

To save you typing time, the following convenience keys quickly and easily make these common commands:

ESC	Pause King's Quest II
TAB	Check King Graham's inventory and score
F1	Turn sound off/on
F3	Save Game
F5	Restore Game
F7	Restart King's Quest II
F9	echo last command
=	Swim

Joystick buttons:

upper	equivalent of ◀RETURN▶
lower	swim

To fully savor a scene you enjoy watching, you can slow down the animation in King's Quest II. Or you can speed up the animation, and make Sir Graham walk faster. To change the speed, type "slow" or "fast" at the command line and press Enter. To return to the original speed, type "normal" at the command line, and press Enter.



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K2D-651



KING'S QUEST® II ROMANCING THE THRONE™

Designed by Roberta Williams
IBM PC/PCjr and IBM Compatibles version
Programmed by Sol Ackerman, Chris Iden,
Jeff Stephenson and Ken Williams
Graphics by Doug MacNeill and Mark Crowe
Music by Al Lowe

LOADING INSTRUCTIONS

1. Insert King's Quest II disk, label side up, into the drive. Close the door to the drive.
2. Turn on power to the monitor, then the computer.
3. If the picture isn't centered on your screen, hold down the CTRL and ALT keys and press the left or right arrow keys to center the graphic display.
4. To bypass the opening sequence when loading King's Quest II, press any key.

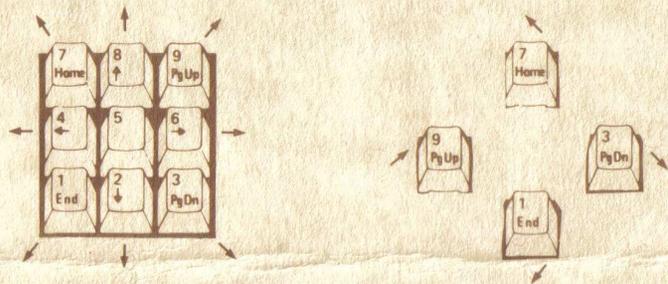
The King's Quest series represents a totally new approach to computer gaming, a third generation in computer adventure. They feature double high-res graphics, animated characters. The improved parser lets you talk to the computer in full sentences.

Sierra's new series adventures are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game. In fact, because of random events and different levels of victory, you can play the game many times over and never play the same game twice. If you are especially clever, and find every hidden nuance in the game, you can score a maximum of 185 points in King's Quest II.

COMMANDS FOR THE HERO

Talk to it in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the ◀ENTER▶ key.

A joystick or the number pad on the keyboard moves King Graham North, South, East, West, diagonally, and when appropriate, up or down. PCjr adventurers may move diagonally by holding down the ◀FN▶ key and pressing the appropriate arrow key. To halt Graham's steps with the keypad, press the last direction key again.



To swim, give your computer a single command. Type:
(You can also use the lower joystick button to swim.)

SWIM

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GIRL

You may later need objects you see along the way. Type:

GET THE RING

Pay attention to details. To see an object closely, type:

LOOK AT THE RING

Use the objects you find along the way. Type:

GIVE THE BONE TO THE DOG

NOTE: If the computer's reply to your command requires more room than is available on the screen, the computer will beep. Press ◀ENTER▶ to scroll down to the command line.

MAGIC OF YOUR OWN

You may want to take a break at some point, and later begin where you left off. You can save your progress on a separate disk, your own "save game disk." Use a blank disk, or one with information that you do not need, because it will be erased when it is prepared.

Formatting or Preparing a "Save Game Disk"

You will need to prepare your "save game disk" only once. Any time during the game, type:

FORMAT DISK

Follow the prompts on the screen to create the "save game disk." When you want to save a game, you will do so on this disk.

Saving a Game

The game can be saved almost any time during play. If you do this often, then you won't lose much ground if King Graham should have an unfortunate accident. Type:

SAVE GAME

You will be instructed to take your King's Quest II disk out and put your "save game disk" into the drive. (If you have two drives, put the save game disk in drive B.) Then enter a letter to identify your game. Type a different letter for each game you want to save. Type:

A - Z

When the game is saved, you will be asked to take out your "save game disk" and insert your King's Quest II disk to continue playing King's Quest II.

Restoring Your Game

To resume a saved game any time after loading King's Quest II, type:

RESTORE GAME

You will be asked to take out the King's Quest II disk and insert your "save game disk." Type the letter (A-Z) for the saved game you wish to restore.

You will then be asked to take out your "save game disk" and insert the King's Quest II disk. Continue playing from the point at which you saved the game.