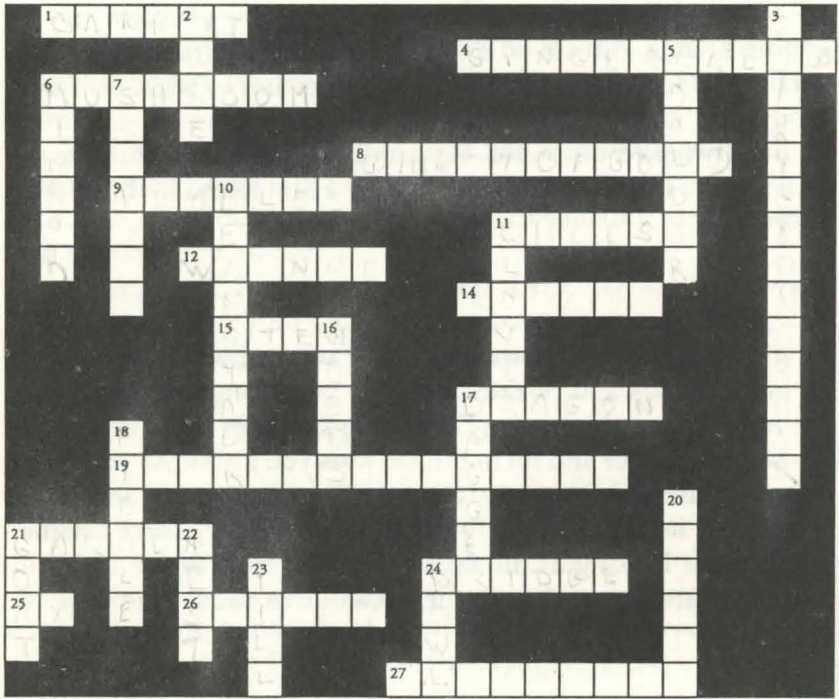
You must find the magic mirror and the treasure chest before you'll be allowed to find the magic shield. In the AGI version, if you find the shield first, you are then protected for the rest of the Quest, and there's not much challenge left.

The third change is the solution to the problem of the gnome's name. Almost no one could (can) figure it out in the AGI version, so it was changed in the new version to what everyone thought it should have been. Since this is one of the most frequently asked questions, Appendix D contains a clue for the AGI player. The SCI player needs only a hint found in the witch's bedroom.

Puzzle

King's Quest wouldn't be much fun if we told you how to solve all of its riddles and puzzles. To help you along without giving too much away, this crossword puzzle provides some important clues. Look it over and fill in the answers you know. As you make your way around Daventry, come back to the puzzle and fill in the blanks. It may be the only way to discover the gnome's name.

No fair looking at the answers in the back of the book. In fact, there are no answers in the back of this book—the ogre ate them.



Across

1. Grows in garden behind castle
4. Material used to construct witch's house
6. Magic fungi
8. One of the three treasures (three words)
9. Found beside the river
11. Rat food
12. Delicious nut
14. Located in bottom of well
15. Nourishment for woodcutter
17. Lives in cave at bottom of well
19. The gnome's name (AGI version)
21. Located behind castle
24. Defended by a troll
25. Woodcutter's tool
26. One of the three treasures
27. Swimming around castle

Down

2. Evil little man
3. Giver of good spells (two words)
5. Large rock
6. One of the three treasures
7. Belonging to leprechaun king
10. Used for a ladder
11. Some are lucky
16. Location of diamonds
17. Found under a rock
18. Makes music
20. California bird
21. Lives in a pen
22. Location of golden egg
23. Inscription on bowl
24. Red container

Points of Interest in the Northeast Area

This part of Daventry has several interesting features and attractions.

- † Be sure to stop at the rock in the forest; it's like no other rock you'll roll.
- † There are some pebbles lying on the riverbank, and they will surely come in handy in a high place.
- † The ugly purple thing on the island is food. You can't get to it by swimming across the river, but you must have it before you meet with the Leprechauns. It will be useful in a tight place.
- † The boulder with the small hole is not an entrance.
- † You can't get back into the castle until you've completed your Quest and collected the three treasures. Only then will the doors unlock.
- † The boulder in the river looks like a special rock, but it's just an ordinary boulder. No kidding.
- † The biggest challenge in this area is getting to the island, but you can't get there from here.
- † When you finish the Quest, you must still show respect for King Edward.

Points of Interest in the Northwest Area

- † There's an island in this area that you'll want to visit. There are two bridges to the island, but they're guarded; for maximum points don't give up a treasure to cross a bridge. It might be helpful to review the fairy tale "The Three Billy Goats Gruff."
- † The woodcutter's yard has an ax and a rusty pump. They were put there by evil artists to drive you mad trying to figure out what to do with them. You can't do anything with them, but don't tell your friends.
- † A lot goes on in the woodcutter's house. In fact, it's so busy in here that the programmers had to pull a fast one to get everything to work. Watch what happens to the woodcutter when you put a bowl on the table. He briefly disappears because this game is written with an early language that allowed only four animated objects per room. (*Words of advice: Charity begins here; stay out of corners.*)

- † The most difficult part of *King's Quest I* is guessing the gnome's name. But it's not that tough. You *can* figure it out. A clue is written on a paper inside the witch's house. Your first idea is probably the right one, but you need to carry it a little further. Remember the fairy tale with the old man who had the funny name?
- † If you should be given some seeds, review "Jack and the Beanstalk."
- † Seeds seem to thrive in the flower patch and may even sprout outside a cave in the southwest area.
- † Diamonds are a Quester's friend; go back and look again if you haven't found any.

Points of Interest in the Southeast Area

This is an uncivilized area with several menacing creatures lurking in the woods. Be ready to run to another screen at the first sign of danger. If you don't run fast enough, you may be frozen for a while, or even killed.

- † An elf may appear in several places; he is not to be feared. Indeed, he may give you something.
- † The wolf, ogre, troll, dwarf, witch, and sorcerer are bad; they will do you harm.
- † Stop by the mountain. There's a door in its base, and like everyone else, you will want to get inside. There are two ways to do that, and you get the most points by not going in the door.
- † There are two trees in this area that have delighted visitors for generations. They both yield golden treasures.
- † Good things come in small, brown, woody packages.
- † Remember to eat your veggies—and show them to dumb four-legged creatures.

Points of Interest in the Southwest Area

- † Among the attractions in this area are a delicious house and a smelly old goat in a pen with a gate.
- † The house has a clue to the gnome's name, and the goat is an answer to the troll bridge.

- † Outside the cave is a good place to take some air. You might even catch something there. (*Hint: The jump command has a purpose.*)
- † Sometimes the house is occupied, and sometimes it isn't. Remember what Hansel and Gretel did to their witch? Don't get caught.
- † Going down in the well can be quite a trip—if you don't have everything you need, it will be your last.
- † You can ride down into the well in the bucket, or you can climb down the rope.
- † Keep an eye out for *Trifolium*.

Points of Interest in the Land of the Clouds

- † No matter how you get to Cloud Land, it's a dangerous journey, and you'll have to be careful not to fall.
- † Walking on clouds is an ethereal experience and requires great care.
- † You find the strangest things tucked away at the bases of trees.
- † Remember David and Goliath?
- † King's Quest rewards patience. Don't be so quick to use your weapons.

Points of Interest in the Land of the Leprechauns

- † There's only one way out of the cave with the hole in the ceiling . . . and it's not the way you came in.
- † Leprechauns are Irish and set great store in the color green, fiddle music, and shamrocks.
- † You can take two things out of the Throne Room besides yourself; one is difficult to spell.
- † The Throne Room is a good place to fiddle around.
- † If you don't have tasty fungi to munch on, you are doomed to spend the rest of your Quest underground.

Points Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've saved the game.

- † Stand in front of the rock when you move it.
- † Let the witch have you for dinner.
- † Do a swan dive into the moat surrounding the castle.
- † Pet the giant rat.
- † Step on the dragon's tail.

Other Points of Interest

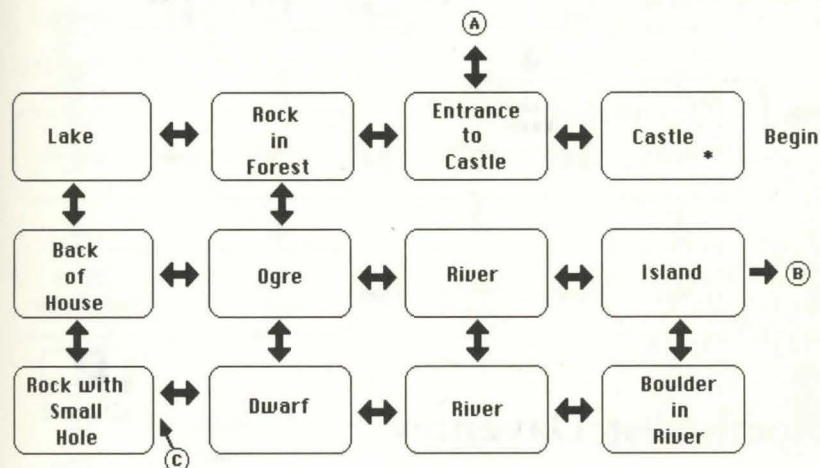
(Also known as scoring)

King's Quest awards points for finding and using items scattered around Daventry. How you use what you find also affects your score. King's Quest does not reward violence or payoffs. If you get or do something peacefully, you'll receive a higher score.

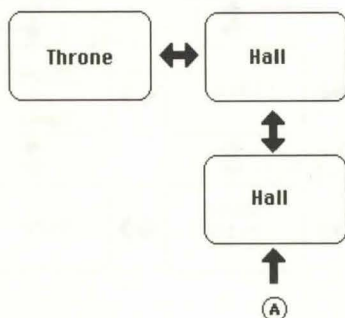
The maximum number of points you can earn for *King's Quest I* is 158.

Maps for *King's Quest I*

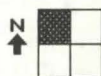
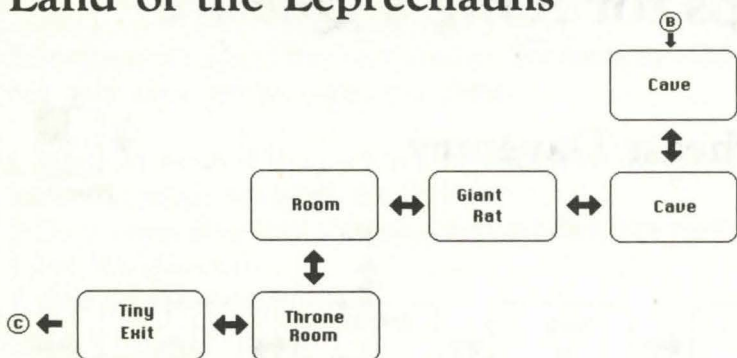
Northeast Daventry



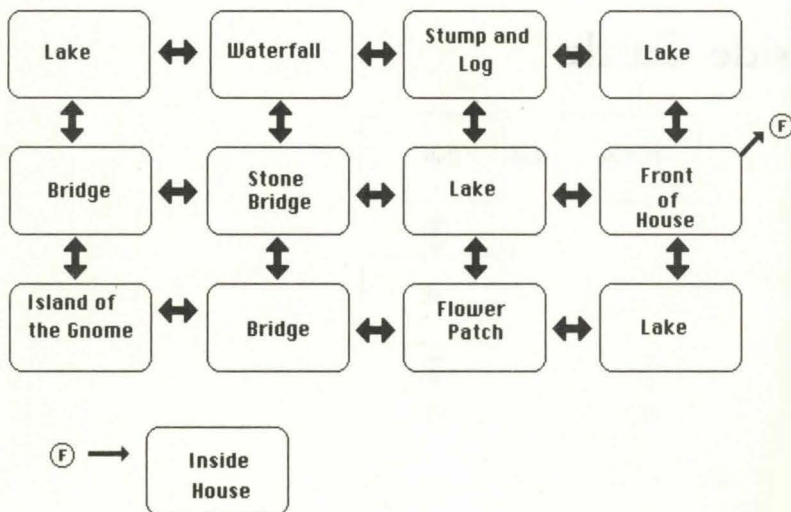
Inside Castle



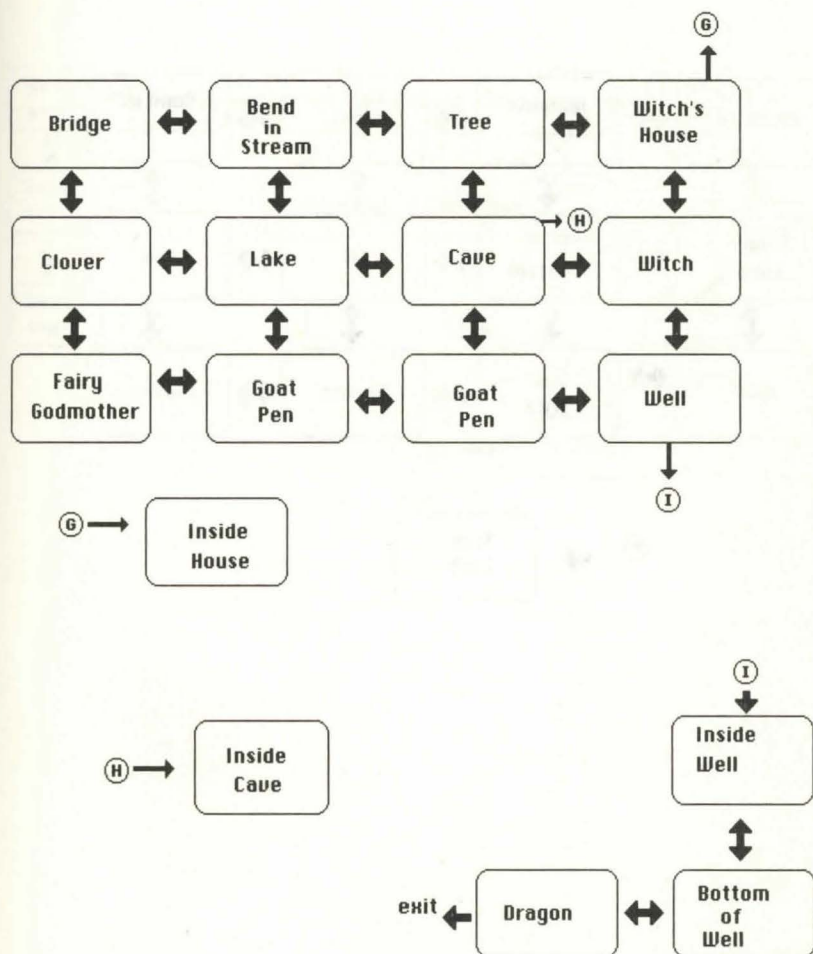
Land of the Leprechauns



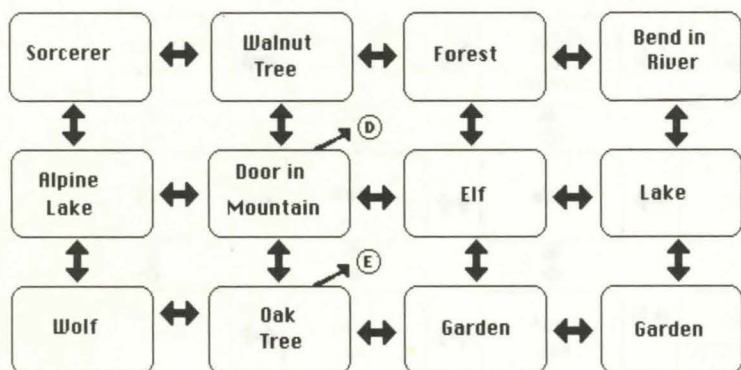
Northwest Daventry



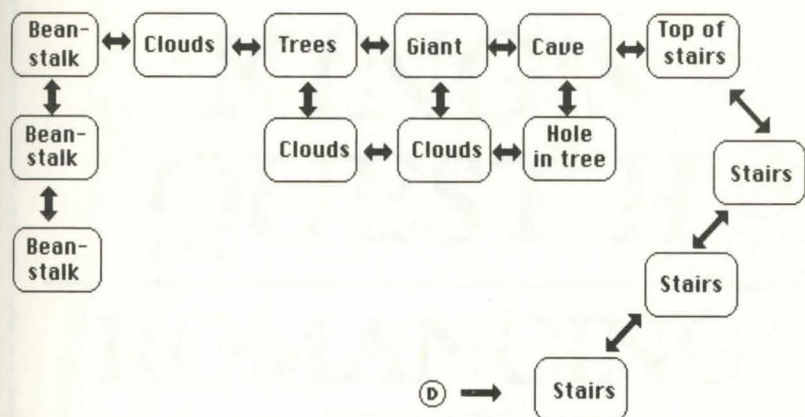
Southwest Daventry



Southeast Daventry



Land of the Clouds



5

**KING'S
QUEST II**

**ROMANCING
THE
THRONE**

King's Quest II

Romancing the Throne



In *King's Quest II* there is an animated introduction beginning with King Graham on the throne in his castle. To bypass this, press the Enter key while on the title screen. To watch the introduction, don't push any keys until Graham is on the beach.

* * *

Your name is Graham. You're the king of a small country named Daventry. Although you have about everything a king could want—an awesome palace, a hot carriage, and a great job—you are terribly lonely. What you really want is a beautiful young maiden to become your wife and queen. Rumor has it that such a lady lives in a tower in a distant land.

You begin *King's Quest II* on the beach of Kolyma, seeking the fair maiden Valanice. You'll have to open three doors before you find her. Good luck.

Traveler's Tips: Getting Started

Kolyma is where your Quest takes place. We've divided it into four quadrants or areas and included some maps to help you find your way. In addition to the quadrant maps that cover Kolyma, there are separate maps for places like Neptune's Kingdom and the Enchanted Island and even a floor plan of Dracula's Castle.

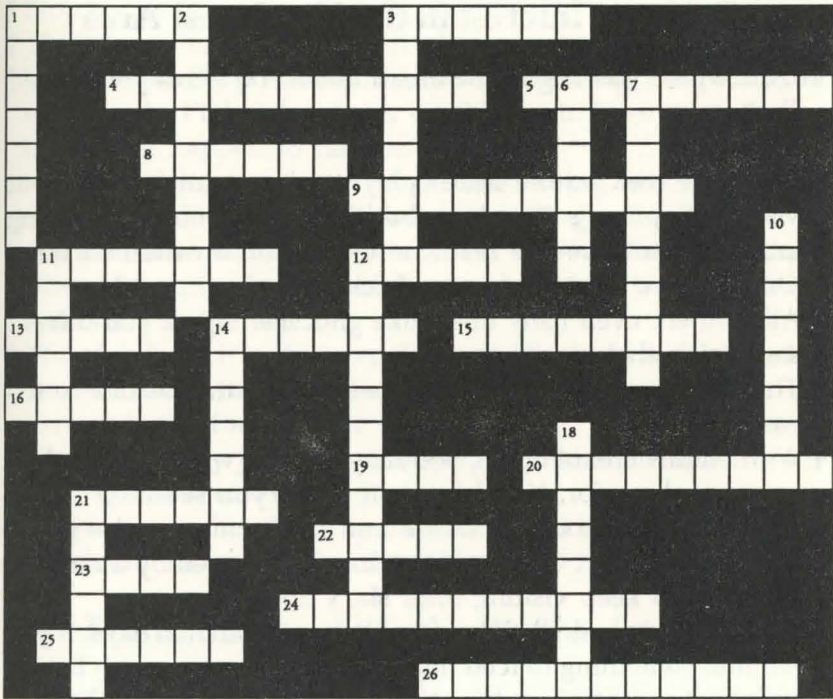
Kolyma is a rather square country: It's seven screens from east to west (right to left) and seven screens from north to south (top to bottom). In most places you can get to the north by going south, since the land wraps around itself. The east-west direction is limited, however, by the ocean and mountains. You can't swim far enough west to meet the mountains on the east.

There is space on the maps to record what you see and hear. In Kolyma, unlike Daventry, people and creatures are not limited to one screen but may appear at any time in up to six screens. You may encounter Little Red Riding Hood in the area south of Grandma's house one time and in the area west of Grandma's the next time. You have to stay on your toes.

Puzzle

King's Quest II wouldn't be much fun if we told you how to solve all of its riddles and puzzles. To help you along without giving too much away, this crossword puzzle provides some important clues. Look it over and fill in the answers you know. As you make your way around Kolyma, come back to the puzzle and fill in the blanks. It may be the only way to find out about the rare event outside Hagatha's cave.

No fair looking at the answers in the back of the book. In fact, there are no answers in the back of this book—we had to use them to line the bottom of the nightingale's cage.



Across

1. Found on some bushes
3. Found in Neptune's kingdom
4. Makes a lot of noise at night
5. Appears outside Hagatha's cave, but rarely
8. A piece of jewelry
9. Disguise needed to cross water (two words)
11. Location of goodies
12. Used to kill Dracula
13. Found in the monastery
14. Used to harness the snake
15. Transportation to Neptune
16. Lives in an oily place
19. Location of a key
20. Found in antique store
21. Your way to top of cliffs
22. Used to light a candle
23. Key to getting off blue beach
24. Written above door
25. A key is under this
26. Another form for the snake (two words)

Down

1. Belongs to Neptune
2. Antidote for brambles (two words)
3. Piece of jewelry
6. Key to returning to Daventry
7. Location of silver cross
10. Two ways to get rid of a lion—one a weapon, the other a food (two words)
11. A wooden hammer
12. Keeps a vampire away (two words)
14. A bunch of flowers
18. The purpose of this Quest
21. Dracula's bed

Points of Interest in the Northwest Area

This is where you begin; the area has several items you should collect.

- † The large rock on the beach plays an important part in your visit to Neptune's Kingdom, but there's no point in hanging around it until you've read the inscription on the first door. Once you've read that, come back here.
- † All women, even fishy ones, like gifts. Perhaps if you offered something that smells good. . . .
- † The first door isn't in the northwest area—that would be too easy.
- † With all this talk of doors, you may wonder what kind of door you're looking for. You'll know it when you see it.
- † If you enter Grandma's house and find someone else there, you'll want to get out fast. Grandma is triggered by a random number, so keep visiting until she's home.
- † Grandma is in bed, ill. She probably hasn't eaten in days. If you can find something to feed her, you'll feel ever so much better, as will she.
- † If you don't take two things out of Grandma's house, you'll be sorry later.
- † Help Miss Hood find what she has lost, and you'll gain points. She didn't lose sheep; that's another story.
- † The castle in the distance, across the Poisoned Lake, belongs to Mr. Dracula. You can't get to it by swimming.
- † It's hard not to notice the black and brown lake. It makes Love Canal look like a pasture. Just for fun, save the game and try to swim to the castle.

Points of Interest in the Northeast Area

There are two tourist attractions in the northeast area: the Monastery and the Antique Shop. The Monastery is open, but the Antique Shop will remain closed until you read the inscription on the second door.

- † Stop by the Monastery and do what the other people are doing.
- † If you're nice, the monk will give you something.
- † The Antique Shop has one of almost everything, except a caged nightingale. I'll bet the owner would love to have one—that is, if you just happen to have one handy.
- † A Good Fairy hangs out in the area south and east of the Monastery, and she may bless you with good luck.
- † An Enchanter haunts the area south and west of the Antique Shop. Be particularly careful around the area where the log extends into the lake.
- † There's a brooch in this area that matches the bracelet found in another area and a necklace found in still another area. An earring is the fourth piece of jewelry.
- † There's no way you can cross the mountains or chasm to the east. QA saw to that.
- † Do you remember the story of Aladdin and his magic lamp? Do you know how to treat a magic lamp?

Points of Interest in the Southwest Area

- † Traveler's warning: Most of this area is marked as dangerous. It's home to the witch Hagatha and the thieving dwarf. Only along the coast are you entirely safe.
- † It's from the area marked *View of Castle* that you can eventually catch a ride to visit the Count.
- † If you loiter outside Hagatha's cave often enough, you'll see something incredible. But the danger of hanging around may far outweigh the amusement of what you'll see.
- † You'll find something belonging to Neptune in this area; please don't call it a pitchfork.
- † There are two ways to capture the nightingale. If you had something to throw over the cage, maybe the dumb bird wouldn't make so much racket. On the other hand, if no one is around, who cares how much noise the bird makes?
- † The dwarf's den has at least two goodies. No, the soup isn't for you: Think elderly.
- † If the dwarf has stolen something from you, you may find your belongings in his den.
- † In the woods, northeast of where you find something for Neptune, take a good look at the trees.

Points of Interest in the Southeast Area

- † The dwarf's territory extends into this region, so you must be careful.
- † The southeast area is lacking in interesting features, except for one. In this area you'll find the doors.

Special Section About Doors

The key to *King's Quest II* is the doors. Here's how they work: Somewhere in Kolyma you'll find a door. To open the door, you'll need a key, but you can't find the key until you've read the inscription over the door. So you have to find the door, read the inscription, and then look for the key.

Once you've found the key, you can return and open the door. Then you'll see another door. You must read the inscription above the door before you can find the second key. Ditto the third door and third key.

The doors are located in a place you can visit only four times. If you don't do everything right, you can't complete the Quest. You can visit the area of the doors to

- † Find the door's location and read the inscription over it.
- † Unlock the first door and read the second door.
- † Unlock the second door and read the third door.
- † Unlock the third door.

That's the biggest clue you could ever hope to get. I've told you too much. With that knowledge you can't possibly fail.

Points of Interest in the Castle of Dracula

- † You got this far, so you must have figured out one of the two ways to cross the poisoned lake. No? Then you must be reading ahead.
- † You can always pay for passage in a boat, but it's more fun to dress up and pretend to be someone you're not.
- † You can pick your way though a sticky situation or eat a bit of sugar.

- † Did you go upstairs in the castle? There must be something up there. Does that light up your life?
- † Nice torch along the steps. Wonder what you can use it for?
- † Just this once it's all right to kill someone. He's already dead and in his coffin anyway. Don't forget to search the coffin.

Points of Interest in the Kingdom of Neptune

- † Getting here requires the help of a fishy woman and a horse. But you must already know that.
- † Everyone in this game wants something. What do you suppose would appeal to Neptune?
- † Pearls are found in oysters; keys, apparently, are found in clams.
- † There's one more item you can pick up here.

Points of Interest in the Clouds

- † Great place for a restaurant. How was your flight?
- † This place is really classic. If you know mythology, you'll probably know what to do with a snake and a bridle. If not, you'll just have to fake it.
- † The bridle? Oops. Didn't you know about the three wishes?

Points of Interest on the Enchanted Island

- † You aren't yet on the island; you're on a very colorful beach.
- † You must make do with what you find around you, and the only thing around here is a net.
- † So, you've got a dying fish—what now?
- † Once in the tower, you have only to feed the lion. No, it doesn't eat treasure or chicken soup.
- † If you must, you can slay it, but that will cost you.
- † The key to getting home is also on the island.
- † Never say *never*; just say *home*.

Points Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've saved the game.

- † Drink from the Poisoned Lake.
- † Kiss Hagatha.
- † Kill the monk.
- † Kill Grandma.
- † Open the nightingale's cage.
- † Let the ghost get you.
- † Put out the light in Dracula's dungeon.
- † Walk into the waterfall.

Other Points of Interest

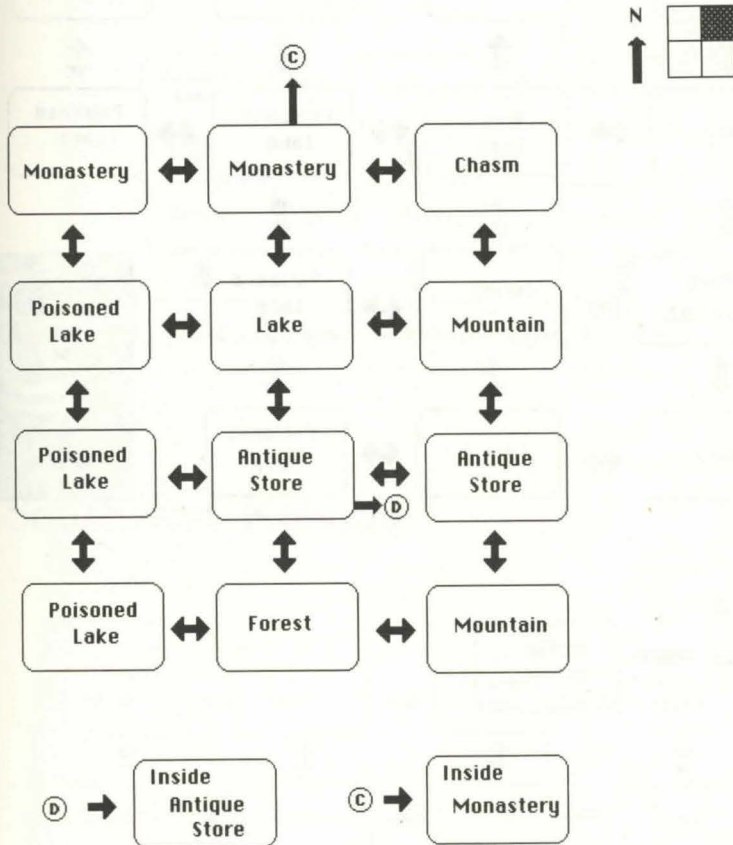
(Also known as scoring)

King's Quest II awards points for finding and using items scattered around Kolyma. How you use what you find also affects your score. The game does not reward violence (except in the special case of the undead) or payoffs. If you get or do something peacefully, you'll receive a higher score.

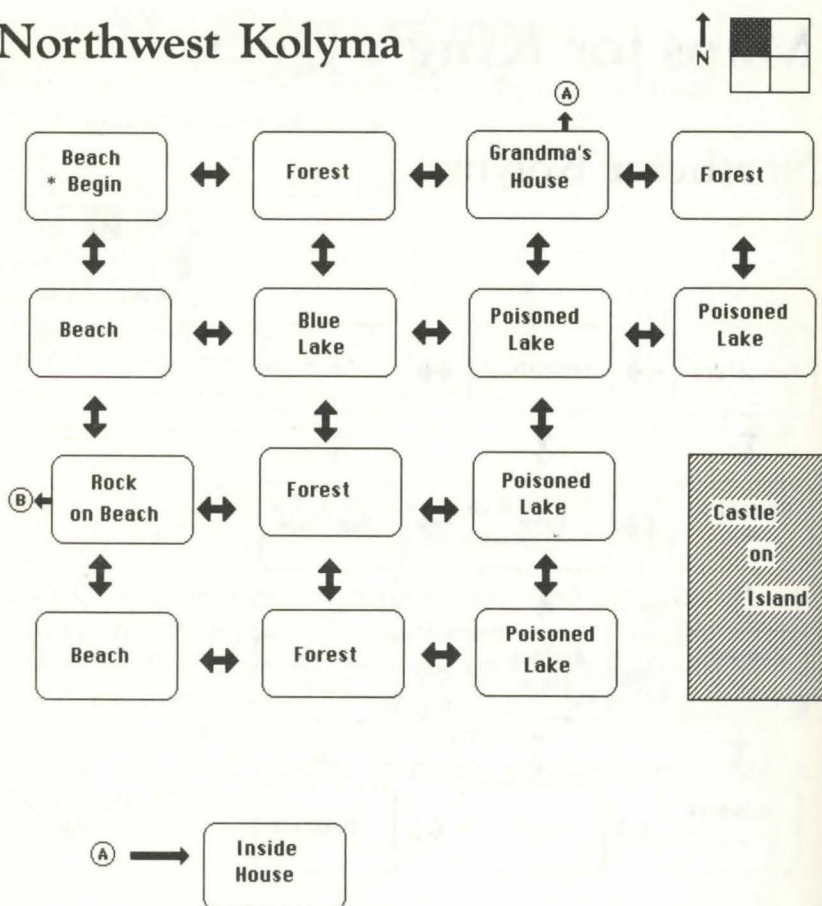
The maximum number of points you can accumulate in *King's Quest II* is 185.

Maps for King's Quest II

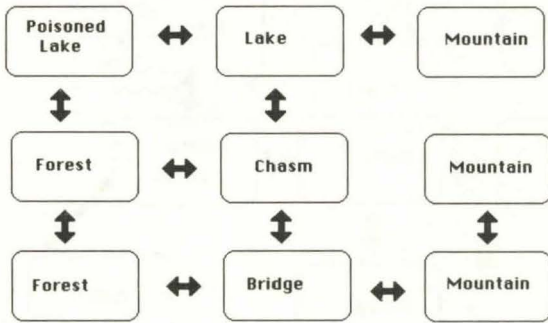
Northeast Kolyma



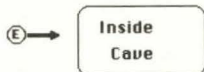
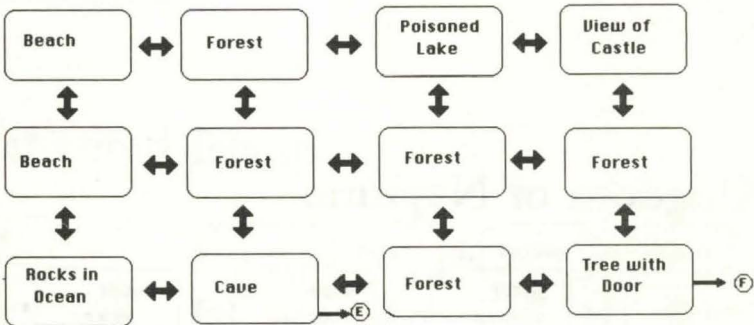
Northwest Kolyma



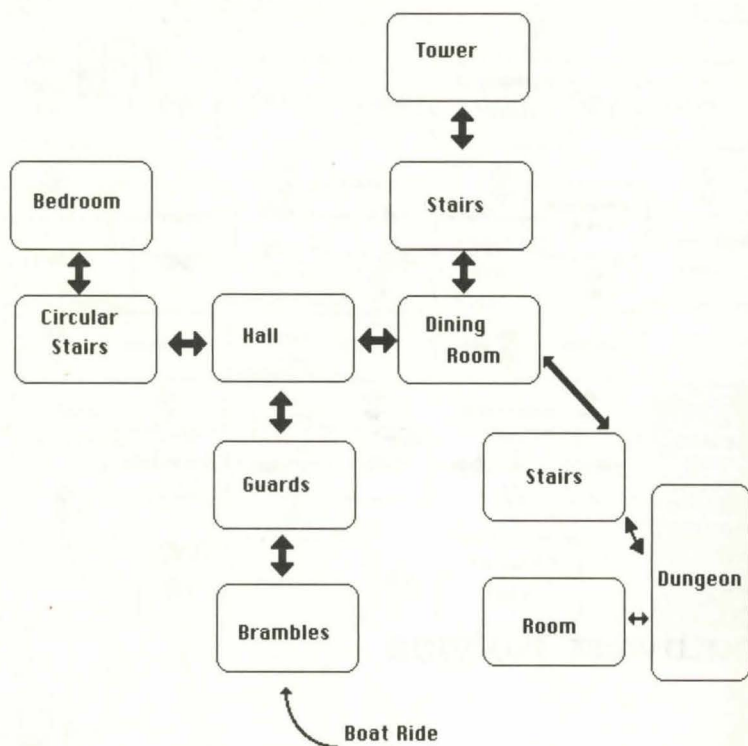
Southeast Kolyma



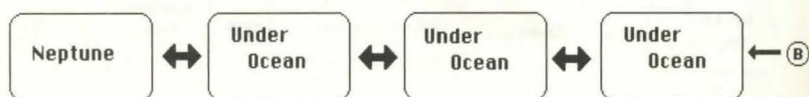
Southwest Kolyma



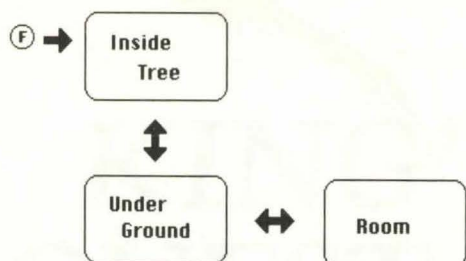
Castle of Dracula



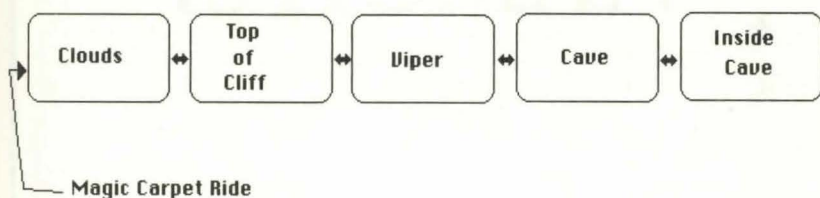
Kingdom of Neptune



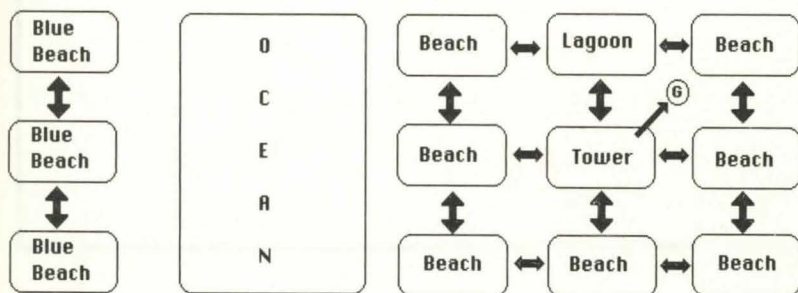
Dwarf's Tree



Top of Cliffs



Enchanted Island



Tower



6

**KING'S
QUEST III**

**TO HEIR
IS HUMAN**

King's Quest III

To Heir Is Human



King's Quest III has an animated introduction sequence. To bypass it, press the Enter key. If you prefer to watch it, don't press any key until the story starts to repeat; then press Enter.

* * *

In a far-off land known as Llewddor there lives a wicked old wizard named Manannan. Like most of us, he hates housework. One day he discovers that a kidnapped boy makes a dandy housekeeper.

As we join *King's Quest III*, the boy, Gwydion (unfortunately that's you), has reached his seventeenth birthday and lost interest in his chores. He has started to chase girls and hang out in town. Although Gwydion doesn't know it, his days with Manannan are numbered unless he can outwit the wily wizard and escape.

What this has to do with King Graham (formerly Sir Graham of *King's Quest I* and *II*) is not immediately apparent. But this is indeed the third installment of that continuing adventure.

Traveler's Tips: Getting Started

You begin in the entrance hall of the wizard's house. He has just instructed you to finish your chores, and you'd better do them fast; this wizard is known for his impatience.

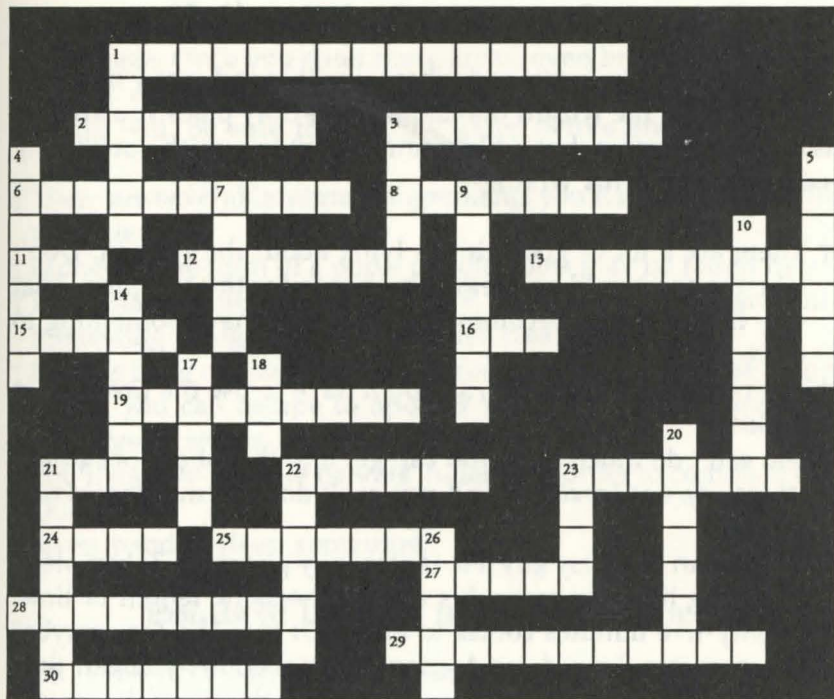
While you are working, keep in mind that *King's Quest III* is divided into two parts. First you must escape from the wicked wizard. In the process of escaping, you'll find out about the second part of your Quest. You might also glance at the maps and travel tips in this book, but be very careful that Manannan doesn't catch you. It's a good idea to mark what you find and where you find it, in case you fail and have to begin again.

Once the chores are finished, you should look around the house, but don't take anything yet. Manannan will *poof* you if he finds certain things missing.

Puzzle

King's Quest III wouldn't be much fun if you knew all the answers in advance. To help you a little without giving everything away, this crossword puzzle provides some important clues. Complete what you can and come back to it as your Quest progresses. It may be the only way to find out what's in the crow's nest.

There aren't any answers in the back of the book. We were going to put them there, but the cat chewed on the paper, and we had to throw it out. By the way, watch out for that cat—especially on steps.



Across

1. Used to grind ingredients (three words)
2. Used to heat ingredients
3. Wizard's name
6. Place where spells are prepared
8. Found in the crow's nest
11. Number of spells it takes to kill dragon
12. Two ways to get off the ship (two words)
13. Instrument located in tower
15. Kills the spider
16. Used as a stepladder in ship's hold
19. Guards oracle's den
21. Source of fur for spells
22. Medusa's home
23. Ingredient from chicken
24. Must move this to gain access to Wizard's lab
25. You find money in their home
27. Used to open trap door
28. Ingredient found in desert
29. Source of dew (two words)
30. Location of bandits' hideout

Down

1. Used to destroy Medusa
3. Needed to board ship
4. Magic map is hidden behind these
5. Located in top of oak tree
7. Location of fly wings
9. Found in bears' bedroom
10. Substance mixed with cookie to change wizard
14. Brass key is on top of this
17. Location of mud
18. Gwydion's hiding place
20. Must hide items marked thus from wizard
21. Location of magic wand
22. Room where Wizard eats porridge
23. Number of items you must buy in store
26. Spell used to disable the pirate

Points of Interest in the Wizard's House

This is where you begin and where you'll spend many unhappy hours serving the wizard Manannan. The only place you are safe is in your bedroom, but if Manannan is out to punish you, hiding will only delay his wrath.

- † There are a lot of good things lying about the kitchen. Don't take the food until you leave the house for the last time. That way if Manannan becomes hungry, you'll have something to serve him.
- † The microwave is broken, so you'll have to use the fireplace to cook.
- † You can't do much until you can get into the laboratory (that's *laboratory*, not *lavatory*), and you can't do that until the wizard leaves.
- † Manannan is a busy guy. He is also very punctual. Take note of how long he stays away. It's always the same length of time. Twenty-five minutes comes to mind. Or is it 15? Ten, maybe?
- † Once you've figured out Manannan's schedule, you can time your explorations by watching the clock at the top of the screen.
- † Be sure to give yourself enough time to hide things before he comes home.
- † Hiding your goodies isn't enough. You must be sure to put everything back in the study the way you found it, or Manannan will know you're up to no good.
- † You'll have to make at least one trip down the mountain, probably several, to collect things. Don't get caught in town when the wizard comes home.
- † You must take care of Manannan, and there's only one way to make him a pussy cat.
- † Spelling is the key to *King's Quest III*; you must learn to conjure. See the special section at the end of this chapter on spelling.

Points of Interest in West Llewddor

When you come down the path from the mountain, you'll be in west Llewddor. The country wraps around itself in the north-south direction, but on the east and west extremities are hideous

dangers. Stay out of the desert maze and don't try to swim in the ocean maze. Once you enter these areas, even briefly, it's unlikely you'll ever find your way back. (If that doesn't tempt you, nothing will; be sure to save the game before entering.)

- † There are several important ingredients you'll need to collect in west Llewddor.
- † Money in the form of a purse of gold coins may be found here.
- † If you have something in your ears, you'll be able to hear some interesting things from the smaller creatures.
- † Bandits hang out around the oak tree, but if you stay close to the edges, you can escape to another room when they threaten.
- † The desert seems to be free of perils.
- † You'll have to find the bandits' hideout in order to complete the Quest.
- † Even bandits sleep sometime.

Points of Interest in East Llewddor

This is the ritzy part of the country, but the waterfront attracts some unsavory characters.

- † There's a molting eagle that sometimes flies around east Llewddor.
- † You have to get into the cave, and that means finding a way to kill the spider. Check your spells.
- † No! Spiders don't make good cats. A different spell.
- † After you solve the mystery of the cave, your ship will come in.
- † Once you've collected your things and are ready to leave Llewddor forever, you can book passage in the tavern.

Points of Interest Aboard the Cruise Ship

- † Surprise! Surprise! This isn't a cruise ship, but you can survive if you lie low.
- † The mice are the key to treasure on the island. You must hear the mice tell you where it is, and you must "hear" this in the same game where you dig for the treasure. (The fact that you heard the conversation isn't saved when you save a game.)

- † The treasure is bonus points. You don't have to find the treasure to complete the Quest.
- † You can get out of the cargo hold, but you'll have to move some of the cargo. Jump to it.
- † You might as well stay below until the proper time.
- † If you don't disable the pirates with a spell, you'll wish you had.
- † How you get to shore is your own business.

Points of Interest in the Snowy Mountains

- † Getting to the top of the mountain is like an arcade game.
- † You'll be scaling new heights.
- † The big, ugly dude is a snowman. I'd fly right by him if I were you. He looks mean.
- † Getting down the cliffs is another arcade game.

Points of Interest in Daventry

- † You got this far? Excellent! Rest awhile. Talk to the natives.
- † Somewhere in the clouds you'll find your destiny—and Princess Rosella.
- † You'll need to have two spells left to use in the clouds: one right after the other.
- † Don't forget to go by and visit your mom and dad when it's all over.

Special Section on Spelling

Spells must be mixed and prepared in the wizard's laboratory, which is in a secret place. Some of the ingredients like mandrake root and toadstools are standard items in any lab; others, like mud, lard, and an amber stone, are not. You will find them in the house and in the country of Llewddor.

Once you have all the ingredients for a spell, you can and should prepare the potion, even though it's not needed at the moment. Spells may be prepared in any order; carry them with you until you need them. The ingredients are listed in the booklet that came with *King's Quest III*, but in case you lost it, here's what

you'll have to find. Check off the ingredients as you find them. Trying to prepare a spell without all the ingredients and measuring tools can be fatal (and amusing).

Understanding the Language of Creatures

Chicken feather
Tuft of fur from an animal
Dried snakeskin
Powdered fish bone
Thimbleful of dew
Magic wand

Flying like an Eagle or a Fly

Eagle's feather
Fly's wings
Saffron
Rose petal essence
Magic wand

Teleportation at Random

Salt grains
Mistletoe
Amber stone
Magic wand

Causing a Deep Sleep

Three dried acorns
Nightshade juice
Magic wand
Empty pouch

Transforming Another into a Cat

Mandrake root powder
Ball of cat hair
Fish oil
Magic wand

Brewing a Storm

Cup of ocean water
Spoonful of mud
Toadstool powder
Magic wand
Empty jar

Becoming Invisible

Jar of lard
Cactus
Toad spittle
Magic wand

Just finding these items is not enough (and finding them isn't easy). You have to mix them exactly according to the formulas found in the great book and reprinted in the *King's Quest III* booklet. You've lost that, too? OK, here are the directions, but take great care to type and spell everything exactly as it appears. Except for capitalization, everything must match, or strange things will happen.

First, you must type *TURN TO PAGE n*, where *n* is the page number of the spell in the original *Book of Spells*. The number is listed here after the spell name. One complication: You must type the page number in Roman numerals, and you'll have to figure those out for yourself because Llewlor College doesn't teach Latin. Then enter the recipe exactly.

Here are the directions for preparing each spell and the instructions for casting it. Don't type the text in parentheses. Remember that it must be entered *exactly* as it appears here.

Understanding the Language of Creatures (Page 2)

Put the small feather in a bowl
Put the fur in the bowl
Put the reptile skin in the bowl
Add a spoonful of powdered fish bone
Put a thimbleful of dew in the bowl
Mix with hands
Separate mixture into two pieces
Put dough pieces into your ears

(Recite this verse)

Feather of fowl and bone of fish
Molded together in this dish
Give me wisdom to understand
Creatures of air, sea, and land

Wave the magic wand

(This spell takes effect immediately. You'll be able to hear small creatures, but you won't be able to talk to them.)

Flying Like an Eagle or a Fly (Page 4)

Put a pinch of saffron in essence.

(Recite this verse)

Oh winged spirits, set me free
Of earthly bindings, just like thee
In this essence, behold the might
To grant the precious gift of flight

Wave the magic wand

(To cast this spell, type either)

DIP THE EAGLE FEATHER IN THE ESSENCE

(or)

DIP THE FLY WINGS IN THE ESSENCE

(Eventually the spell wears off, but you can end it early with a special chant. Unfortunately, that chant is missing. You should have bought the game.)

Teleportation at Random (Page 7)

Grind a spoon of salt in a mortar
Grind the mistletoe in the mortar
Rub the stone in the mixture
Kiss the stone

(Recite this verse)

With this kiss, I thee impart
Power most dear to my heart
Take me now from this place hither
To another place far thither

Wave the magic wand

(To cast this spell, type)

RUB THE STONE

(You can't, however, choose your destination, and it may be no better than where you are—it may even be worse.)

Causing a Deep Sleep (Page 14)

Grind the acorns in a mortar

Put the acorn powder in a bowl

Put the nightshade juice in the bowl

Stir the mixture with a spoon

Light a charcoal brazier

Heat the mixture on the brazier

Spread the mixture on a table

(Recite this verse)

Acorn powder ground so fine

Nightshade juice like bitter wine

Silently in darkness you creep

To bring a soporific sleep

Wave the magic wand

Put the sleep powder in the pouch

(To cast this spell, which brings a deep sleep to all in the area, type)

POUR POWDER ON GROUND

(and then say)

SLUMBER, HENCEFORTH!

(The sleep spell can only be cast in a dark and damp place like a storage area.)

Transforming Another into a Cat (Page 25)

Put mandrake root powder in a bowl
Put the cat hair in the bowl
Put two spoons of fish oil in the bowl
Stir the mixture with a spoon
Put the dough on the table
Pat the dough into a cookie

(Recite this verse)

Mandrake root and hair of cat
Mix oil of fish and give a pat
A feline from the one who eats
This appetizing magic treat

Wave the magic wand

(This creates the famous Cat Cookie rumored to be even better than Famous Amos cookies. If you can't think of someone you want to eat this cookie, then you should give up the Quest. But he won't eat it unless you crumble it up in something else.)

Brewing a Storm (Page 84)

Put a cup of ocean water in a bowl
Light a charcoal brazier
Heat the bowl on the brazier
Put a spoon of mud in the bowl
Add a pinch of toadstool powder
Blow into the hot brew

(Recite this verse)

Elements from the earth and sea
Combine to set the heavens free
When I stir this magic brew
Great god Thor I call on you

Wave the magic wand

Pour the storm brew into the jar

(To cause a terrifying storm, type)

STIR THE BREW WITH MY FINGER

(and then recite)

BREW OF STORMS, CHURN IT UP!

(There is a way to cause the storm to stop early, but the paper on which it was written became wet and is now illegible.)

Becoming Invisible (Page 169)

Cut the cactus with a knife
Squeeze the cactus juice on spoon
Put the cactus juice in a bowl
Put the lard in the bowl
Add two drops of toad spittle
Stir the mixture with a spoon

(Recite this verse)

Cactus plant and horny toad
I now start down a dangerous road
Combine with fire and mist to make
Me disappear without a trace

Wave the magic wand
Put ointment in the empty lard jar

(This vanishing cream can be used in only one place—in mist or fire. That's just as well because you have only enough for one application. To use it, type)

RUB OINTMENT ON BODY

(It lasts only a short time.)

Points Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've saved the game.

- † As you descend the lab steps, kick the cat.
- † Go for a dip in the ocean maze, and try to return.
- † Stroll through the Great Western Desert.
- † Lie on your bed.
- † Look behind the tapestry in the hall outside your bedroom.
- † Take a long walk on a short plank (let the pirates get you).
- † Prepare each spell incorrectly and watch how you die.
- † Hug the snowman.
- † Ignore Manannan's orders.

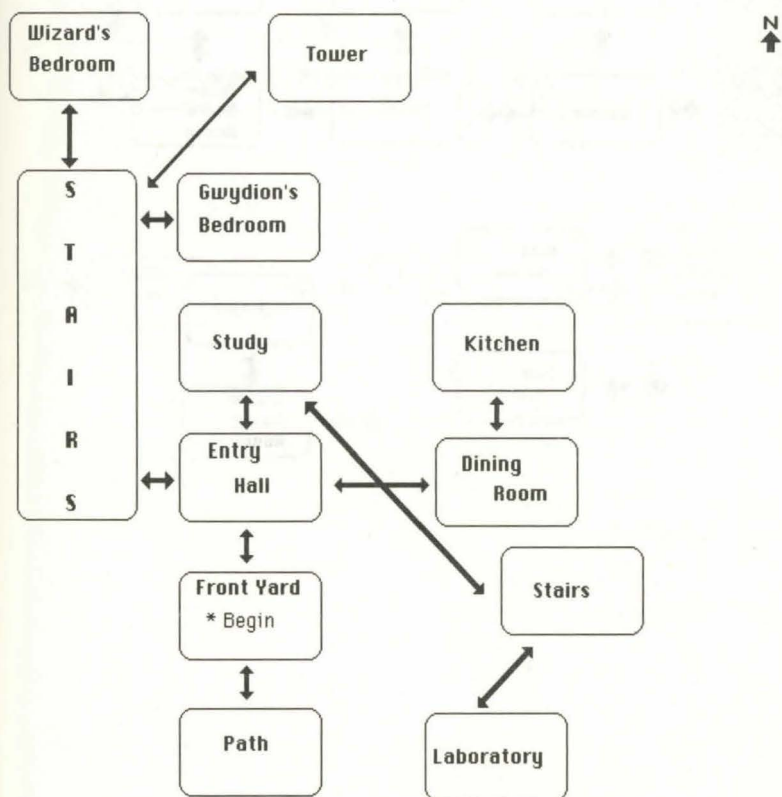
Other Points of Interest

(Also known as scoring)

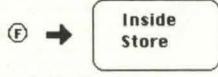
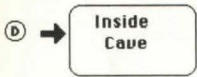
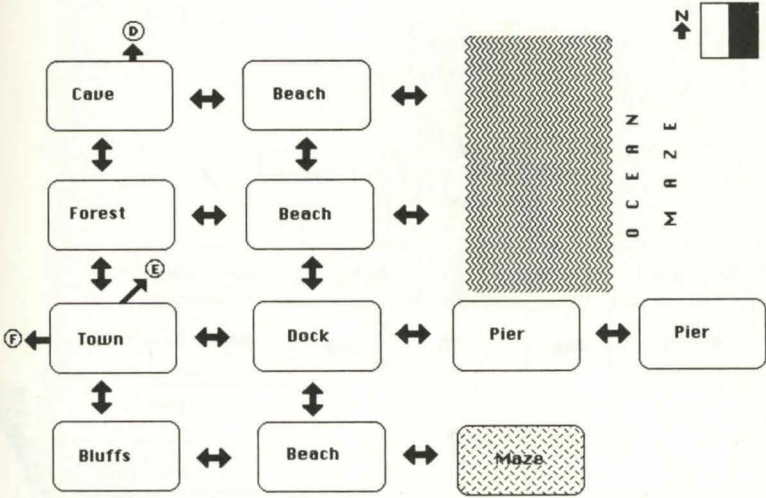
King's Quest awards points for finding and using items and for brewing and casting spells. The maximum number of points you can earn for *King's Quest III* is 210.

Maps for *King's Quest III*

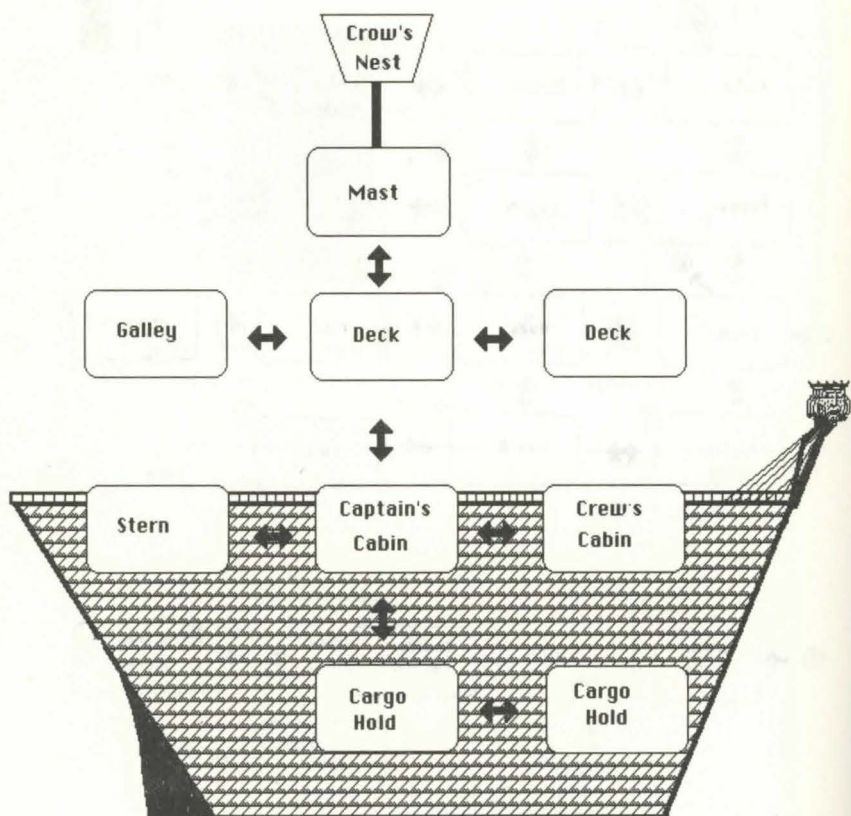
Wizard's House



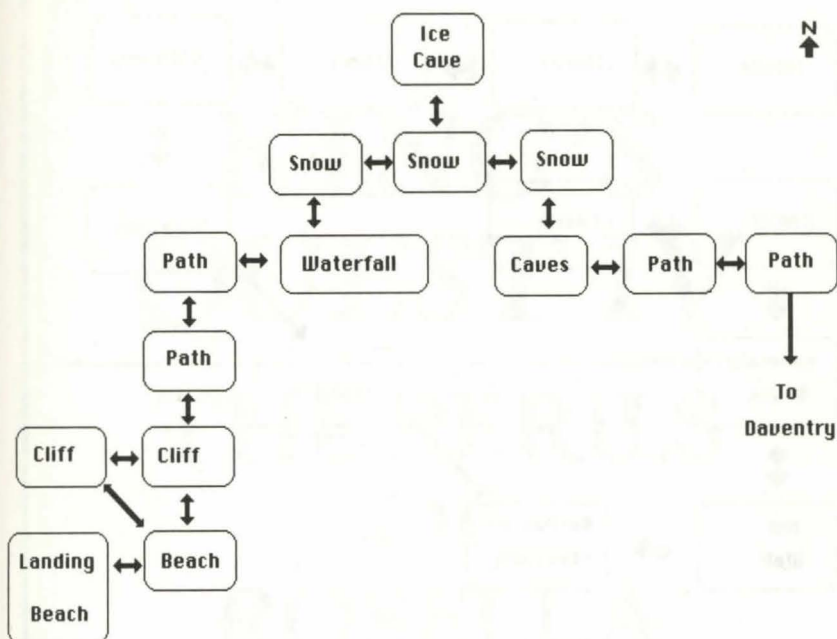
East Llewddor



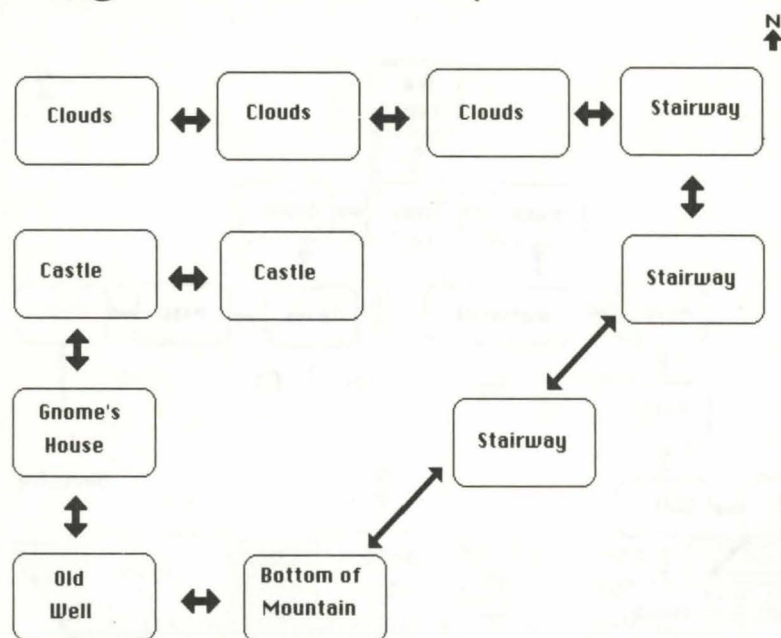
Ship



Mountains



Kingdom of Daventry



7

**KING'S
QUEST IV**

**THE PERILS
OF
ROSELLA**

King's Quest IV

The Perils of Rosella



here is an animated opening sequence in *King's Quest IV*. To bypass it, press the Enter key. If you prefer to watch it, don't press any key until the introduction starts to repeat; then press Enter.

* * *

Prince Alexander (first known as Gwydion in *King's Quest III*) and his sister, Princess Rosella, are in the Throne Room with their parents, King Graham and Queen Valanice. Suddenly King Graham clutches his chest and falls stricken to the floor.

In *King's Quest IV*, you play the role of Rosella. You embark on a quest to find a magic fruit that will restore your father's health. It turns out that finding the fruit is just the first of five tasks you must complete that day.

In order to get an important talisman, you must also find and deliver three items to an evil witch named Genesta. Then you must try to save the good fairy who helped you. This all must be accomplished in just one Tamir day.

Traveler's Tips: Getting Started

As the game begins, you find yourself deposited in the land of Tamir. Your first order of business is to explore the area, picking up whatever isn't nailed down. Look under bridges, do good deeds, and remember that it's OK to act like a girl in a fairy tale. You can kiss cute green things and do chores with a song in your heart.

The map of Tamir is divided into two parts: west Tamir and east Tamir. West of west Tamir, in the middle of the ocean, is a small island. East of east Tamir are high mountains, but there is a path through them. It's a good idea to keep track of where you

are and what you find on the maps—you can never tell when you'll pass this way again.

King's Quest IV is a race against the clock, but the clock keeps Tamir time. Many things change when night falls. For example, you can't enter the fisherman's shack after the sun goes down. He and his wife are sleeping, and they don't appreciate being awakened. And the witch's hangout is no longer easy to visit. Your greatest challenge is doing as much during the day as you possibly can. You have just 24 Tamir hours to complete your Quest.

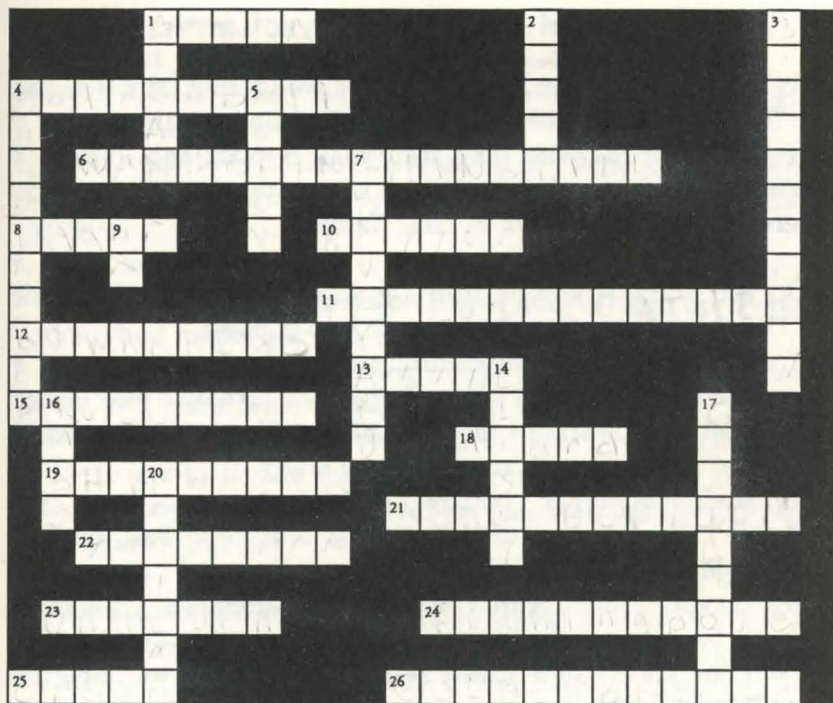
This adventure game has numerous animation sequences where the computer takes over the story. Be patient—you can't use the keyboard or joystick while the computer is talking.

There's no point in just standing on the beach looking helpless; start walking.

Puzzle

King's Quest IV wouldn't be half the fun if you knew all the answers. To help you a little without helping you a lot, this crossword puzzle provides some important clues. Complete what you can and come back to it as your Quest progresses. It may be the only way you learn what weapon to use on Lolotte.

There aren't any answers in the back of the book. They were there, but Rosella threw them out when she cleaned house.



Across

1. Lives on the swamp
4. Hidden under a bridge (two words)
6. Plays a lyre (two words)
8. Lolotte's son
10. Give to baby
11. Only way out of whale (two words)
12. Cupid's tool (two words)
13. Location of sheet music
15. Where the three witches live (two words)
18. Needed to get to the fruit tree
19. Location of bridle
21. Location of ax
22. Item needed to cure good fairy
23. A magic white horse
24. What you take from the fisherman's house (two words)
25. Found in haunted house tower
26. Used to harness the unicorn down

Down

1. What you must do for the seven dwarfs
2. Location of Pandora's box
3. Use on unicorn (two words)
4. What the hen lays (two words)
5. Used to kill Lolotte
7. Where you dig with shovel
9. Needed to escape grabbing trees
14. Hiding place in ogre's house
16. What you do to the frog
17. Used to quiet old man with chains (two words)
20. Likes to eat fish

Points of Interest in West Tamir

This is a pleasant place populated by a wandering minstrel, Pan the flutist, a funny-looking white horse called a unicorn, and a fisherman and his wife. The fisherman is poor and lives in a broken-down house, but he is nice when you get to know him. There's not much to fear in west Tamir.

- † Do you know where to drop a gold ball? Read the fairy tale "The Frog Prince," or just toss it into a pond.
- † If you locate a man wandering around the woods playing a musical instrument out of key, suggest he take up a new line of entertainment. Perhaps he'd like to be a Shakespearean actor, but for that he needs something to study.
- † Minstrels sometimes "borrow" things.
- † Pan lives in this part of the country. Not Peter Pan, but the mythological Pan. He plays a flute or pipe.
- † Try playing a duet with Pan to get his attention. Of course, you'll have to get an instrument first.
- † Everyone knows flute music soothes reptiles. Better hope the reptiles know it.
- † Swimming west from the beach where you began will take you to the Good Fairy's island.
- † Sometimes Cupid hangs out around the Roman pool. If you surprise him, he may leave you something.
- † The fisherman is a kindly man, but he is often too busy to notice you.
- † You might try a little fishing from the pier if you can barter for a pole and if you have bait.

Points of Interest in East Tamir

This is the bad part of Tamir. Here live an ogre and his family, three ugly witches, an assortment of ghouls, and some wicked trees. The only good folks on the east side are the seven dwarfs. There's much to fear in this area, so take care, especially after dark. Oh, yes—a worm lives here, too.

- † There are some valuable things in the house of Mr. and Mrs. Ogre, but you'll have to hide if he comes home.
- † Knick-knack, paddy whack, give the dog a bone is a good lesson to remember.
- † Guess who lives inside the skull? It isn't the Three Bears.
- † As disgusting as it is, you're going to have to get your hands on an eye.
- † There are seven dwarfs who live in east Tamir. They are so industrious and busy they don't have time to clean up. If you're nice, they might ask you to dinner.
- † You might pick up something in the dwarfs' house that could help you get a lantern. It gets dark early in Tamir.
- † There's a cave behind the waterfall, but you'll have to figure out how to get to it. Not even Mark Spitz could swim there.
- † If you thought handling an eye was bad, wait until you dig up a few putrid graves.
- † You might have to prune a tree or two along your way.
- † The haunted house is full of creepy things that go bump in the night. After dark, you need something special just to get close.
- † Check out the crypt, but only if you have a light.

Points of Interest in the Haunted House

- † Look at the picture in the parlor. Anyone you know?
- † There are lots of unhappy ghosts here. Each wants something that was buried with his or her body.
- † Playing the organ is a cryptic experience.
- † You've got to find a secret panel to get anywhere in this house.

Points of Interest in the Swamp

- † Just getting to the swamp is dangerous.
- † The cave maze is fairly simple, but you have to avoid the troll, and that may be the most difficult task in this game. Patience pays off, but remember that you now have less than 24 hours.
- † There's only one way to get across the swamp; now hop to it.
- † Don't leave your bridges behind you.
- † You'll be sorry if you didn't take something from the troll cave.

Points of Interest on the Good Fairy's Island

- † Actually, this island doesn't have much of interest. The only thing to see is a sick fairy.
- † You might pick up something outside the castle.
- † Swimming off this island can be an engulfing experience.
- † The only way back is to swim, so you'd better practice your backstroke and hope for the best.

Points of Interest in the Ocean

- † Remember Jonah and the whale?
- † There's only one way to get out of a whale's belly: Tickle his fancy, or whatever is handy. If you don't have what it takes, you'll starve to death.
- † There's a one-palm desert island in this ocean. It has shipwrecks and some goodies.
- † Rosella! Are you still carrying that dead fish? It's beginning to stink.
- † You can't swim back to Tamir from the desert island. Others have tried and failed. You'll have to catch a ride back.
- † There's an important piece of gear on the island. Don't leave for home without it.

Points of Interest in Lolotte's Castle

- † There's no way around it; you're going to have to kill Lolotte.
- † You have only one weapon, but it seems inappropriate.
- † Edgar is a buffoon and of no help just yet. You may change your mind about him later.
- † Once Lolotte is gone, you'll have no problem with the guards.
- † Remember to return the things you "borrowed."

Points Not of Interest

Sometimes it's fun to live on the edge. Try some of these things, but only after you've saved the game.

- † Hug a witch.
- † Offer to take a zombie to dinner.
- † Try to swing in the scary trees.
- † Look for a bottle inside the whale.
- † Pet the cobra.
- † Change to a frog after you get through the troll's maze and hop across the tufts of grass.

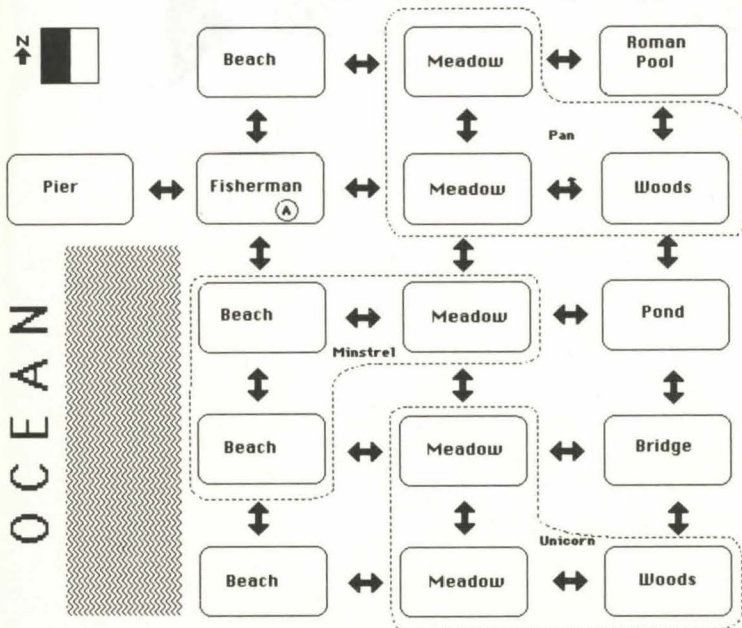
Other Points of Interest

(Also known as scoring)

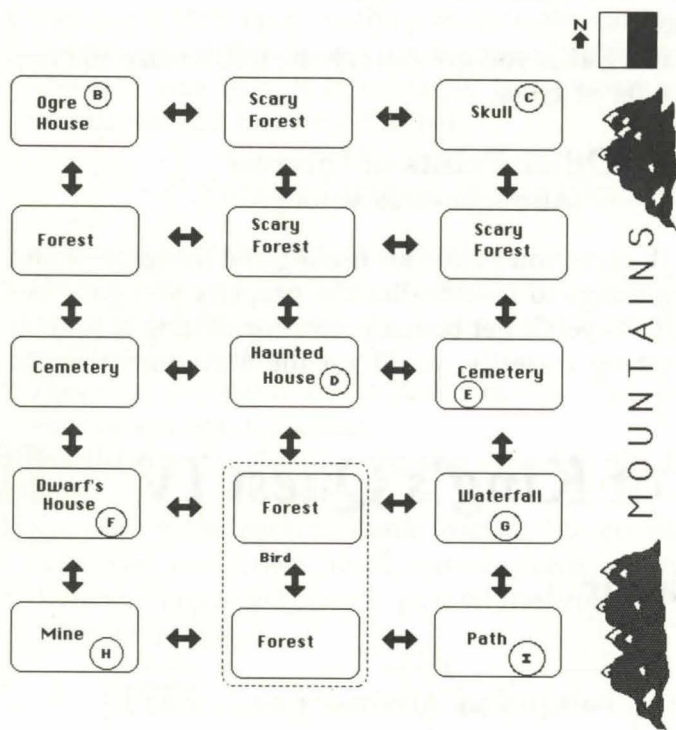
King's Quest IV gives you points for finding and using items and for delivering things to Lolotte. But the property you gave her was not yours, so you'll get bonus points for putting it back. If you do everything correctly, you'll get the maximum score of 230.

Maps of King's Quest IV

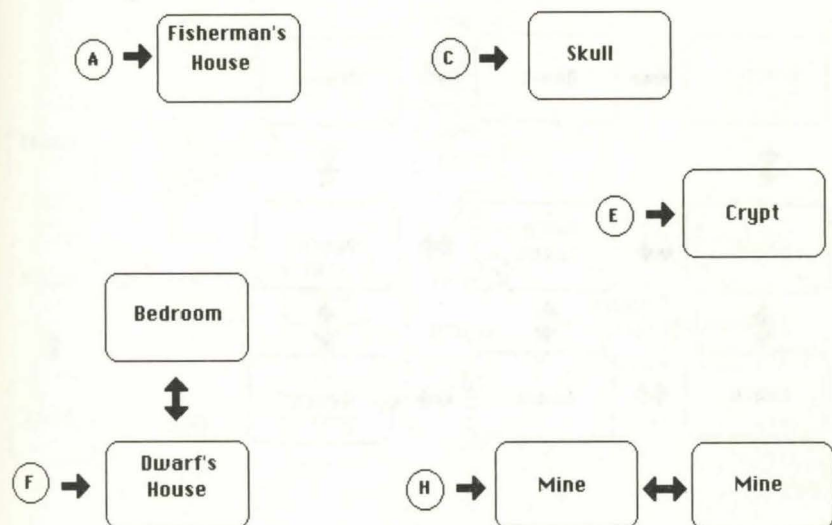
West Tamir



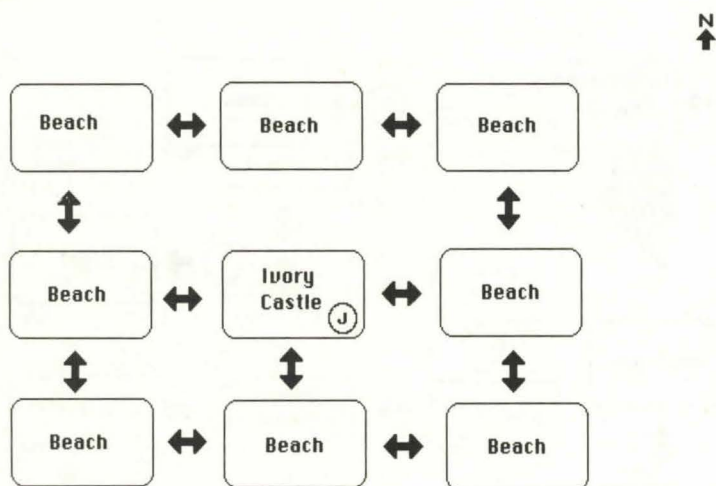
East Tamir



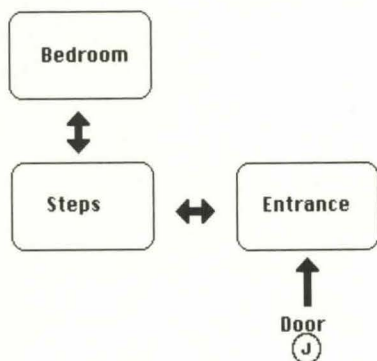
Inside Tamir



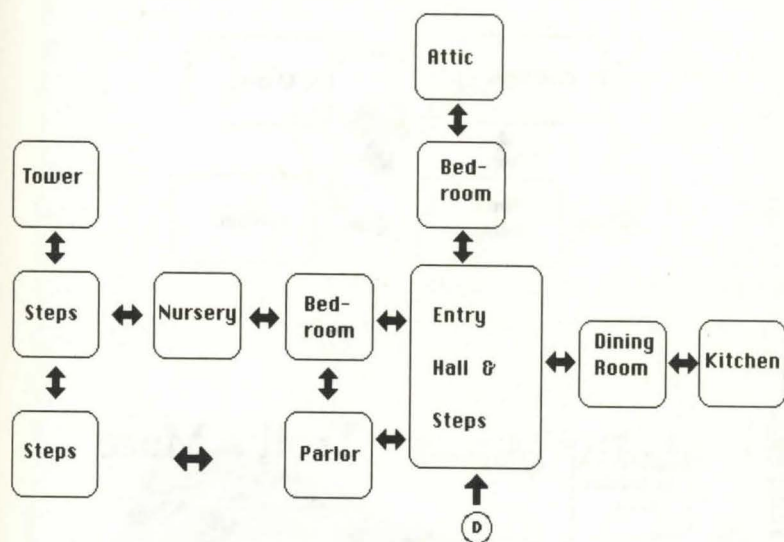
Good Fairy Island



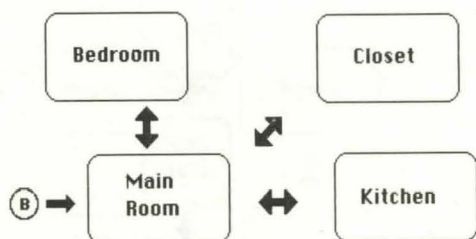
Inside Ivory Castle



Haunted House

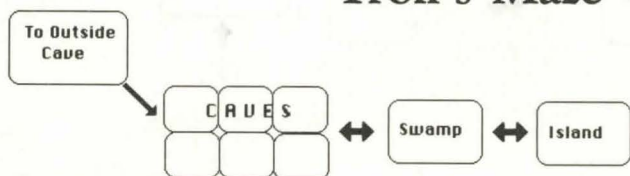


Ogre Family House

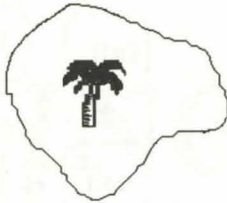


Troll's Maze

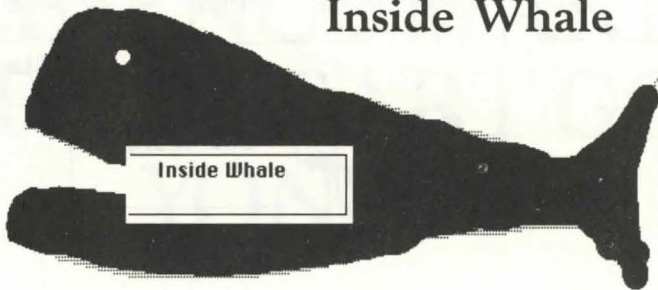
WATERFALL
↑
ⓐ



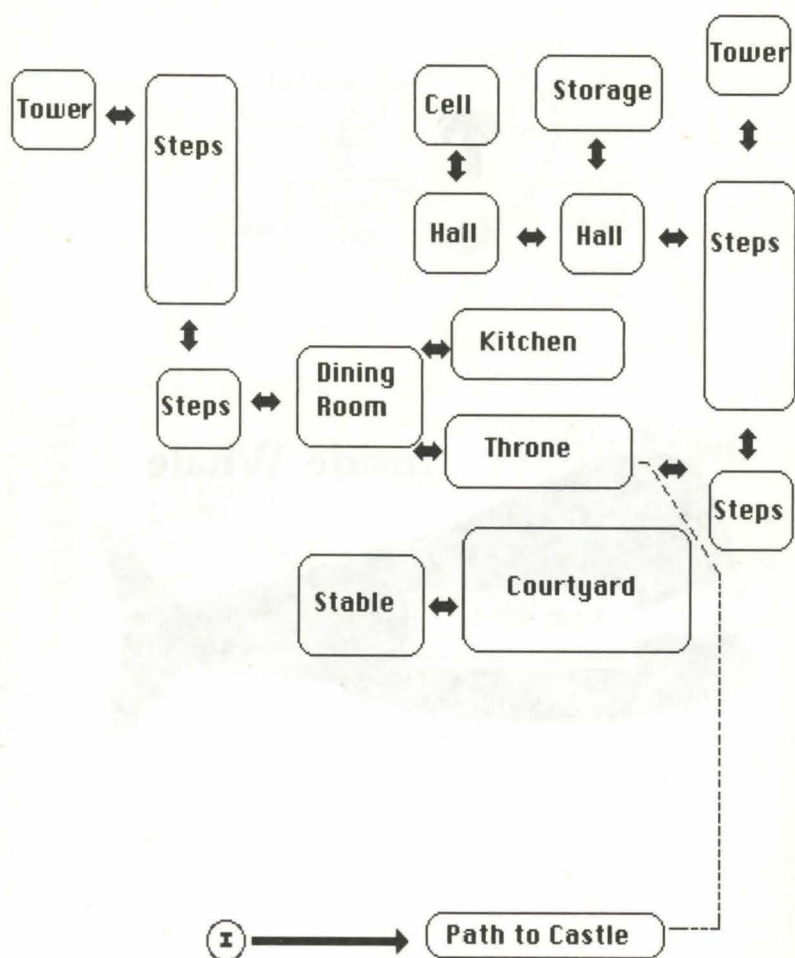
Shipwreck Island



Inside Whale



Lolotte's Castle



8

**KING'S
QUEST V**

**ABSENCE MAKES
THE HEART GO
YONDER**

King's Quest V

Absence Makes the Heart Go Yonder



Returning from a walk in the woods one fine spring day, King Graham stepped into a clearing just in time to see his castle swirled away in a tornado. This was no weather phenomenon, but rather an act by the evil wizard Mordack. Poor Graham was so crazed by losing both family and castle that he let an owl named Cedric carry him off to a friendly wizard's house.

You play the part of King Graham and must search for your lost wife Valance, son Alexander, and daughter Rosella. You'll get help from the forgetful old wizard named Crispin and lots of companionship—wanted or not—from Cedric, who accompanies you almost everywhere.

* * *

Traveler's Tips: Getting Started

Your Quest begins outside Crispin's house in the town and forest of Serenia. Since your sole questing tool is a dilapidated magic wand, you'll need to explore the countryside to collect other questing implements and paraphernalia like a honeycomb and a dead fish. Just because you're an important king, don't forget to show goodwill to less fortunates: A kind deed for a lowly rat or a downtrodden gnome will be richly rewarded.

The land of Serenia is even smaller and more compact than the land of Daventry in *King's Quest I*. It consists of just 12 exterior scenes (or rooms, as the developers call them), and in almost every scene there's something to do, get, or get done *to* you.

To the west of Serenia is a vast desert, and to the north is a dark forest. On the east is the trail into the mountains; you can't go south because of the river. Spend some time in the town, and then check out the desert and forest. Once you've accomplished everything you need to do in these areas, you'll be able to climb the path to the forbidding mountains where the rest of the adventure begins.

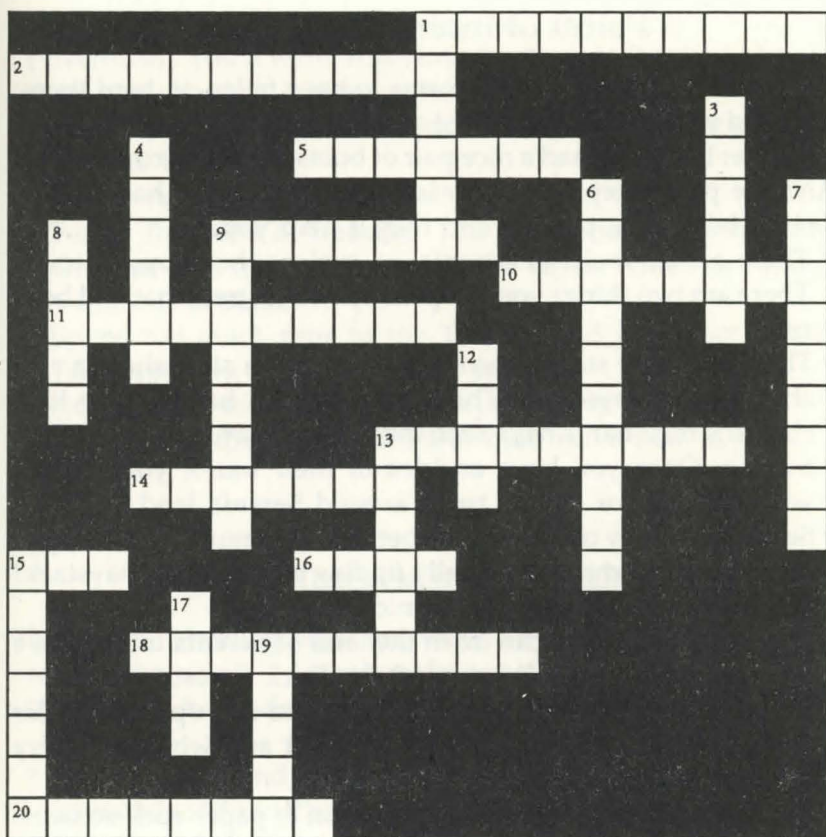
There's an unfortunate new trend in computer adventure games to reduce or eliminate the ways the main character can die—the theory being that it's so much trouble to restore a saved game that the players might lose interest. This isn't one of those wimpy two-bit adventures: There are lots of gruesome ways to die in *King's Quest V*. Save often and quest carefully.

* * *

Puzzle

You wouldn't have nearly as much fun if we told you how to solve *King's Quest V*, so we won't; but work this puzzle, and you'll get a few clues—maybe just the ones you need. How else will you know what to use on a Blue Meanie?

Cedric promised to write the puzzle answers in the back of this book, but everyone knows owls can't write, so there are no answers.

**Across**

1. Used to foil yeti (two words)
2. Found in temple (two words)
5. Used to open maze door
9. Name of evil wizard
10. Name of Graham's wife
11. Found in a haystack (two words)
13. Squeeze in the forest
14. Name of Graham's daughter
15. Must capture in the Dark Forest
16. Type of meat eaten in mountains
18. Used to frighten snake
20. Found in a barrel (two words)

Down

1. Name of owl
3. One of the spells
4. Located in desert
6. Give to scrub girl in kitchen (two words)
7. Name of Graham's son
8. One of the spells
9. One of the spells
12. Guardian of the maze
13. Get from cobbler
15. Used to lure elf
17. Play to soothe the Harpies
19. Throw at the Blue Meanie

Points of Interest in Serenia

Serenia is a quaint land that seems to have fallen on hard times: It's filled with people who need a little help. Take the cobbler, for example: If only he had a nice pair of boots to sell, he could retire. And the poor weeping willow looks as though she has lost her heart. Help these people, and they'll help you.

- † There are no malls in Serenia, so explore the shops in town. There are two things you can pick up in the street that will be of use.
- † There are three stores open to the public—a shoe shop, a coat shop, and a Toys-Were-Them store—but it has been so long since the merchants have seen money you may have better luck trading. Once you have an idea of their wares, you'll know what to look for as you tread around Serenia land.
- † Bears like smelly old fish much better than a mushy custard pie.
- † Ever heard of anyone's actually finding a needle in a haystack? Better seek help from the Formicidae family.
- † There's not a lot you can do in the land of Serenia until you've quested through the Desert and the Dark Forest.
- † There's no way around it—you're going to end up in the cellar of the inn. The trick is how you get out and what you carry away from the experience.
- † People in Serenia play a strange version of paper-rock-scissors: Just remember that stick beats dog and shoe beats cat.
- † Visit the Gypsy camp even after you've seen the Madam.
- † By the way, the snake is afraid of rattlesnakes and has such poor eyesight that he can be easily fooled by a man making the right noise.

* * *

Points of Interest in the Endless Desert

It isn't really endless, because you'll dry up and die if you don't drink after eight scenes. Just to add a little suspense (and see if you really read these clues), our desert map is wrong. It shows one oasis that no longer exists. But don't worry; you have to go there anyway.

- † If you stray off the map, you'll likely get stung.
- † Eventually you'll want to get into the Temple that looks like it's left over from an Indiana Jones movie.
- † From a safe place watch how the bandits open the door—then find the bandits.
- † Don't waste your time on belly dancers.
- † Forget the piles of treasure. You should know by now that Graham isn't the type to mess with riches when his family's welfare is at stake.
- † Spend too much time in the Temple, and you'll get dusted.
- † Take only two things from the Temple.
- † Don't forget to drink at every opportunity.
- † Don't leave the desert with less than three new objects.

* * *

Points of Interest in the Dark Forest

Ignore the warning sign and enter anyway (only after you've saved, of course). It doesn't make any difference which fork you take; you'll be in danger either way.

- † You've got to find a way to distract the witch if you're to get anywhere. (*Hint: It's something you picked up in the desert.*)
- † Once the witch is out of the way, you can pillage her house for three valuables.
- † The way out of the Dark Forest isn't the same as the way in.
- † One of the stickiest points in *King's Quest V* is how to capture an elf.
- † Is there something you could use to make a sticky mess on the forest floor?
- † Is there something you could toss out to attract an elf to the sticky mess? There are three elves; do you have three of anything?
- † Once you get back to Serenia from the Dark Forest—if you *do*—you should play Santa and give your loot away.

* * *

Points of Interest in the Mountains

These are perilous mountains with savage creatures and lots of dangers. Accidents happen. Fortunately, there are several animated cartoons where you can sit back and watch, being assured that nothing you do can have any effect.

† It's cold up here, and you'll need some extra clothing and a bite or two to eat.

† Brush up on your mountain climbing.

† There's no jump key or jump command in *King's Quest V*, so you can't leap a chasm in a single bound. You can sort of hop from rock to rock.

† Don't forget to talk to the critters.

† How about a little skiing? No skis? Use something similar.

† Only music has the power to melt an Ice Queen's heart.

† When confronted by something big and ugly, try a little slapstick comedy and do what Soupy Sales would do.

† There's something in the Crystal Cave worth taking, but you'll have to do a little work to break it loose.

* * *

Points of Interest on the Coast

† Forget the hermit in the cool boathouse until you can get him a hearing aid.

† The boat leaks a little—nothing that chewing gum can't fix—but if you are fresh out, use something else of a similar consistency.

† There's one way to soothe a Harpie—the name says it all.

† Venturing outside the known ocean can be harmful to your health.

* * *

Points of Interest on the Wizard's Island

- † This is where *King's Quest V* ends; you're almost home. If you believe that, stop saving games.
- † You aren't invited company, and you can't come in the front door. Try a side entrance.
- † The maze is difficult. The best way to find your way is by turning the map so you're always looking over Graham's shoulder. The maze is still difficult.
- † It takes a real maze-o-naut to get around the maze without a map. Try it.
- † There's only one way out of the maze, and it's not the way you came in.
- † You must find the Dink that lives in the maze, but be careful—it can hurt you.
- † A Dink can be overcome by using something you've used before.
- † The pantry has an object you don't need to finish the game, but you get points for it, and it helps to keep the cat out of your way.
- † Pay attention to the girl cleaning the kitchen floor; I'm betting she'll show up in the next *King's Quest*.
- † You can't escape the Blue Meanie all the time. Enjoy the walk and concentrate on getting out of the cell. (*Hint: Fish aren't the only things that can be hooked.*)
- † Ever beamed a foe or bagged a cat? You get extra points if you do.
- † If you wait long enough in Mordack's library, you'll see him when he goes to bed. Check out the reading material while you wait.
- † Look at the bust in the bedroom. It honors the man in charge of Sierra's quality assurance; it's his staff's responsibility to see that everything works like it's supposed to. If you can't complete this game, blame it on him.
- † The machine on the balcony in the lab performs transformations. If you had an old battery and a new battery, this machine could take the energy from the old and put it in the new.
- † You don't have any batteries, but you do have something else that's weak and needs to be recharged.

- † The most difficult part about using the transformation machine is figuring how to start it. Look at your inventory; what have you not yet used? (*Hint: It's organic.*)
- † You can put an end to Mordack by throwing a few spells (four to be exact), but you must use them in the proper order.

* * *

Points Not of Interest

Here are a few of the delightful things you may have done and wished you hadn't.

- † Swim in the river. In *King's Quest I*, Graham could swim like Mark Spitz, but he's out of shape now.
- † Make a date with the belly dancer in the bandit's tent.
- † Wake a sleeping bandit.
- † Go for the gold in the Temple.
- † Open the genie's bottle.
- † Stuff yourself with the whole leg of lamb.
- † Pet the baby Roc—either head will do.

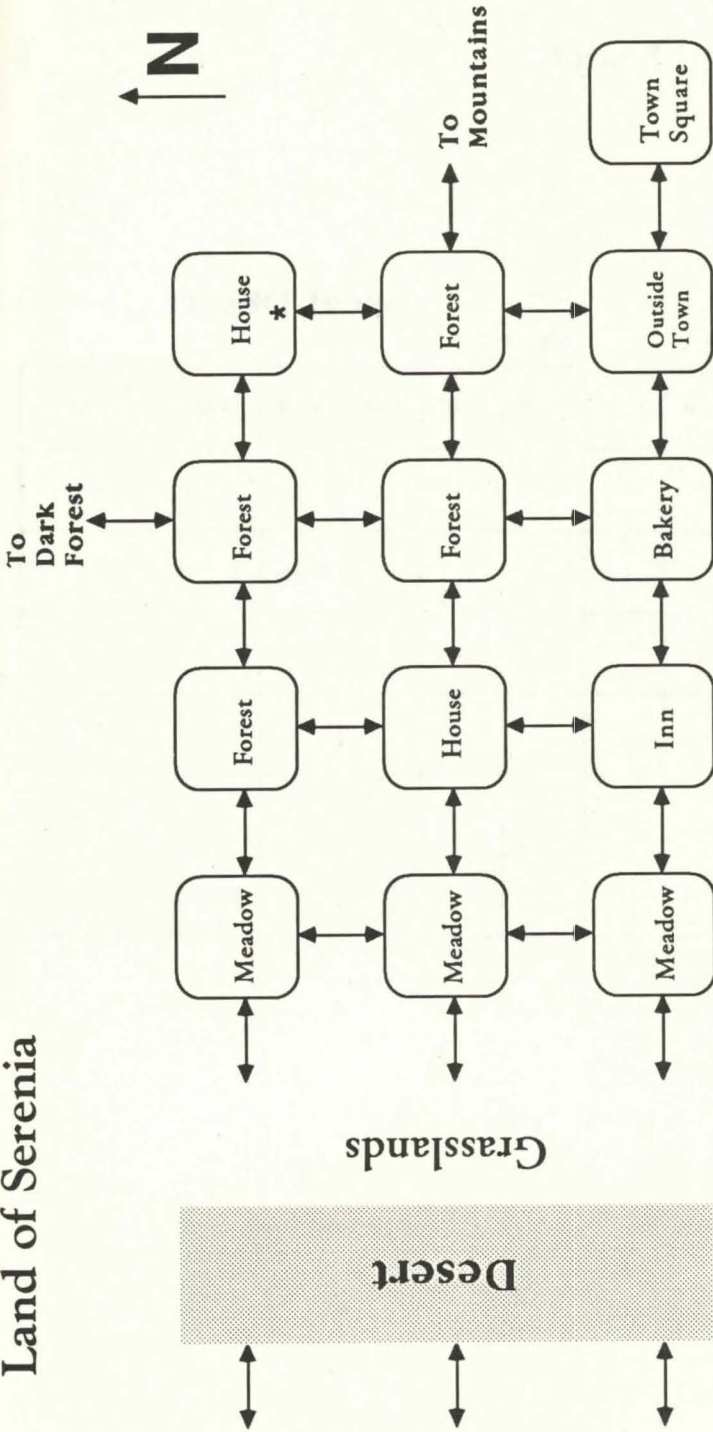
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Other Points of Interest

(Also known as scoring)

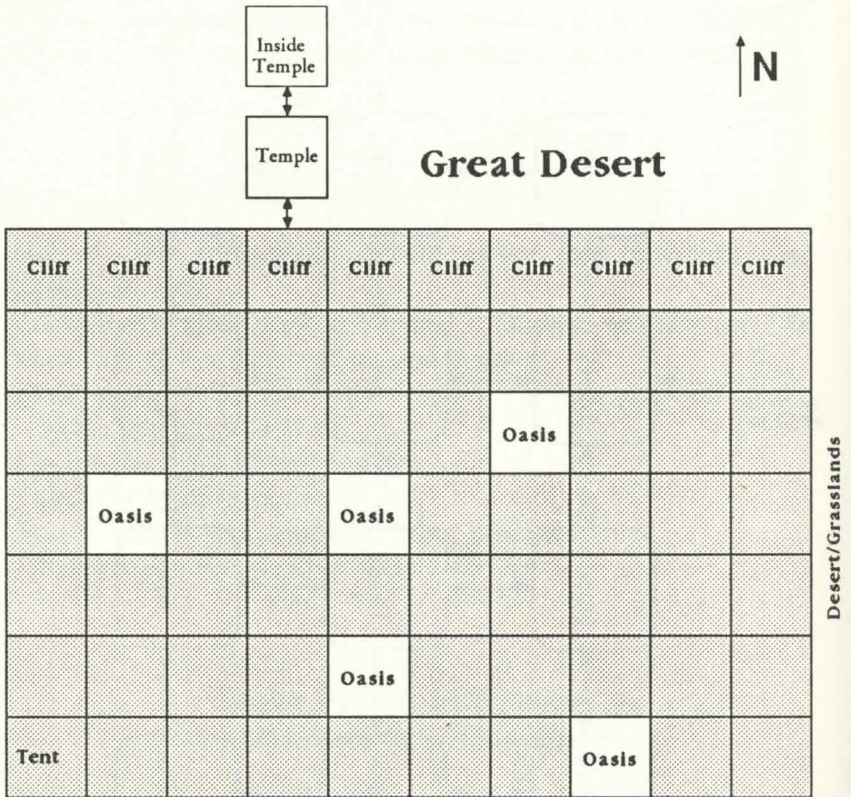
King's Quest V gives you points for finding things and using them. Unlike some earlier Quests in the series, there aren't many bonus points—in fact, there are only two things that are optional, and they total just 7 points. If you finish *King's Quest V*, you'll have at least 253 points; the maximum is 260.

Land of Serenia

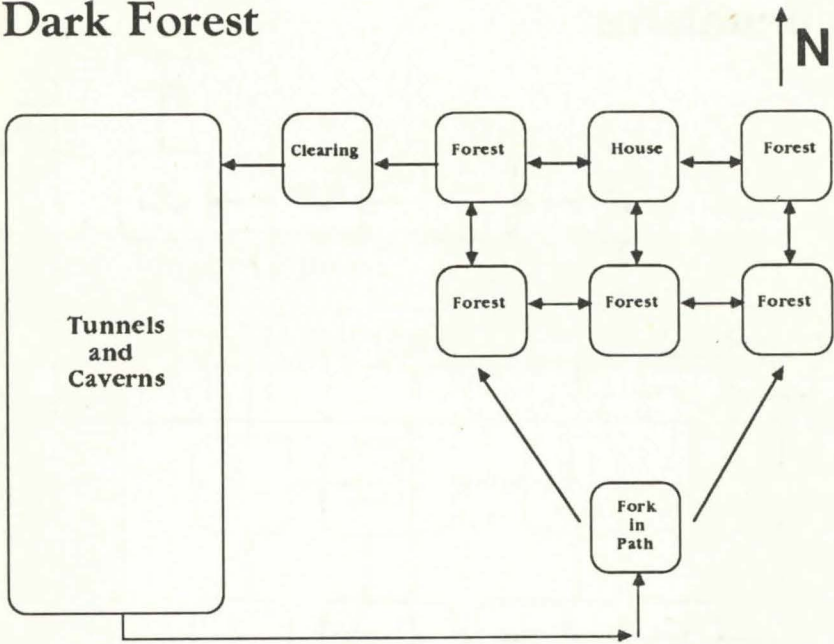


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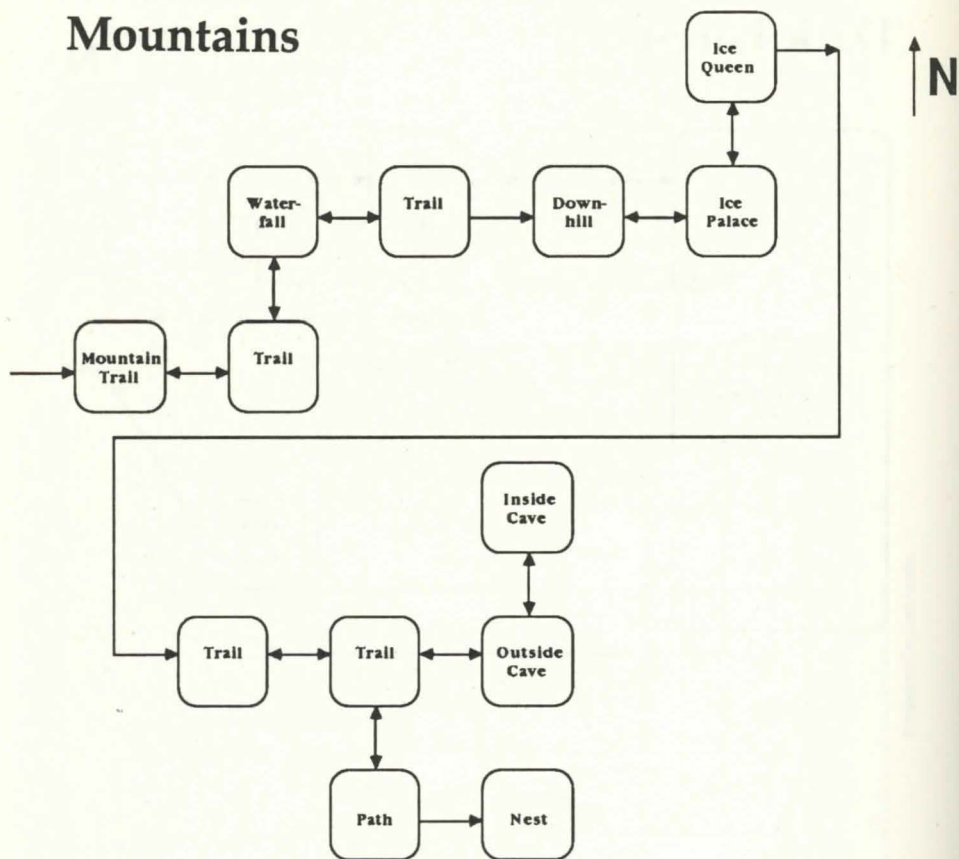
Great Desert

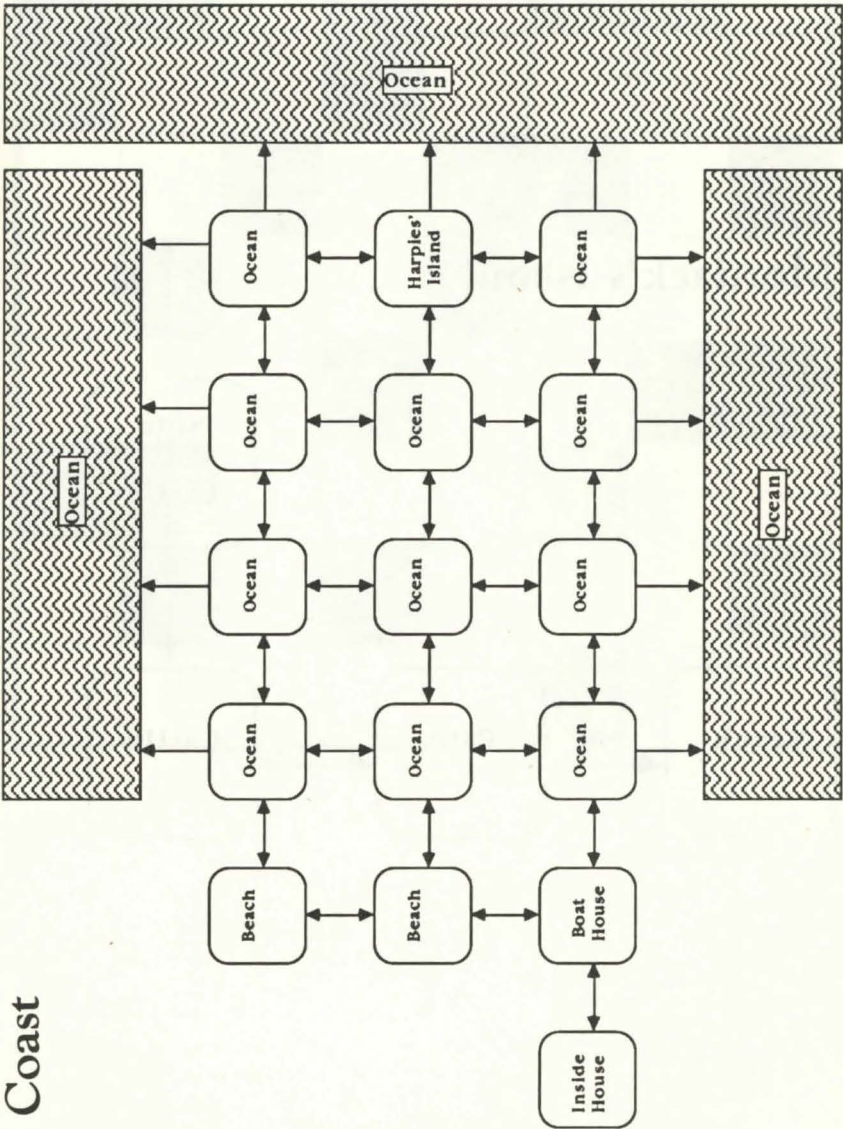


Dark Forest



Mountains

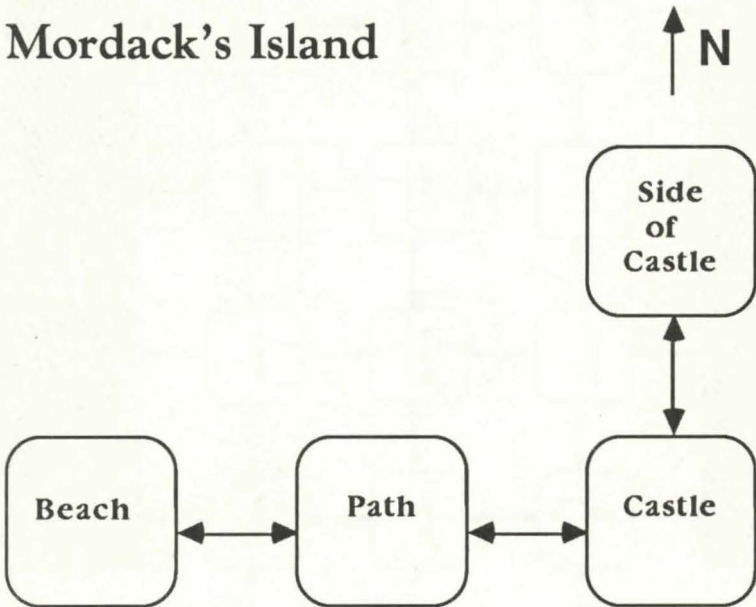




Harpies' Island

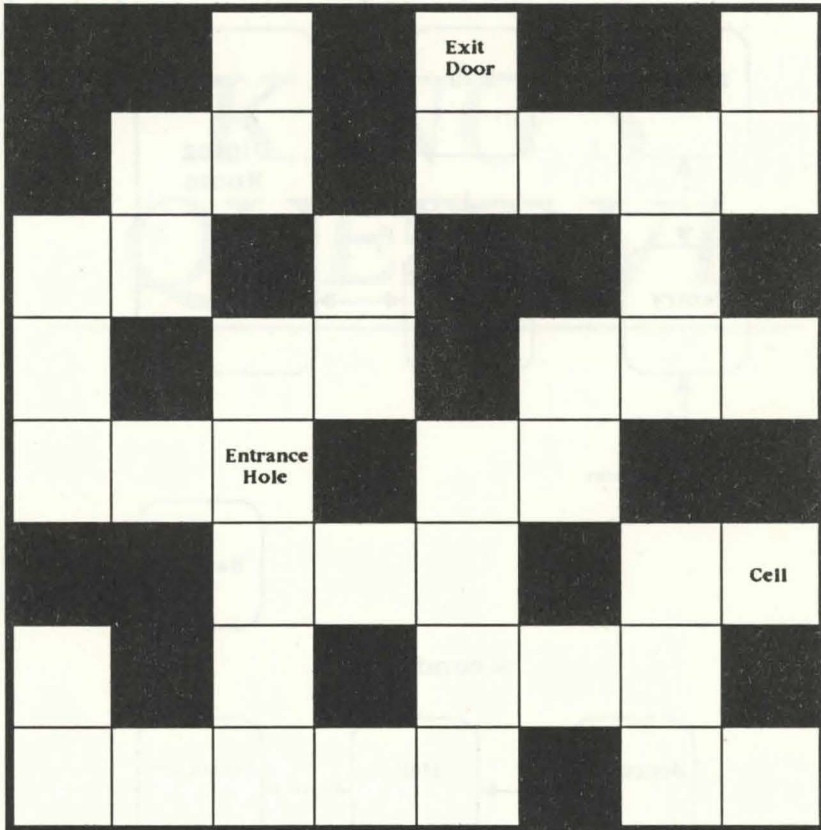


Mordack's Island

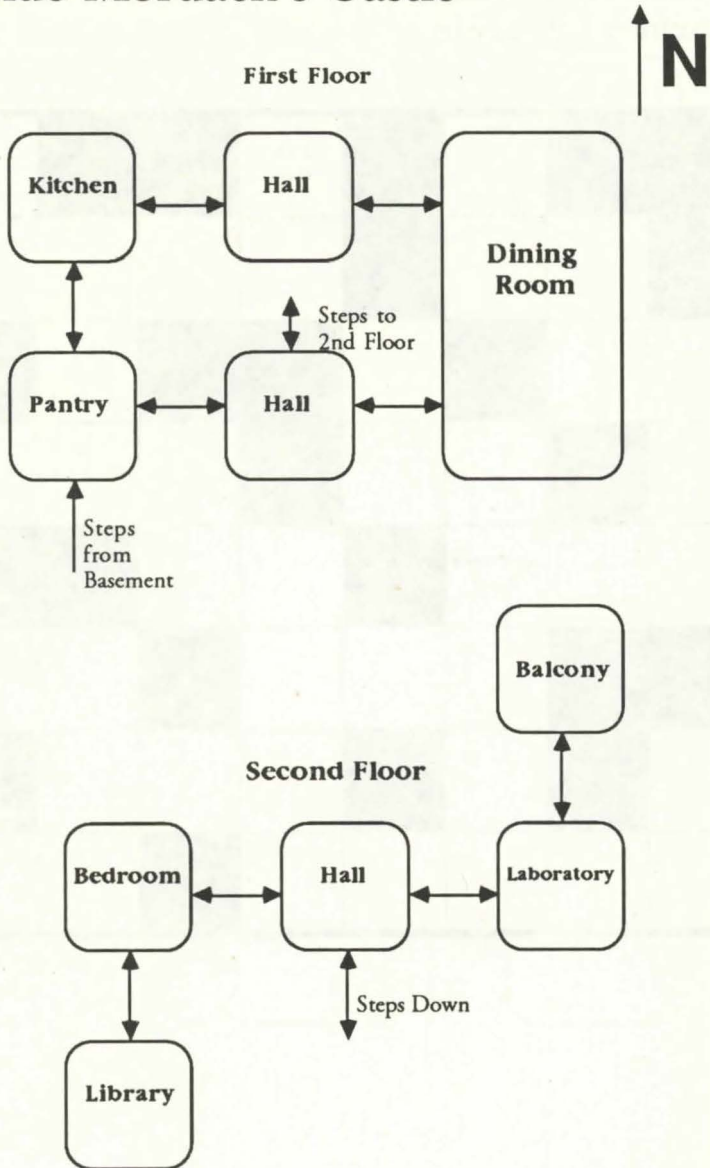


Mordack's Maze

Basement of Castle



Inside Mordack's Castle



9

**KING'S
QUEST VI**

King's Quest VI



Will poor Graham *ever* live happily ever after? Roberta's still thinking, so I'm betting on an involvement between Prince Alexander and Princess Cassima, although it could be a match between Princess Rosella and Edgar.

APPENDICES

Appendix A

Price and Availability of King's Quest

as of January 1, 1991

MS DOS Machines

	256K	512K	640K & EGA or VGA	640K & VGA only
KQ1	\$49.95	\$59.95		
KQ2	\$49.95	*		
KQ3	\$49.95	*		
KQ4		\$59.95		
KQ5			\$59.95	\$69.95

Macintosh Amiga

KQ1	\$49.95**	\$49.95
KQ2	\$49.95**	\$49.95
KQ3	\$49.95**	\$49.95
KQ4		\$59.95
KQ5		

Atari

	Single-sided disk	Double-sided disk
KQ1	\$49.95	
KQ2	\$49.95	
KQ3	\$49.95	
KQ4		\$59.95
KQ5		

* 512K version due in 1992.

** Available in a color version for the Macintosh II.

Appendix B

Pronunciation Guide to the Characters and Places of the Quests

Name	Pronounced	KQ	Description
?	?	1	Gnome
Cassima	KISS-e-ma	5	Princess
Cedric	SED-rick	5	Owl
Crispin	KRIS-pin	5	Good wizard
Davertry	DAV-in-tree	1,2,3,4,5	Country
Dink	DINK	5	Dungeon dweller
Dracula	DRAC-u-la	2	Vampire
Edgar	ED-ger	4	Lolotte's son
Enchanter	En-CHANT-ter	2	Evil person
Genesta	Jen-NES-ta	4	Good Fairy
Graham	Gram	1,2,3,5	Knight/King
Gwydion	GWID-ee-un	3	Boy
Harpies	HARP-ies	5	Winged monsters
Icebella	ice-a-BELL-a	5	Queen of the North
Kolyma	KO-lee-ma	2	Country
Leprechauns	LEP-ra-kahnz	2	Little People
Llewddor	LOO-dor	3	Country
Lolotte	Lo-LOT	4	Bad Fairy
Manannan	Ma-NAN-un	3	Evil wizard
Medusa	Meh-DOOZ-a	3	Monster
Mordack	MORE-dack	5	Evil wizard
Mushka	MUSH-ka	5	Gypsy
Ogre	O-ger	2	Bad guy
Roc	ROCK	5	Two-headed bird
Rosella	Ro-ZELL-a	4	Princess
Serenia	SIR-re-na	5	Country
Sorcerer	SOURCE-er-er	1	Wizard
Tamir	Tuh-MEER	4	Country
Valanice	VAL-a-niece	2,5	Princess
Yeti	YET-e	5	Same as Big Foot

Appendix C

Score Values

Generally, points are earned for one of four reasons:

- † Finding or getting an item
- † Using an item
- † Giving or trading an item
- † Being polite

The descriptions of the items and activities listed below are intentionally vague, in order to give away as little as possible. For example, diving under the water earns four points, but I can't tell you into which water to dive.

The totals are the maximum you can accumulate in one game. In all cases you can successfully complete the quest with less than the total points. You might want to play a second time to see how close you can come to the maximum.

Because these descriptions, bare as they are, reveal some important clues, it's better to disguise them; but you can use any old magic mirror to read them.

King's Quest I

Value	Item or Activity
3	Bowing to king
3	Bowing to king later
1	Checking stump
1	Climbing rope
2	Climbing tree
4	Diving into water
2	Eating house
2	Eating mushroom
1	Entering castle
1	Entering cave
2	Filling bucket
3	Flying
3	Getting bowl

Value	Item or Activity
2	Getting bucket
2	Getting carrot
2	Getting cheese
2	Getting clover
2	Getting dagger
3	Getting diamond
6	Getting egg
3	Getting fiddle
3	Getting golden nugget
8	Getting magic chest
2	Getting magic chest by
7	killing giant
8	waiting
8	Getting magic mirror
8	Getting magic shield
1	Getting mushroom
2	Getting note
3	Getting nut
2	Getting past dragon by
2	using water
-2	killing
1	Getting pebbles
3	Getting pouch
3	Getting ring
6	Getting scepter
2	Getting slingshot
0	Getting spell from Fairy Godmother
2	Getting to clouds by
11	finding key
3	guessing gnome's name
2	Giving bowl to needy
2	Giving cheese to rat
1	Giving up a treasure
2	Leaving by hole
2	Moving rock
2	Opening cupboard
7	Pushing witch into oven

Value	Item or Activity
1	Reading bowl
1	Reading note
1	Returning to Edward's castle
2	Swimming out of well
2	Tempting goat
4	Using goat
-2	Using magic ring by wolf, etc.

158 Maximum

King's Quest II

Value	Item or Activity
2	Catching fish
2	Covering bird cage
1	Crossing bridge
3	Discarding fish
1	Eating sugar
4	Flying
3	Getting amulet
2	Getting basket
2	Getting bird cage
4	Getting bottle
7	Getting bracelet
2	Getting bride
7	Getting brooch
2	Getting candle
2	Getting carpet
4	Getting cloak and ruby ring
7	Getting earrings
2	Getting ham
2	Getting key to Door 1
2	Getting key to Door 2
2	Getting key to Door 3
2	Getting magic sword
2	Getting mallet
7	Getting necklace
1	Getting net

Value	Item or Activity
2	Getting silver cross
2	Getting silver key
2	Getting soup
2	Getting stake
2	Getting sugar cube
7	Getting tins
3	Getting trident
2	Getting Valance
4	Giving basket
2	Giving bouquet
2	Giving soup
-Value of treasure	Giving treasure to ghoul
-Value of treasure	Giving treasure to mermaid
-Value of treasures	Giving two treasures for lamp
7	Killing Dracula
1	Lighting candle
1	Looking in hole
-Value of treasure	Losing a treasure
1	Opening mailbox
2	Praying
2	Removing cloth
-Value of treasure	Retrieving stolen treasure
3	Returning home
1	Riding fish
2	Riding seahorse
6	Trading nightingale
1	Unlocking chest
7	Unlocking Door 1
7	Unlocking Door 2
7	Unlocking Door 3
2	Using bridle
3	Using cloak and ruby ring
4	Using ham
2	Wearing cross

185 Maximum

King's Quest III

Value	Item or Activity
2	Boarding ship
4	Entering castle
2	Escaping ship
2	Finding hideout
4	Finding hiding place
2	Finding lever
2	Finding way out of hold
2	Flying in a hole
1	Getting acorns
3	Getting amber stone
1	Getting bowl
3	Getting brass key
1	Getting bread
7	Getting buried treasure
1	Getting cactus
1	Getting cat hair
1	Getting chicken feather
1	Getting cup
1	Getting cupful of ocean water
1	Getting dew
1	Getting dog hair
2	Getting eagle feather
1	Getting fish bone powder
1	Getting fish oil
1	Getting fly wings
1	Getting fruit
1	Getting knife
1	Getting larva
7	Getting magic map
4	Getting magic wand
1	Getting mandrake root
1	Getting mirror
1	Getting mistletoe
4	Getting money
1	Getting mutton
1	Getting nightshade juice
4	Getting past Mr. Yeti

Value	Item or Activity
2	Getting porridge
1	Getting pouch
1	Getting rose petal essence
1	Getting saffron
1	Getting salt
1	Getting shovel
1	Getting snakeskin
1	Getting spoon
1	Getting spoonful of mud
3	Getting stolen possessions
1	Getting tangle
1	Getting toad spittle
1	Getting toadstool powder
3	Giving money for passage
3	Hearing bandits in tavern
7	Killing dragon
4	Killing spider
10	Preparing cookie spell
10	Preparing flying spell
10	Preparing invisibility spell
10	Preparing magic dough spell
10	Preparing magic stone spell
10	Preparing sleep spell
10	Preparing storm brew
3	Pulling rope
3	Rescuing Princess
12	Using cookie spell
2	Using mirror

210 Maximum

King's Quest IV

Value	Item or Activity
3	Catching fish
2	Cleaning house
2	Delivering hen

Value	Item or Activity
7	Delivering hen second time
7	Delivering Pandora's Box
10	Delivering talsman
7	Delivering unicorn
4	Finding your stolen possessions
4	Freeing unicorn
2	Getting ax
3	Getting baby rattle
3	Getting bag of coins
2	Getting board
2	Getting bone
2	Getting book
2	Getting bow and arrows
3	Getting bride
2	Getting diamonds
2	Getting feather
3	Getting fishing pole
3	Getting flute
10	Getting fruit
3	Getting glass eye
2	Getting golden ball
2	Getting golden crown
2	Getting golden key
4	Getting hen
2	Getting hen second time
3	Getting lantern
3	Getting locket
3	Getting lute
3	Getting medal
4	Getting Pandora's Box
2	Getting Pandora's Box second time
2	Getting scarab
2	Getting sheet music
2	Getting shovel
2	Getting skeleton key
2	Getting talsman
3	Getting toy horse
2	Getting whistle
2	Getting worm
4	Hypnotizing snake with flute

Value	Item or Activity
3	Kissing frog
2	Locking crypt
4	Opening secret door
4	Playing organ
3	Returning glass eye
2	Returning Pandora's Box
2	Riding dolphin
2	Swimming under waterfall
3	Unlocking crypt
2	Unlocking tower
4	Using ax
2	Using baby rattle
2	Using bag of coins
6	Using board (all trips)
4	Using bone
3	Using bridle
2	Using feather
4	Using first arrow
4	Using fish
2	Using gold key
2	Using locket
2	Using medal
2	Using rope ladder
8	Using second arrow
2	Using toy horse
2	Using whistle
1	Using worm

230 Maximum

King's Quest V

Value	Item or Activity
2	Bagging cat (optional)
4	Breaking lock on cellar door
2	Buying expensive boots
4	Casting Spell 1
4	Casting Spell 2
4	Casting Spell 3

Value	Item or Activity
4	Castling spell 4
2	Crossing waterfall
3	Discovering bandits' tents
3	Discovering Harpies' Island
3	Discovering temple
2	Drinking water first time
2	Dropping third emerald
4	Eating lamb
2	Eating leg of lamb
2	Eating the curstard pie
2	Entering Dark Forest
3	Feeding eagle
2	Fixing hole in boat
2	Following elf
2	Getting brass bottle
2	Getting captured by Blue Mearnie
2	Getting captured by Roc
2	Getting captured by wolves
4	Getting cheese
2	Getting conch
2	Getting dead fish
2	Getting dried peas (optional)
2	Getting fishhook
2	Getting fish on beach
2	Getting gold coin
2	Getting gold key
2	Getting gold locket
2	Getting golden heart
2	Getting hairpin
2	Getting honeycomb
4	Getting ice crystal
2	Getting iron bar
2	Getting magic stone
2	Getting old needle
2	Getting old shoe
2	Getting pouch of emeralds
2	Getting rope
2	Getting silver coin
3	Getting spell book
2	Getting staff
2	Getting spinning wheel

Value	Item or Activity
2	Getting tambourine
2	Getting tick
3	Getting wand
4	Giving brass bottle to witch
3	Giving coin to gypsy
4	Giving conch to hermit
4	Giving fish to bear
4	Giving gold heart to willow tree
4	Giving gold needle to tailor
4	Giving marionette to toymaker
4	Giving shoes to shoemaker
4	Giving spinning wheel to gnome
2	Killing serpent
4	Killing Yeti
3	Landing on Wizard's Island
4	Opening grate
3	Picking up wounded Cedric
2	Playing harp
4	Playing harp for Harpies
4	Playing harp for Ice Queen
3	Playing tambourine for Dink
4	Putting first wand in transformer
4	Putting second wand in transformer
4	Putting on cloak
3	Scaring snake
4	Squeezing honey on ground
2	Starting transformer
2	Throwing first emerald
3	Throwing peas (optional)
2	Throwing second emerald
4	Throwing shoe at cat chasing rat
4	Unlocking maze door
3	Unlocking tree door
4	Using Crispin's recharged wand
4	Giving gold locker
2	Using rope in mountains
2	Using sled
2	Using staff on temple door
4	Using stick on dog
2	Watching bandits at temple

260 Maximum

Appendix D

Most-Asked Questions

Following are the questions most often asked of the Sierra Customer Service hotline. Although the questions are not answered directly, the answers are awfully close, so don't read this unless all else has failed.

How do you read this? You'll need a magic mirror and patience. If you are lacking those, perhaps a bathroom mirror will do.

King's Quest I

What is the gnome's name?

Count the number of paces in the crossword puzzle for his answer;
the name is probably what you think it is;
turning the name around backward is not quite it;
you must turn some of the letters around backward
and use that to spell the name.

How can Graham move the large boulder?

He cannot; no human can;
a dragon can and might fit where sufficient yem bars are;
what could be bars are a fire breathing dragon more
than to be a creature?

Graham has completed the quest; why won't the king speak to him?

You must be polite to the king;
the year is a long time to be polite to;
you must make a gesture before you speak.

King's Quest II

Why won't the mermaid appear?

The mermaid is afraid of the poison
lake water. She won't appear until
you give her a love letter.
Think it's a deal.

Where is the winged horse?

His name is Pegasus.
He lives in the clouds in a different form.
A unicorn is a part of his body.

How can Graham get Valanice to go down the steps?

Even if they get down the steps, they cannot
get off the island; magic is the only thing
that will get them home; if you didn't kick
up something on the island before you entered
the tower, you are in trouble;
if you didn't examine it.

King's Quest III

Where is the magic wand?

It is in the study; it is in the desk;
it is not in the bookshelf;
you will have to have a key to unlock something;
the key is not in the bedroom.

How does Gwydion make a spell?

He goes to the table; he stands in front of the table;
he opens the book to the page he needs;
and then he does what he needs with a book.

How does the wizard know Gwydion has been in his laboratory?

You did not hide what you collected;
you forgot to put something back where you found it.
You forgot to put a book back where you found it.

King's Quest IV

How can I get off the shipwreck island?

You set out to swim back to shore;
you must have planned in advance; if you
had a watch you could call for a sea-going cap;
if you had a fish you might have had a watch for a while.

How can I get to the haunted house at night?

You must have a special charm to get past the ghoul;
you should be able to get a charm in a head house.

Why won't the unicorn follow me?

You must do something to make the unicorn want to be as near you
but that is not enough; you must physically
capture him with something you found on the island.

King's Quest V

How can I get out of the Dark Forest?

You must capture someone to show you the way;
it takes both honey and gems to do it.

Why can't I get in the Temple?

You need the staff; you must first
watch how the bandits do it.

Where can I find a rope?

The thugs in the inn will give you up
with one and if you have been kind
you may get untied.

Appendix E

Secret Commands

The following is a discussion of debugging commands accidentally left in certain versions of the *King's Quest* series (see Chapter 2).

SIERRA CUSTOMER SERVICE DOES NOT HAVE DOCUMENTATION ON THESE COMMANDS, AND THE REPRESENTATIVES CANNOT ANSWER QUESTIONS ABOUT THEM. THEY MAY DENY THE COMMANDS EXIST. YOU CANNOT USE THESE COMMANDS IN ACTUAL PLAY. STRANGE THINGS CAN AND WILL HAPPEN; SOMETIMES THE COMPUTER WILL FREEZE OR TERMINATE THE GAME. USE THESE COMMANDS AT YOUR OWN RISK.

With that said, here are some of the special commands I've found for the old IBM version of *King's Quest I*. Some versions of *King's Quest II* and *III* have similar, but not identical, debug routines. I've tested debug on the IBM PC; it also works, I'm told, on Atari, Amiga, and the Macintosh. The Apple version of *King's Quest I* does not have the debug software, but the Apple version of *King's Quest II* does.

With Ego in any room, hold down the Alt key and press the D key. The Alt-D combination causes the version number to appear on your screen. Press the Enter key again, and you'll get another message. Press the Enter key a third time, and you'll return to the prompt at the bottom of the screen. The difference is that you've also enabled the debug mode for the room you are in, although there is no evidence of that. (On the Macintosh use the Open-Apple key and the D key; on the Amiga and Atari, use Ctrl-D.)

First try teleportation. Go through the Alt-D routine—you have to do that whenever you enter a room—and then, at the bottom of the screen, type *TP* and then press Enter. The computer will respond with *WHAT ROOM:.* Enter a room number, and Ego will be instantly transported there. This is known to the programmers as the ZAP command. A few words of caution: Ego will materialize in the new room in the same location he was in the last room, which may leave him walking in air. Or you may zap him right into a raging river or a deep canyon. You'll also zap anything that's with him to the new location—wait until you see Ego with a goat in the well. In my version, when Ego goes to a new room, he's trapped in the priority bands of the old room, so he often walks through walls and trees.

Without the programmers' maps, picking room numbers is more guesswork than science. Generally the numbers follow a pattern, but I'll leave discovering the pattern to you. Here's what I've located in *King's Quest I*:

Room What You'll Find

1	First scene, outside the castle
12	Well
25	Troll bridge
44	Woodcutter's house
51	Dragon breathing down your neck
60	Clouds
73	Underground

If you use a more conventional method to enter a room, you can query the debug program about where you are. Once you have done the Alt-D sequence, type *SHOW VAR* and press Enter; then press Enter again.

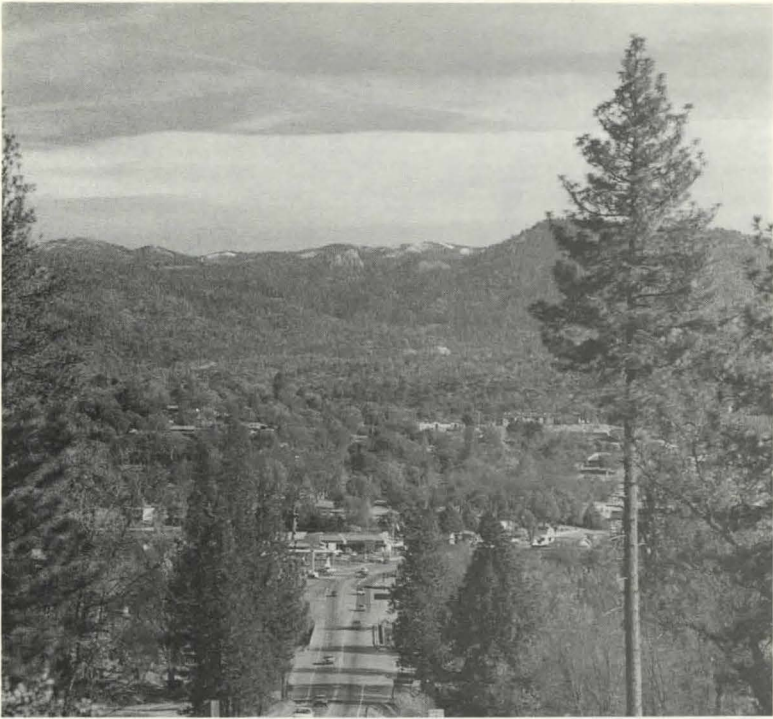
To look at the priority bands, press the F6 key on MS DOS computers; priority bands can't be displayed on Apple computers.

To get an object, type *GET OBJECT*, and then press Enter. Then enter the object number. Here are some I've worked out:

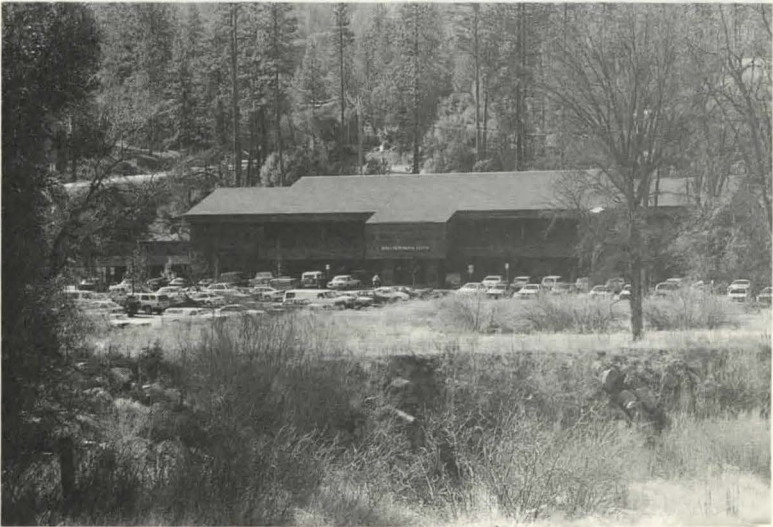
Code number	Object
1	Dagger
9	Bowl
18	Cheese
20	Egg
24	Mushroom

Have fun, but remember these are unofficial commands and shouldn't be used to complete the Quest.

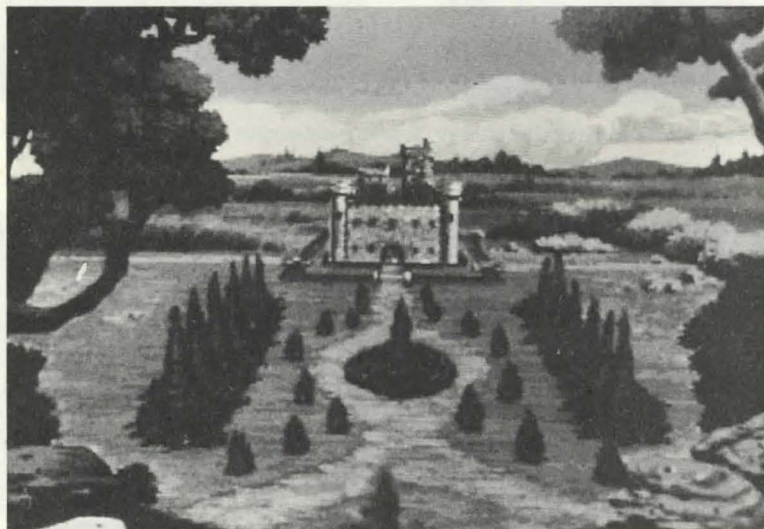
* * *



Coarsegold, California, the home of Sierra On-Line, is just minutes from Yosemite National Park.



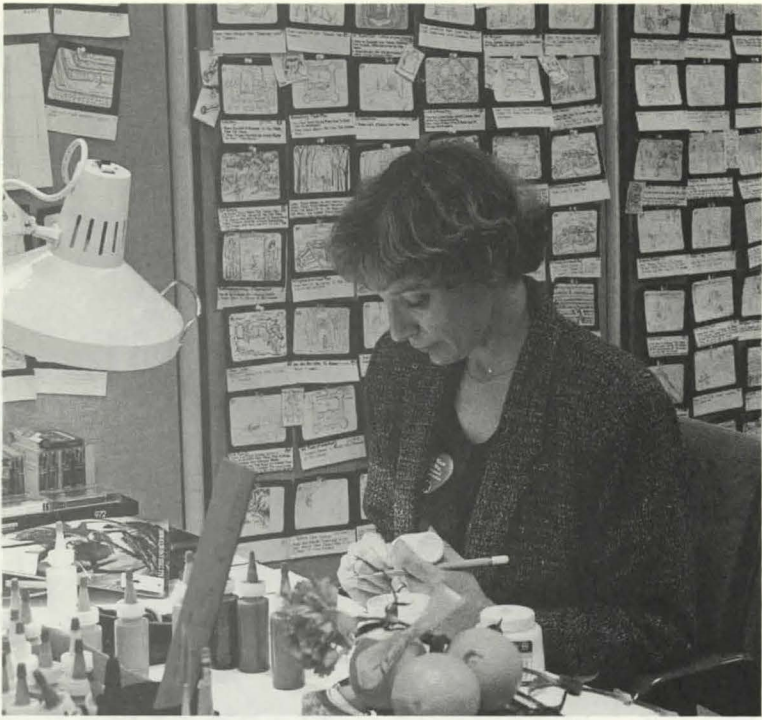
The original Sierra building still houses some of the departments like Quality Assurance and Public Relations.



Mystery House was Sierra's first 3-D adventure game, although it was primitive compared with games like King's Quest V.



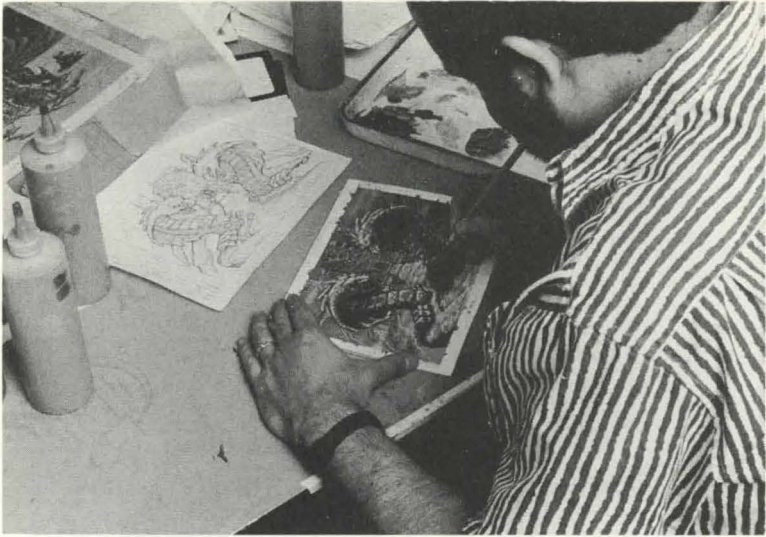
The King's Quest V team included (clockwise) Roberta Williams, Andy Hoyos (art designer), Chris Iden (lead programmer), and Mark Siebert (music director).



Artist Susan Livengood works on the storyboard for a new adventure game.



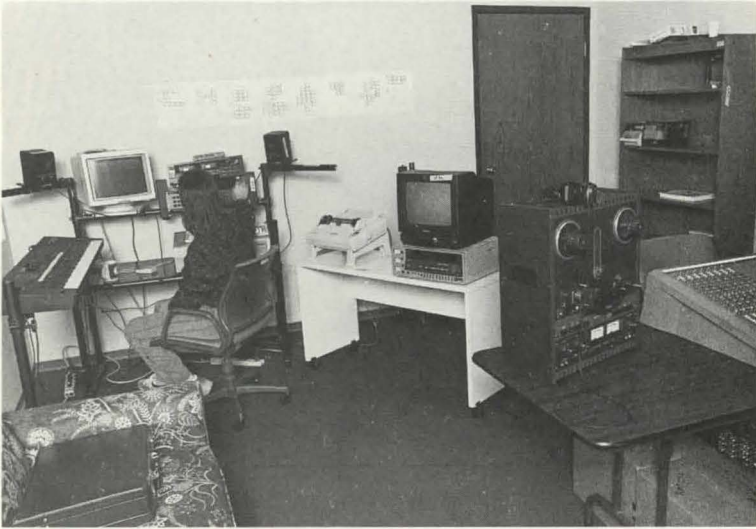
Actions are captured on videotape to make the animation as realistic as possible.



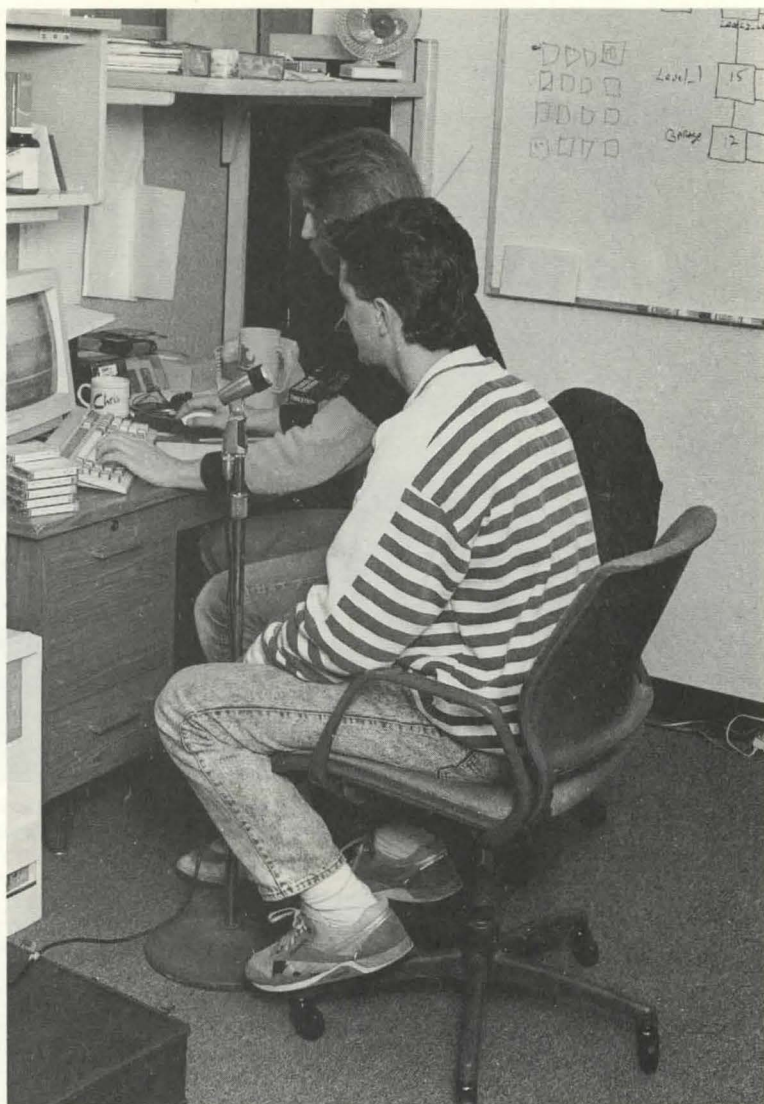
This background for King's Quest V was first painted in acrylics on illustration board and then digitized—a process which maximizes detail and color.



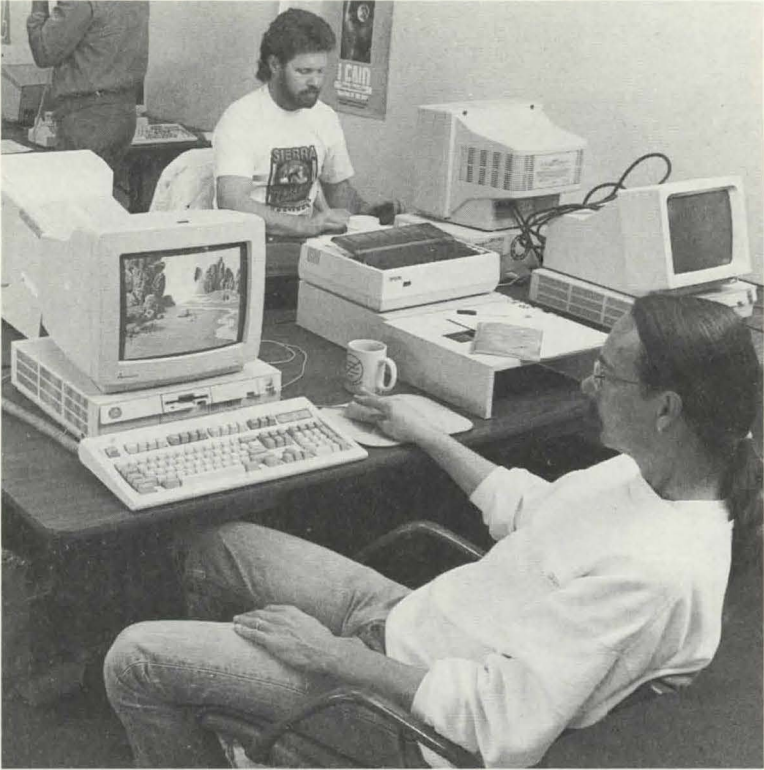
Once the background has been stored in the computer's memory, an artist uses a paint program to make touch-ups.



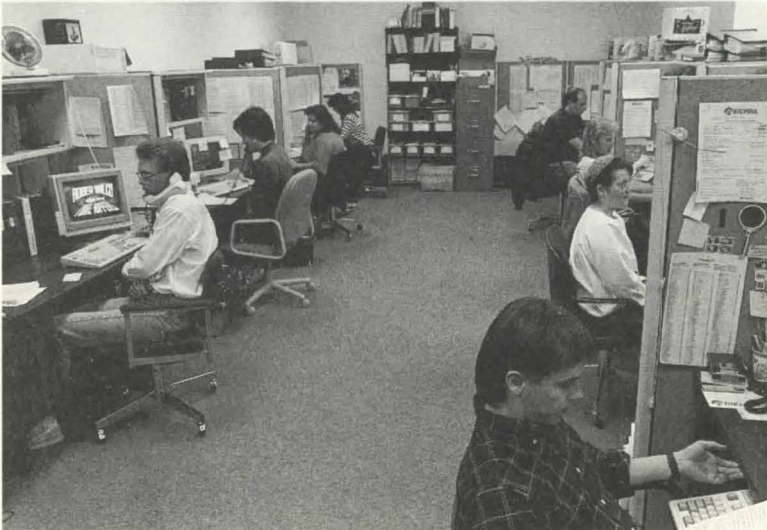
Sierra was a pioneer in integrating sound effects and music into its adventure games. This is a part of the recording studio.



Raoul Said and Chris Hoyt record voices and dialog for the CD-ROM version of King's Quest V.



Robin Bradley (front) and Mike Pickhinke, two members of the Quality Assurance Department, spend hours and hours looking for programming errors so you won't find any.



More than 25 customer service representatives are ready to take your calls and answer your questions.

Photographs courtesy of Sierra On-Line.

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