

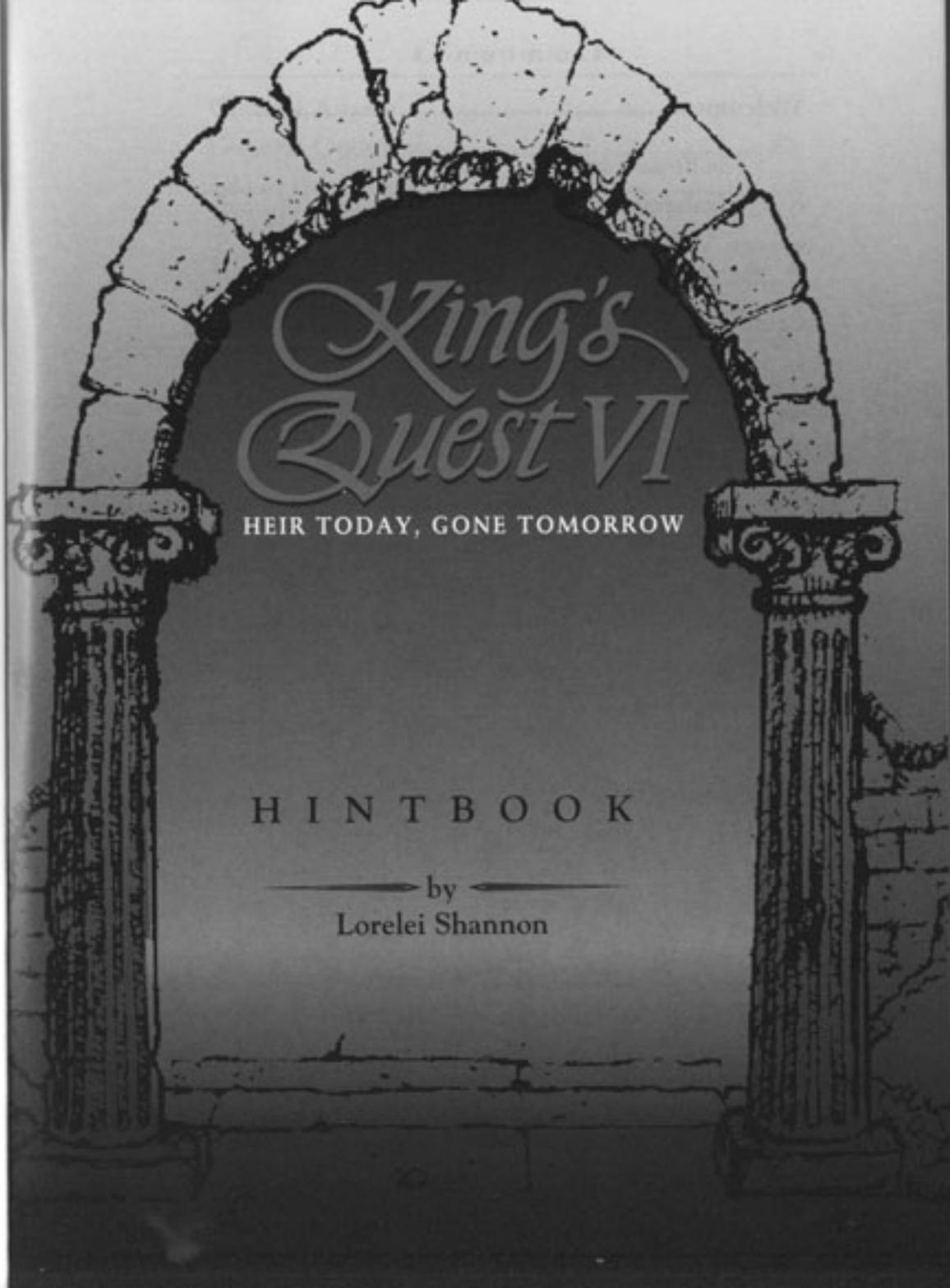
King's Quest VI

HEIR TODAY, GONE TOMORROW



SIERRA®





*King's
Quest VI*

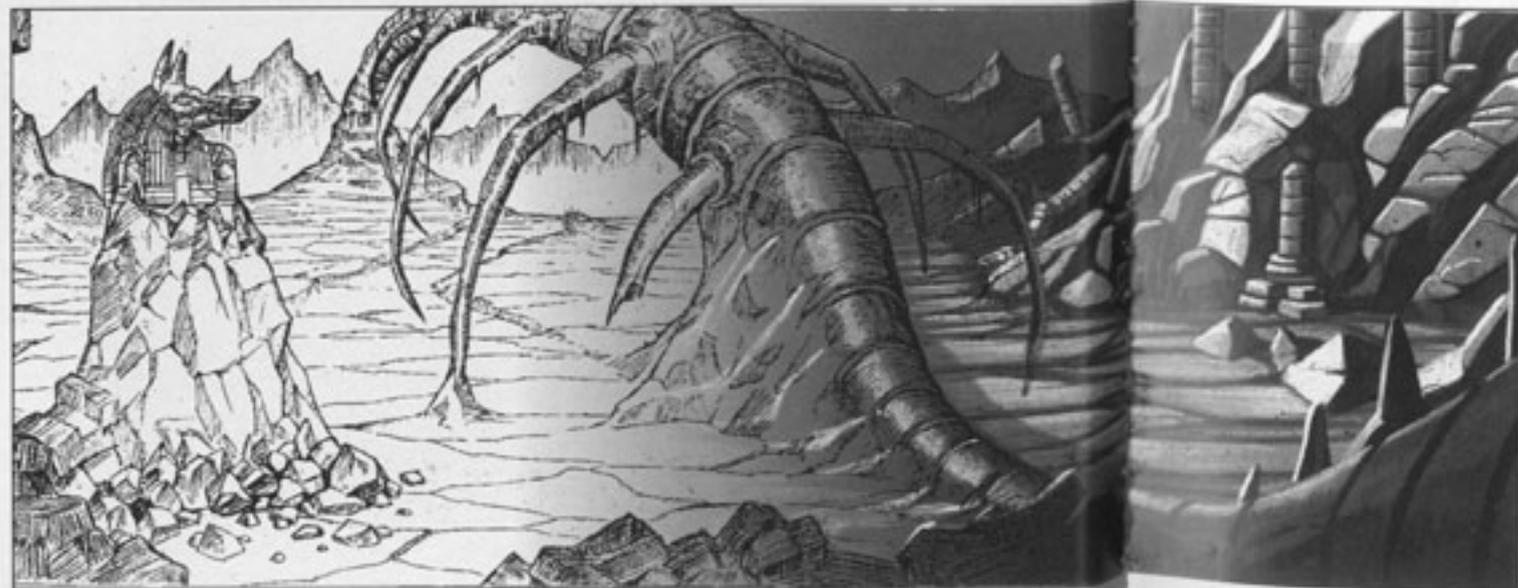
HEIR TODAY, GONE TOMORROW

H I N T B O O K

— by —
Lorelei Shannon

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Some preliminary conceptions of the Realm of the Dead.

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Welcome to the world of King's Quest VI!

This astonishing journey through the imagination was 14 months in the making, and by far the most ambitious project Sierra has ever attempted. The King's Quest VI team is not ashamed to admit they're delighted with the results. We hope you will be, too. Come on, let's take a look...

May, 1991. King's Quest VI begins. Series creator Roberta Williams and co-designer Jane Jensen meet for the first time to discuss the design. Jane and Roberta worked together for the whole month of July and part of August to come up with the design ideas.

After five months of hard work and long hours, the documentation for the design is complete. The rest of the thirteen person development team begins work. Project manager and co-director Bil Skirvin and the King's Quest VI artists begin the storyboard and character sketches. Shortly thereafter, the background painter, John Shroades, begins the pencil sketches for the game's 80 background paintings.

The video-capture animation process begins. Roberta and Bil have carefully chosen the actors and costuming for the entire game. The 2000 plus character actions in King's Quest VI will be produced by capturing the movement of the live actors on video, then on the computer. In the end, the animation and the backgrounds must match up believably. Michael Hutchison leads the efforts of the animators as each cell of the video-captured actors is artistically enhanced on the computer to more closely fit the hand-painted backgrounds.



While the animation and backgrounds are in progress, Jane writes scripts. The scripts define for the programmers what the game response will be for any player action, including the timing and placement of the animation. The scripts also provide the more than 6,000 lines of written messages that will appear in the final game.

As the art progresses, the team's programmers, lead by Robert Lindsley, begin the intricate process of weaving the game elements together with code.

Meanwhile, team composer Chris Braymen leads music in writing original themes for each of the game's major characters and locations, and producing the innumerable sound effects that take place during game play.

Robin Bradley is the game's quality assurance tester. He will play each scene in the game over and over again, making sure that the programming, art, text, and design are running smoothly.

Incredible as it may seem, all these elements begin nearly simultaneously. The different team members coordinate their efforts, and slowly, the game takes an amazing and complex shape.

July, 1992. The last few months of the project are critical. Every aspect of the game is tested again and again, day after day, and polished to perfection. The days grow long and the team grows tired, but a special kind of excitement is in the air. The game will ship in less than two months!

September, 1992. More than a year after it was

begun, King's Quest VI is finished. The team turns its baby over to marketing and distribution, who have been working alongside them to promote the product since its early stages. King's Quest VI is ready to ship—but work on the game is hardly finished. After the initial distribution, it will be translated into five languages, as well as being converted to a CD-ROM full voice version.

From there, King's Quest VI will go on to astound and delight an audience of at least half a million game players. We hope you're one of them!



Will Alexander find his bride?

In this, the twenty-fifth year of good King Graham's reign, we the people of Daventry wish to celebrate our good fortune. Our lands are rich and bountiful, our children strong and happy, and most of all, our rulers are kind, brave, noble and just. It is to the Royal Family that we owe our prosperous lives. All hail Graham and Valanice! All hail Alexander and Rosella! We salute you!

Ging Graham

Our noble king is a man of few words and many deeds. He is famed throughout the Lands not only as the beloved ruler of Daventry, but as a brilliant scholar and a fearless adventurer. Not once but thrice has he journeyed far from his home on perilous and incredible quests. Brave King Graham, we salute you!



Queen Valanice

It is safe to say that our beautiful Queen Valanice is loved by all. She won our hearts early on, and when she bore King Graham twins, a beautiful girl and a strong, hardy boy, the whole kingdom went wild with joy. Her strength, grace, and wisdom are an example for the people of Daventry, both men and women alike. She is one of the finest scholars in the land, and her writings grace the libraries of the Known World. Let us honor the woman who is both the strong backbone and loving heart of the Kingdom: Queen Valanice. We salute you, bright Lady!



Prince Alexander

Alas, we will never forget the terrible day that King Graham's tiny heir was spirited away from his cradle. For nearly eighteen years, Alexander had been enslaved by the evil wizard Mannanan. Turning the wicked sorcerer's magic against him, the young and intrepid prince made his escape. Joyous bells rang throughout the land as young Alexander was welcomed back into the heart of his family! It is said, however, that the poor prince did not escape his captivity unscathed. Sometimes Alexander wakes in the night with terrible nightmares, in which he never escaped the wrath of the evil wizard. On those nights, he may be seen walking the castle battlements, with a strange, haunted, and somehow unsettling look in his eye. Despite, or perhaps because of this haunted quality, the handsome Crown Prince has been the object of admiration for many young ladies of noble birth, but none seem to have captured his fancy. One thing is certain, on the day that he chooses a bride, hearts will break all over Daventry, my own included. Prince Alexander, we salute you!



Princess Rosella

How can someone be so beautiful and delicate, yet so strong and brave? The Princess Rosella is all these things, and more. She was her father's darling and her mother's close companion during the years that her twin brother was missing. Imagine the People's horror when it was learned that Princess Rosella had offered to sacrifice herself to the Three-headed Dragon, to save her beloved Daventry. As we all know, that did not happen. She was rescued by her brother Alexander, but during the joyous celebrations, King Graham collapsed. The strong, valiant ruler of the land lay mortally ill. No one could believe it when his lovely young daughter set out on a dangerous quest to save his life. She returned triumphant with the Magic Fruit which saved the King's life. Rosella is still the beloved daughter of Daventry, but the people no longer think of her as just a pretty and charming girl. She is every inch the hero, and an inspiration to all. We salute you, Princess Rosella!



Sir Graham was a young man of barely nineteen years when he was summoned to appear before the beloved King Edward the Benevolent.

**The First
Adventure of
King Graham
(In which he
Earns the
Throne of
Daventry, and
Saves
the Land
from certain
Destruction)**

The old King was dying, and he bid Graham, a promising young knight and the son of the King's best friend, to undergo a dangerous quest. It was known to all that many years prior the king had lost the three great treasures of Daventry; Merlin's Mirror, the Shield of Achille,

and the Chest of Gold. Although he had searched ever since, King Edward had been unable to recover them. Without these mystical items, the kingdom had been in a steady decline. The king sent young Sir Graham forth to recover the treasures, promising him the crown if he were to return successful. There was an unspoken understanding between the two good men that to fail would mean the death of Daventry. With this heavy burden on his young shoulders, brave Graham set forth. He journeyed across his own tortured

land, made alien and frightening by the influences of evil. He met many terrifying creatures; witches, ogres, wicked sorcerers and the like, and dealt with all by force or by wit. He also made many good friends, who helped him on his way. The young knight at last returned to Castle Daventry victorious. Scant hours after Graham was crowned king, Edward the Benevolent slipped away into the long sleep of death. It is said that the strong, brave King Graham wept like a child.



Some say that the young King Graham was enchanted by a vision in the magic mirror of the beautiful maiden, Valanice of Kolyma, as she languished away in the confines of the Crystal Tower. Those who know him, know better. It was true love the King felt, and no mere enchantment. He looked into the lovely face of Valanice and lost his heart. Much against the advice of his councillors and elder knights, he set forth to find his love. He wandered that lovely tropic island kingdom for many days, searching for the three arcane doors that lead to his lady's prison. Along the way, Graham encountered wonders that the rest of us can only dream about. He met and befriended one of the mythical Merfolk and enjoyed an audience with Neptune, the noble King of the Sea. Graham then managed to enter into the very lair of Hagatha, that most powerful and evil of witches (and poor Valanice's captor), and rescue a magical nightingale from under Hagatha's wicked nose. Graham freed a magnificent winged horse from an evil spell, which had transformed the poor beast into a snake. During his journeys our king even faced the angry, restless spirits of the dead. At last Graham set foot on the Enchanted Island, where his beloved awaited. His final challenger was a mighty lion, which the King defeated without spilling a drop of

**King
Graham's
Second
Adventure
(In which
he wins
himself a
Bride, and the
Kingdom a
Gracious
Queen)**

the noble beast's blood. Valanice was free. The King and the maiden looked upon each other and in a heartbeat, they loved. Graham and Valanice were immediately married in the warm heart of Kolyma. May they live and love forever!



Our poor prince! Imagine his plight, reader, if you will. Snatched from his home as a tiny infant, he was enslaved by the evil wizard Manannan for almost eighteen years in the Land of Llewddor. He didn't even know his own name, for the wizard called him Gwydion. The young prince was forced to care for the wizard's home and beasts, prepare his meals, and perform the rudest of tasks. He was brutally punished for the smallest of transgressions, whether real or imagined. Manannan taught Gwydion to read, not for any love of the boy, but because he could not tolerate the presence of ignorance. That was a fatal mistake. For you see, the noble youth had discovered that Manannan planned to kill him upon his eighteenth birthday. That usually happy event in a young man's life was but scant days away for the prince. In a desperate bid to save his

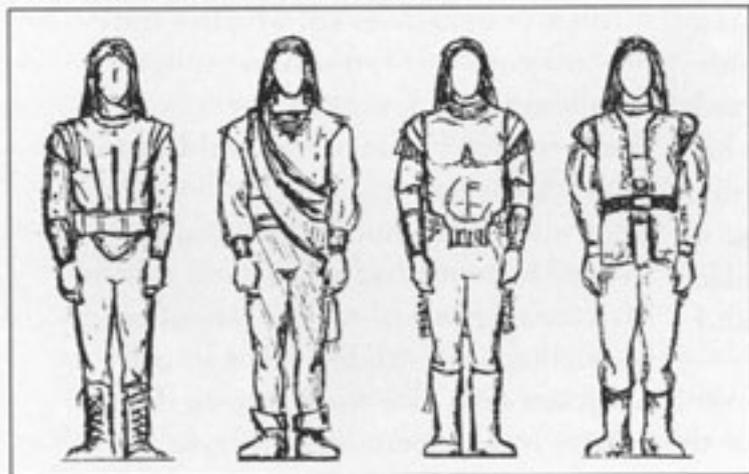
**The
Adventure of
Prince
Alexander
(In which
he Discovers
his True
Identity,
defeats a
Mighty
Wizard, and
saves his
Royal Sister
from a
horrible
Death.)**

happy event in a young man's life was but scant days away for the prince. In a desperate bid to save his

life, the boy used the wizard's own magic against him. Using a forgotten spell, he transformed the terrible Manannan into a mangy and ill-natured tomcat! Oh, imagine the boy's delirious sense of freedom. After a rather dangerous journey, Alexander found himself on an unknown shore. Little did he know he had found Daventry, his long lost home! He met a wise gnome who told him of his heritage—and of his sister's eminent sacrifice to a fire-breathing dragon. Alexander rushed to the scene. It was a terrifying sight; his sister bound and helpless, about to be burned to ashes by the dread beast. Alexander called upon all of his newly-found arcane knowledge and with a mighty spell, vanquished the creature. The joy and wonder of the Royal Family's reunion is still celebrated by the whole kingdom each year on the anniversary of Alexander and Rosella's return.



Above:
Final
costume
sketch for
Prince
Alexander.
Left:
Costume
studies for
Prince
Alexander.



R

he pure delight of the prince's homecoming and Rosella's rescue was fated not to last. During the happy celebrations, poor King Graham collapsed, clutching his chest. The day's events had been too much for his stout heart to take. Just when it seemed that he would surely die, the beautiful fairy queen Genesta appeared to Rosella in the magic mirror. She told her of a

The
Adventures of
Princess
Rosella
(In which
she saved the
Life of her
noble Father,
and delivered
the land
of Tamir
from sure
Destruction)

magic fruit in the land of Tamir which would save her father's life. Genesta had been injured by the evil fairy Lolotte, who wished not only to kill her, but to take all of Tamir for herself. Lolotte had stolen a powerful Talisman from Genesta, which gave her the power to do just that, and perhaps take the rest of the world as well. Genesta lacked the strength to bring the fruit to Rosella, but she magically whisked the princess away to Tamir. The resourceful Rosella found the fruit fairly quickly (after befriending seven dwarves, evading a troll, and charming a snake, that is). Her triumph was cut short when Lolotte had Rosella snatched away by her flying minions, and taken to her castle. Clever Rosella convinced the wicked fairy that she was a mere peasant girl, so she was not killed outright. Instead, Lolotte demanded that

Rosella bring her three treasures that Lolotte herself could not lay her hands on. With much effort, Rosella obtained each of the three treasures, and returned each to Lolotte. Poor Rosella! Despite her success, the Princess was greeted with the news that Lolotte intended not to set her free, but to give her to Edgar, the fairy's deformed son. Rosella was terrified. But much to her surprise, the kind youth Edgar provided her with a means of escape. Rosella slipped into Lolotte's chamber and pierced the fairy's black heart with cupid's arrow. The love carried on that golden arrow killed the evil fairy instantly. Rosella took the talisman from Lolotte's neck and began the arduous journey back to Genesta's island. With the talisman she healed the fairy queen. Genesta returned Rosella to Daventry, but not before healing Edgar's twisted form. She could not heal his pure heart, though, as it had broken for love of Rosella. The brave princess healed her father and all was well in the kingdom once more. For a little while, anyway.

Charactor
sketch for the
Ferryman.



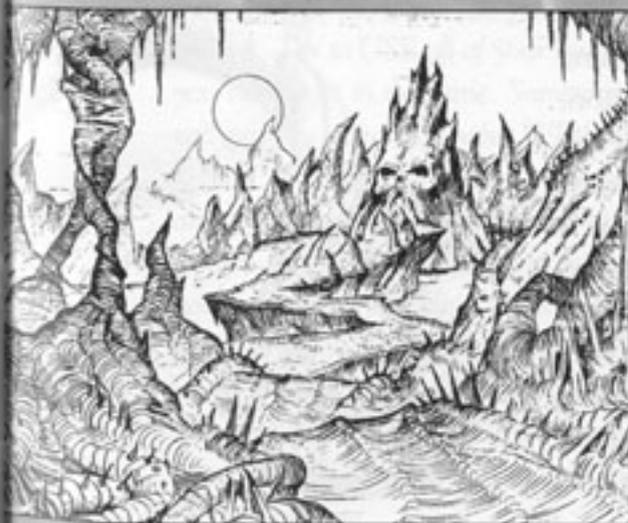
Ring Graham was strolling through the forest one fateful morning, on his way to take a swim in Lake Maylie, as he has done every day for the past twenty years. A thunderous blast of evil magic sent him running back home, faster than he had ever run before. But King Graham no longer had a home. Castle Daventry, and his family with it, had disappeared. The stricken king cried aloud, desperate

**The Third
Adventure of
King Graham
(In which he
Rescues the
kidnapped
Royal Family,
recovers his
missing
Castle, and
vanquishes
the dread
wizard
Mordack)**

to know who had taken them. His call was answered by a good-hearted owl named Cedric, who told Graham the name of his family's kidnapper: Mordack, brother of Manannan. Cedric took Graham to the good wizard Crispinopher in the land of Serenia, where the king hurriedly prepared for his journey to Mordack's island. Crispin sent Graham off with a bit of whitesnake for communicating with the natural world, a battered magic wand, and a reluctant Cedric. Graham and his companion stopped in the fair capital of Serenia for supplies and then, after a few strange encounters, started off across the burning desert. Graham and Cedric nearly perished of thirst and barely evaded the wrath of vicious bandits, but somehow they managed to emerge alive. After bartering with tricksome Gypsies, they ventured into the Dark Forest. There they met a wicked witch who nearly ended their journey then

and there, and a sprightly, cunning elf. Once out of the forest, their journey became more and more perilous. North they went, and still further north, into the icy mountains. The two were captured by the cold-hearted Icebella, Queen of Winter, but cleverly staved off her anger. Graham and Cedric made haste from the icy mountains, and came upon a shore where they found a sailboat. Happily, they took to sea. They had not reached the end of their trials, however, and were cast ashore on an island populated by terrible, flesh-eating harpies. They barely escaped whole and uncooked, and poor Cedric was terribly wounded. Taking his injured friend, Graham sailed ever onward toward Mordack's island. In a stroke of marvelous luck, Graham was able to get help for Cedric. At last the two travellers reached Mordack's castle. The determined king got past the wizard's enchanted gates and navigated a baffling maze, desperate for just a glimpse at his family. In Mordack's prison of a palace, Graham encountered the beautiful princess Cassima, who had been enslaved by the wizard. He vowed to free her. At last, Graham was rewarded with the sight of his family—who had been shrunk down to the size of insects, and were held captive in a glass bottle! Graham quickly dealt with the still feline (and still evil) Manannan, and recharged Crispin's wand in a wondrous machine. The final battle was on! Bards still sing of the mighty magical duel that took place that day between the wizard and the king. Woe to all of us if

good Graham had been defeated! As we all know, he won, thank the heavens. But the glory is to be shared: Let it be known to all that our king would have died if it were not for the noble Cedric. When at last it was over, Princess Cassima was freed. King Graham reversed the spell that took his family and his castle from him, and gladly returned home to Daventry. The young Prince Alexander alone seemed not to share his family's joy. He was quietly suffering; he felt responsible for his family's ordeal. Had he not angered Mannanan and Mordack in the first place? But King Graham is gentle as well as brave, and he and Valanice worked together to calm their son's tormented heart. All was happy in the kingdom once more. All is still happy in the kingdom, so let us pray that it stays that way, shall we? Our beloved Royal Family deserves some peace and tranquility!



How this Book Works

The whole point of playing King's Quest VI is to discover the amazing secrets of the Green Isles, and to solve the many and various puzzles you will find there. However, some puzzles may be so well hidden that you don't even know where to begin. If this is your first experience with an adventure game, the whole thing may seem strange and baffling to you. If you feel you're really stuck, look through this book until you find the question that best describes your problem.

Think of this book as your complete reference to King's Quest VI. The hint answers are arranged so that the first statement you read will usually be a subtle hint, and the last one will be an outright solution. An answer with an asterisk (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question, unless of course you're completely stumped. If you read every starred answer in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of exploring this marvelous world and solving its puzzles for yourself. For maximum adventuring experience, use this book with discretion!

The Genie
in one of
his guises.



General Advice

A good place to start is with the "About" information in your game, particularly the "Tips for playing King's Quest VI." A beginner's walkthrough and an on-line interface demo are also available in the game.

The section below is reprinted from the King's Quest VI "Tips" section. We recommend that you read the whole section on-line.

PLAYING ADVENTURE GAMES WELL:

To master this game, you'll need a good adventure game strategy. Here's a few things that will help:

1. **LOOK** and **HAND** on everything. Especially on a new screen, or when new items appear on a screen you've previously seen. Read the text carefully. Sometimes, you'll need to read between the lines.
2. **Pick up everything you find (using HAND)**. There are no limits on inventory items in King's Quest VI, so the more the merrier. If you can pick it up, you'll probably need it.
3. **Try to USE all of your inventory items on the puzzles you encounter in the game.** Sometimes even an error message will give you a clue as to what **WILL** work.
4. **SAVE OFTEN**—especially before attempting anything unusual or possibly dangerous. You may want to format several floppies just for this purpose so that you can have more than one directory's worth of save games. It also helps to label your save games explicitly. Since the order and/or timing of puzzles is often significant in King's Quest VI, save games will allow you to easily try different approaches to the puzzles—not to mention recovering from fatal encounters.

5. READ AND SAVE YOUR GUIDEBOOK!!

There are a number of puzzles which can only be solved using the "Guidebook to the Land of the Green Isles," and several others where this manual will save you much frustration.

6. If you get stuck on a puzzle, move on and come back later. Often, just the key you need is somewhere you haven't yet explored.

7. DRAW MAPS of the new areas you find. Most areas of the game aren't difficult to remember without a map, but there are a few in which mapping will definitely help!

8. Making friends is ALWAYS a good idea. Prince Alexander is in a strange land. He'll need all the help he can get. Even when people push him away, it's a good idea to persevere. There's always a way to win someone over.

9. It's always wise to TALK to every game character until they begin repeating themselves. It often takes more than one TALK to get all of a character's information. Also, try TALK again if you suspect things might have changed for that character.

10. Go back to areas you THINK you've completed. Sometimes things change.

11. If something seemingly important is there, there's probably a reason. Take your cue from messages. They will help let you know when things are most likely part of a puzzle rather than just part of the background.

12. BE CAREFUL. The Land of the Green Isles can be a dangerous place! Watch your step, SAVE OFTEN, and don't believe everything you're told!

If you have finished King's Quest VI

The last section of this hint book, entitled After You've Finished the Game, contains two walkthroughs, a points list, an object list, and a list of things you may not have tried in the game. If you've played all the way through and want to improve your score or see what you may have missed, check it out. Thank you for purchasing King's Quest VI. We hope you have as much fun playing it as we had creating it.

NOTE: There is an "easy" path and a "hard" path through King's Quest VI. You can "win" the game either way, but you'll miss about 50% of the puzzles if you take the easy path. The choice is yours.



General Questions

Alexander moves too fast! Alexander moves too slow!

On your Icon Bar is a control panel icon with a slider bar. Select it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you are happy with.

How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (Press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the WALK cursor and the last cursor used.

Examples:

To talk to someone, click the TALK cursor on them.

To look at someone, click the EYE cursor on them.

To walk somewhere, click the WALK cursor on that screen position.

To pick something up or take action on something or someone, click the HAND cursor on the person or thing. This cursor performs many different game actions. You will want to use it liberally.

Why do my inventory items keep vanishing?

They don't. Because there are so many inventory items in this game, there are several "pages" of them on the inventory screen. To see the rest of your inventory, click on the button with the two arrows on it. To go back, click on the same button.



How do I use this spell book? (Hard path only)

You have to open it to use it. Use your Hand cursor on the spell book in inventory. Use the Arrow cursor on far right or left edge of the pages to turn them. Read the spells carefully. You should be looking for those ingredients. To cast a spell, you must have all the ingredients prepared in advance, and have the thing you intend to enchant at hand. Once you're ready, open the spell book, find the correct spell, then click the Cast icon over the incantation.

NOTE: Although this hint book is organized by region, that is not the order in which you will necessarily be solving puzzles. The puzzles for the different regions are interlocked. Some can be done at any time during the game. Conversely, some of the puzzles in a given region may not be able to be completed until towards the END of the game, or after certain other puzzles. Read the hints selectively, and if the answer does not make sense to you at the time, go do something else; you may not be able to do the puzzle yet.

Ahe Isle of the Crown

Places of Interest

The Beach

Alexander finds himself shipwrecked on a strange beach. There's not much left of his ship...but there may be something.

The Castle

The magnificent Castle of the Crown is not receiving visitors these days. It will take a lot of patience, influence, and imagination to get in.

The Village

The Village is a lovely place, where a visitor may shop, meet people, and learn a great deal about his surroundings.

Ali's Books

Ali's Books is famed throughout the Isles for its fabulous selection. It's sure to have something for everyone.

The Pawn Shop

The Village Pawn Shop is a place of a thousand treasures. The wise and careful shopper will find invaluable items here.

The Serving Girl's House

One of the wealthier families on the Isle tend their roses with care, but treat their serving girl like a work horse. Perhaps Alexander could find a way to help her.

The Docks

The Docks have long been neglected, to say the least. The Ferryman is said to live there.

Character Introduction

The Nightingale

After Prince Alexander has found a means of travel, he'll see a little nightingale at the crossroads. She is more than she seems to be, and can prove to be a valuable ally.

The Guard Dogs

The Guard Dogs are fiercely loyal to the crown. Noble beasts at heart, they are still to be feared and treated with caution.

Captain Saladin

The Captain of the Guard is a seasoned soldier, and not to be trifled with. He will defend the Castle to the end.

The Vizier

Who is this strange man who's taken the place of the King and Queen of the Green Isles? Alexander suspects that there's more to the Vizier than meets the eye.

Ali the Book Seller

Ali is a friendly fellow, full of valuable information and good advice. He's always willing to strike a bargain with an interested buyer.

The Clown in the Book Shop

This usually merry gentleman is sad these days, and not inclined to talk to anyone. If Alexander can convince the clown to talk to him, he may gain a good friend.

The Old Man in Black

This mysterious fellow won't respond to Alexander's queries, but he always seems to be watching.

The Pawn Shop Owner

This is a fair-minded man, with a bargain for everyone. Alexander should deal with him accordingly.

The Lampseller

The lampseller sits on occasion in the streets of the village, trading new lamps for old in hope of finding a genie. He's always happy to get another old lamp...and one never knows when a brand new lamp might come in handy.

The Serving Girl

This sad-eyed young woman invokes deep sympathy from Alexander. He would dearly love to help her out of her plight, if only she would speak with him.

The Swimming Boy

Now here's a lad that talks a good story. Alexander would do well to remember that a deal that sounds too good to be true usually is.

The Ferryman

The Ferryman is a gruff, bitter fellow who likes his privacy. He doesn't like to waste his time with strangers, but his friends are important to him. He knows a great deal about the Islands.



SINTS:

Okay, I'm washed up on this beach. I just keep wandering around. What am I supposed to do here?

Look around. There are things you need here.

- * Don't forget to look under and inside of things. You need two objects here.

Where am I, anyway?

On a beach. Just kidding!

Maybe you should ask someone. Ask several someones.

- * You can find out from the book shop owner, the pawn shop owner, or the Castle guards, whomever you ask first. You can find out from all three, but you'll have to restart between each one.

I found the Castle, but the guard dogs won't let me in.

They're not going to let just anybody into the castle.

They need to know who you are.

- * Talk to them a few times. Now click the royal insignia ring on the guard dogs.

I've been inside the Castle once, but now the guard dogs won't let me back in.

You're right. They won't.

- * You can't get back in right now. Go explore the village.

What am I supposed to do the first time I enter the book shop?

Explore the place. Use all your cursors.

- * Look at everything. Talk to the bookstore owner. See if there's anything you like initially.

There are so many books here! What kind should I be looking for?

Alexander's mind is on one subject only right now...

Love, love, love!

- * Look at the love poem shelf. Take a book out and read from it. Look, a page fell out! It must be an omen. You'd better pick it up.

Am I supposed to do anything with this tremendously boring book?

It's free!

- * Take it. You never know when you'll need a boring book.

Do I need the book from the counter? I can't seem to do anything with it.

You don't NEED it, but...

- * You can't have it right now, but you'll need it later if you take the hard path through the game.

How can I get the spell book from the book store owner?

You'll have to find a book of equal value. A rare book might do.

Try to pick it up and find out what the book store owner would want for it in trade.

- * Get the rare book from the Bookworm on the Isle of Wonder. You can trade the rare book for the spell book.

The scary guy in the black robes won't talk to me.

You're right. He won't talk to you.

Look at him closely. Notice anything unusual about him?

- * There's nothing you can do with him right now. Just leave him alone.

The clown in the book store won't talk to me.

Well...you don't HAVE to do anything with the clown.

When your wit and charm fails, rely on your heritage.

Remember what you did to get past the guard dogs?

- * Show him your royal ring. Now listen to everything he has to say. Be sure to talk to him every time you come into the bookstore, if you are taking the hard path through the game.

The clown isn't always in the book store. How do I know when I should talk to him?

You can have a total of three important conversations with the clown.

He's a "between the islands" kind of guy.

- * Make friends with Jollo before you complete the gnomes. After that, go back and talk to him before you go to the Catacombs on the Isle of the Sacred Mountain. Once you're out of the catacombs, see Jollo again before you complete Beast's quest.

I can't seem to make contact with the young girl in the rose garden.

She's too shy to talk to you right now.

- * You won't be able to do anything with her until you've met Beast. Just watch her conversations with her stepmother. After you meet Beast and come back, she'll be closer to the fence, and you can try to talk to her.

I've managed to get the young girl's attention, but she won't talk to me.

She's still too shy to talk to you. She might if you gave her something nice, though.

It would be nice to see some roses in her cheeks.

- * Give her the white rose.

Where do I get a white rose?

Don't you remember your fairy tales?

The poor girl's stepmother really is beastly, isn't she?

- * You get it from the Isle of the Beast, on the stone archer screen.

Beauty's talking to me, but what should I do now?

Isn't there someplace where she'd be better off?

She'd like to be needed—who does Alexander know who really needs someone?

Give her something to prove you're telling the truth.

- * Give her Beast's ring. You're off!

What am I supposed to do with the kid swimming by the docks?

Appearances can be deceiving.

Sometimes discretion is the better part of valor. Look at him closely. Notice anything unusual?

- * That's not a kid, that's something really nasty, and it's going to drown you every time you get into the water. Stay away from it.

The ferryman won't talk to me! He keeps slamming the door shut.

In this game, the order in which you do things can be important.

He doesn't know who you are, so why should he talk to you?

- * You have to talk to the book shop owner first. Keep talking to him until he tells you about the ferryman. Then knock on the ferryman's door and talk to him. If the ferryman knew a friend sent you, he'd talk to you.

How can I convince the ferryman to take me to the other islands?

Don't you believe him about the boat? He said it was rotted out, didn't he?

- * The ferryman can't take you anywhere, but be sure to talk to him inside his boat. You can also get an item here.

How do I get off this island? I'm stuck!

Don't be in such a hurry.

Have you talked to the ferryman yet? He knows what you need.

It's in the pawn shop.

- * You need a magic map.

I'm in the pawn shop, but nothing's really happening. What should I do?

There are several things to do here. Did you talk to the ferryman yet?

- * You have to talk to the ferryman before you can get what you need from the pawn shop. He'll tell you about something you need. Talk to the pawn shop owner to find out what he wants for it.

How do I get the magic map?

You'll have to trade something of value.

You don't have much. Only your name.

- * Give the pawn shop owner your royal insignia ring for the magic map.

Where do I get my royal insignia ring?

It must have fallen off your finger during the shipwreck.

- * It's on the beach on the Isle of the Crown.

I got the map, but I've got the feeling that I need something else from the pawn shop.

You're right!

You'll have to give the pawn shop owner something to show him you're interested in buying.

- * Give him your Daventry coin.

Where do I get a Daventry Coin?

The only Daventry coins around here must have come with Alex.

It's in the same place the royal insignia ring was.

- * The Daventry coin is on the beach. Move the plank on the right side of the beach. Now open the box. Take the Daventry coin—it's all the money you have.

The pawn shop owner told me to pick an item from the counter. What do I do now?

Pick one.

You can only pick one item at a time, but you can trade it in for another any time you want. You can do this as often as you please.

- * The first item you need is the wind-up nightingale.

How can I get my family ring back from the pawnshop owner?

You don't HAVE to get it back. You can live without it.

You'll have to trade him something of equal value.

How about a treasure of the sea?

- * Give him the pearl.

Where do I get the pearl?

Exactly where you would expect to find a pearl.

You get it from a sleepyhead in a waterbed.

- * It's in the mouth of the oyster with a toothache on the Isle of Wonder.

I don't think the little nightingale likes me very much. How can I make friends with her?

You don't have to. You could just leave her to sing in peace.

She might like you better if you showed her something she's familiar with.

Birds of a feather stick together.

- * Use the wind-up nightingale on Sing Sing.

The nightingale is still here. Does she want something?

Did you talk to Jollo in the book shop?

That's Sing Sing, Princess Cassima's nightingale. Maybe she'd carry a message for you.

- * Give the nightingale your family ring. There she goes! Be sure to pick up the red ribbon she brings you. Check that ribbon over carefully in inventory.

Sing Sing came back! Should I give her something else?

Sure. Why not let Cassima know how you feel?

An expression of love would be nice.

- * Give Sing Sing the love poem.

Where do I get a love poem?

It's actually a page from a book.

That narrows it down, doesn't it?

- * When you take a book from the love poem shelf in the book shop, the poem will fall out.

Sing Sing came back again! Is there anything else I should give her?

Give her something pretty to take to the woman you love.

- * Give Sing Sing a white rose. (You did take two, didn't you?)

I sent Cassima something, but she thought it was from the Vizier!

Of course! She doesn't know Alexander is on the Isles!

Perhaps Alexander should announce himself first.

- * Send her Alexander's insignia ring before sending her anything else.

What do I do with the lampseller?

You can't do much with him until you have something he wants.

- * He's a businessman. He trades new lamps for old. When you have an old lamp, you can make a trade with him.

I'm trading in my old lamp to the lampseller, but which new lamp should I choose?

Get a lamp you could use. What sort of lamp would be practical?

Take the lamp that looks like the genie's lamp. You know which one that is, don't you?

The only way you would have seen the genie's lamp is if you used the "Drink Me" potion on yourself in front of the black-robed figure in the pawn shop. When the "Genie and Vizier" segue comes up, LOOK AT THE LAMP!

- * The lamp you want is tall and blue.

Where do I get the "Drink Me" potion?

Go ask Alice.

I wonder where she is?

- * You get the "Drink Me" potion on the Isle of Wonder, in the garden. It's only there after you've been through the Catacombs on the Isle of the Sacred Mountain.

Am I supposed to do anything around the west wall of the castle? I went back there, but nothing happened.

That's one big blank wall, isn't it?

Don't you wonder what's on the other side?

If you have the hole-in-the-wall, use him on the castle wall. Now look through him. Give you any ideas?

- * You'll need to do something with this wall later in the game, if you are taking the hard path through.

Whe Isle of Wonder

Places of Interest

The Beach

The Beach is home to some delightfully odd sea life, and the waters are blue and beautiful. But Alexander must be on his guard—the waters are treacherous, and he's not alone on the Island...

The Swamp

The Isle of Wonder's swamp is fetid, smelly, and full of life. Weird creatures pop out of the woodwork here. They aren't very cooperative...but a true prince will know how to outwit them.

The Gardens

Alexander has never before seen such wonderfully strange foliage! The whole garden seems to be teeming with life. Some of the garden's inhabitants can be very helpful... while others can be deadly!

Chessboard Land

This realm of the ridiculous is off limits to strangers, but it's worth a look. A prince never knows where and when his diplomatic skills will be needed.

Exclamation Point

This little peninsula is inhabited by creatures with a love for literature, and one very dangerous lady! If Alexander watches his P's and Q's, he might find something of value here.

Character Introduction

The Oyster

This poor little fellow has a bad case of insomnia, and a mouthache to boot. Alexander never could stand to see someone in pain.

The Gnomes

These five little guys mean business. They're very good at what they do...but each one is only good at one thing. Alexander will have to deal with them fast and accurately if he wants to ever get past the beach on the Isle of Wonder.

The Stick-in-the-Mud

What a cranky fellow! This guy is just about impossible to talk to. With an individual like this, action speaks louder than words...indirect action, that is.

The Bump-on-a-Log

The Bump is friendlier than his brother, Stick-in-the-Mud. He'd

help Alexander if he could, but he's, well, stuck. What he'd REALLY like to do is get his brother back for saying all those mean things about him!

The Rotten Tomato

The Rotten Tomato isn't very nice, but can you blame him? He's dropped off the vine, and can't get back on. Alexander wonders if the Tomato longs for one last fling.

The Baby's Tears

These little veggies are quiet as a mouse, sleeping away like the babies they are. However, it doesn't take a whole lot to set them off and make them cry.

The Clinging Vines

The Vines are lonely, because no one can stand their whining for long. They're more than a little possessive about the people they love. You might call them suffocating.

The Hole-in-the-Wall

What a shy little guy! You would be too, if people were always staring at you. The Hole-in-the-Wall has a unique talent that could be very valuable to an adventurer.

The Wallflowers

They're almost as shy as their friend the Hole-in-the-Wall, and they protect him from prying eyes. The Flowers are too bashful to talk, but there's one thing that they can never resist.

The Red and White Queens

These two silly monarchs can't agree on anything. They might be good candidates for Prince Alexander's diplomacy skills.

The Book Worm

The Book Worm loves his books and his pets more than anything in the world. He's a literary fellow, but not unapproachable—he enjoys a good trade now and then.

The Black Widow

This lady brings new meaning to the phrase "on the prowl". She loves to meet tender young men, and she always makes a deep impression on them. She's awfully proud of her web, even if she can't keep the wind from depositing mentos in it from time to time.



S ints:

What should I do on this weird beach?

Oh, the usual. Look around. Pick up anything that's not nailed down. Talk to the locals.

- * Pick up the sentence in the sea. Now talk to the oyster with insomnia. Poor little guy!

I keep drowning when I try to get the sentence in the sea!

The currents around here are ferocious. You can't go out too far.

- * Wait until the sentence floats closer to the shore. Now you can get it.

How can I help this poor little oyster?

He needs something that will help him sleep.

Maybe something really boring...

- * Read to him from the boring book you picked up at the book seller's. Oh, good, he's yawning. Hey, is that a pearl in the oyster's mouth? Better grab it!

Is there ANY way to avoid these nasty gnomes?

Gnope.

They stop for gno one.

- * Sorry, the gnomes are GNOT optional.

What do I do about the smell gnome?

Well, you've been at sea for awhile, Alex, so you really smell like...a human. You have to give him something that smells stronger than you do.

It would cause quite a stench in the Kingdom of Daventry if you were to die.

- * Use the flower of stench on the smell gnome.

What do I do about the touch gnome?

He can't see you or hear you, so all you have to do is convince him you're not a person. Don't you have something in inventory that doesn't feel like a person?

If you use the right object, you'll have good luck dealing with the gnome.

- * Use the rabbit's foot on the touch gnome.

What do I do about the sound gnome?

All you have to do is convince him that you're not a person. You can't fool him with your own voice, so you need to use something else.

Getting this puzzle right will put a song in your heart.

- * Use the wind-up nightingale on the sound gnome.

What do I do about the taste gnome?

You have to give him something that doesn't taste like you.

They meant what they said about killing you, you know.

He has a sweet tooth...

- * Use the mint on the taste gnome.

What do I do about the sight gnome?

As soon as he opens his eyes and sees you, you're dead... so you'd better not be there, right?

A prince always has high public visibility, but it's not a good idea this time.

- * Use the invisible ink on Alex.

Where do I get the flower of stench?

Flower of stench plants are known to grow only on beaches at the bases of cliffs.

- * It's on the Isle of the Sacred Mountain.

Where do I get the rabbit's foot?

You can get the lucky rabbit's foot from someone who's had no luck at sailing lately.

- * It's in the ferryman's boat on the Isle of the Crown.



Where do I get the wind-up nightingale?

Wind-up nightingales don't grow on trees. You have to go shopping for them.

- * In the pawn shop on the Isle of the Crown.

Where do I get the mint?

Well, it's the only free thing in a place where everything has a price tag.

- * The mint is in the pawn shop on the Isle of the Crown.

Where do I get invisible ink?

You have to do something a little trashy to get the invisible ink.

- * It's in the pot by the pawn shop door on the Isle of the Crown, but you'll have to wait until the pawn shop owner puts it there.

I found a lot of books, but the Bookworm won't let me have one.

Did you talk to him? He won't talk to you until after you've talked to the book shop owner about the spell book.

He wants something in return.

If you've talked to the Bookworm, he told you exactly what he wants.

- * Bring him a dangling participle, and he'll give you a rare book.

Where do I get a dangling participle?

Hmm, he sounds like an exotic beast.

Discovering a dangling participle in your term paper can be beastly.

- * Get it yet? He's on the Isle of the Beast, but only after the Bookworm tells you about him.

Shouldn't I do something with this rare book?

Yes. Why don't you open it?

Nice border pattern, hmm?

- * Now trade it to the book seller for the spell book.

The black widow keeps biting me! Am I supposed to be able to do something with her?

There's something you need stuck to the edge of her web, but you can't just grab it.

You'd better distract the black widow somehow. She's very protective of her web, isn't she?

- * Use your Hand on the loose thread at the bottom of her web. Now grab the scrap of paper, quickly! You have to time it just right, or you're dinner.

I got the scrap of paper, but it blew away.

Yup. It's windy, isn't it.

- * You don't need it. Just write down what it said—and notice that nice border pattern...

I'm in the swamp, but there's no one here to talk to.

Oh, sure there is.

They're asleep. You just have to make them notice you. Maybe if you took something from the swamp?

- * Use your teacup on the swamp ooze. Hey, now you've got company!

How do I get some swamp ooze? I'll die if I try to swim out into the swamp and get it.

You're right. You will. You'll have to get the stick-in-the-mud to do it for you.

You'll have to provoke the stick-in-the-mud to throw some swamp ooze your way.

- * He'd probably be pretty mad if he got hit with a rotten tomato. Wouldn't you?

I lost my rotten tomato in the swamp when I threw it at the stick-in-the-mud! Do I need it?

If you want to cast any spells, you do. I hope you saved your game.

Don't throw the tomato at him yourself.

Only a swamp native could judge the distance correctly.

Who do you know who's mad enough to toss a tomato at the stick-in-the-mud?

- * Give the rotten tomato to the bump-on-a-log. He'll do it for you. YIKES! There you go, nice fresh swamp ooze. Use the teacup on the ooze to pick it up. Yech!

Where do I get a rotten tomato?

He's with the good tomatoes. There's one in every bunch.

- * He's in the garden on the Isle of Wonder.

There's this funny black spot on the wall in the garden. Am I supposed to do something with it?

Did you look at it closely?

It's pretty neat!

- * That's the hole-in-the-wall. He could be pretty useful to an adventurer like you, don't you think?

Do I need something from the wallflowers?

You don't need them. You need their friend.

- * You have to get past them if you want the hole-in-the-wall.

I can't get to the hole-in-the-wall. The wallflowers are protecting him.

Well, give them what all wallflowers really want.

Ask them to dance. You're musically inclined, aren't you?

- * Use the flute on the wallflowers. Watch them dance! While they're leaning away from the hole-in-the-wall, grab him.

Where do I get a flute?

The same place you got the wind-up nightingale.

- * In the pawn shop on the Isle of the Crown. It's one of the exchangeable counter items.

What am I supposed to do with the baby's tears?

What do babies do well?

No, no, not drooling.

- * They cry. You need to make them cry, if you want their tears for the Make Rain spell.

The baby's tears won't cry.

Nothing makes a baby cry faster than jealousy.

Give one of them something they would all want.

- * Get a milk bottle from the milkweed plant on the swamp screen.

What can I use to catch the baby's tears?

If you hunt around, I'm sure you'll find something.

It's a beast of a problem, isn't it?

- * Use the hunter's lamp from the Isle of the Beast. You have to have the spell book, too. If you don't have the spell book, you won't need the baby's tears.

Am I supposed to do something with the iceberg lettuce?

Yup. But you have to do it at the right time.

You'll need a head of lettuce...but you have to be careful with it!

- * If you take a head of iceberg lettuce but don't use it right away, it will melt. You will need it on the Isle of the Beast.

What am I supposed to do with the clinging vines?

Do you WANT to do anything with them?

I didn't think so.

- * You can talk to them if you want...but if you touch them, you'll be sorry!

What am I supposed to do in Chessboard Land?

You can't do very much. They won't let you in...right?

- * Try to walk past the guards. Be sure to pick up the red scarf dropped by the Red Queen.

Am I supposed to do something with these silly fighting queens? This is the second time I've met them.

A good ruler knows how to be a diplomat. You should resolve their conflict.

One of them has something that the other one covets. You need to make the situation equal.

- * Give the lump of coal from the Isle of the Mists to the White Queen. Oh boy, she gave you a spoiled egg! Just what you always wanted!



The Isle of the Beast

Places of Interest

The Beach

This is a unique and lovely beach, filled with wildlife and plants.

The Boiling Pond

There is a strange phenomenon on this part of the island; a boiling pond. If Alexander could find a way to chill it down, he could explore the rest of the Isle.

The Wall of the Stone Archer

The wall borders a very old garden, neglected and overgrown. Intruders won't get far. Alexander should be very cautious exploring this area.

Beast's Fountain

At the heart of Beast's garden is a sparkling fountain. The water falls in lovely patterns, reflecting off the hedges.

Character Introduction

The Creature in the Tree

This is a charming little fellow, with a strange manner of speech. If Alexander listens with his mind and not just his ears, the creature will reveal its name. Alex might do well to try and gain the creature's trust.

The Gardener

The Gardener is a man with more on his mind than planting. The gleam in his eyes makes Alexander nervous.

The Beast

The Beast is a tormented soul. He misses what he once had, and what he can never hope to get. If Alexander helps him, he will be saving two hearts from a life of misery.



Hints:

I can't get past this pond of boiling water!

You need something to cool it off.

Let us consider the possibilities...

- * Throw in the head of iceberg lettuce. That'll do it.

Where do I get a head of iceberg lettuce?

You'll find it where you'd find other bizarre fruits and veggies.

I wonder that could be?

- * In the garden on the Isle of Wonder.

What happened to my iceberg lettuce? Where is it?

It melted, silly.

- * You have to hurry right to the boiling pond on the Isle of the Beast after you pick the lettuce. Otherwise, it'll melt. Don't spend too much time chatting with that cute little guy hanging from the tree, or you'll be all wet!

What am I supposed to do with the gardener?

He's got his business, you've got yours.

Never trust gardeners with glittery eyes.

- * Just ignore him. If you don't, you'll really get the point!

I can't coax that weird little possum/dragon guy down from the tree.

You don't HAVE to do anything with him.

He doesn't trust you. You should give him something.

He feels incomplete. Give him something he can use.

- * He's a dangling participle! Give him the partial sentence you found in the ocean on the Isle of Wonder. He's your friend for life now.

You know, I'm really tired of being shot by that wretched stone archer.

Well, stop letting him shoot you! Don't you have something that will stop arrows?

- * Use the shield from the Catacombs on Alex. Now walk right by the archer.

The rose bushes won't let me through the gate.

They're in need of a little pruning. Got any farm implements on you?

- * Use the scythe from the Isle of the Mists on the rose bushes.

Isle of the Mists? WHAT Isle of the Mists? I thought I'd been to all the islands.

It's not on your map? Hmm. Maybe you've got the wrong map.

Just kiddin'!

- * It won't appear on your map until after you've been through the Catacombs on the Isle of the Sacred Mountain. After you've met the Oracle, check your map.

I met this beast who's looking for a mate. Where do I find a woman who'll like HIM?

The poor Beast isn't so bad. He just needs someone to take care of him. Do you know someone who could do that?

The Beast needs to be nurtured, like a rare rose bush.

Haven't you met a young lady who would just LOVE to get out of her present situation?

- * You need to get the Beast hooked up with Beauty, who lives on the Isle of the Crown. The girl with the roses, remember? Why don't you go ask her?

Hey! I turned into a beast!

The Beast warned you, didn't he?

- * You just didn't move fast enough. You'd better hurry next time!



The Isle of the Sacred Mountain

Places of Interest

The Beach

This seemingly desolate beach contains hidden secrets that Alexander must discover. He'll have to be sharp of eye and quick of wit...

The Logic Cliffs

The Logic Cliffs were put in place by the Ancient Ones, and the legends say they're impassable. But Alexander is a man with a mission, and he's certain he'll find a way, if he can just coordinate his wits and his balance.

The Top of the Logic Cliffs

Here may be found the mighty doors of the Catacombs of the Ancient Ones. The doors have been sealed tight for centuries, but there are other places here for the sharp-eyed adventurer to explore.

The Cave

The Isle of the Sacred Mountain is shot through with natural caves. One of them is easily accessible, though hard to find. Interesting things can often be found in caves.

The Palace of the Winged Ones

The Winged Ones aren't in the mood for company. Alexander will not find himself welcome here.

The Catacombs

The Catacombs of the Ancient Ones are as steeped in legend as they are in peril. If Alexander can survive them, he may find some items of value. Of course, he'll have to get past the fabled minotaur...

Character Introduction

The Woman At the Top of the Cliffs

This eerie creature seems to have supernatural powers. She will make Prince Alexander an offer that he should consider very carefully before accepting.

The Black Horse at the Top of the Cliffs

A magnificent but frightening beast, this is clearly no mortal horse. Only a truly brave and resourceful adventurer would dare to capture such a being for himself.

The Winged One Guards

These fierce, cold-hearted guardsmen won't leave Alexander any room for arguing. He'll just have to hang in there.

The Lord and Lady of the Winged Ones

The Winged Ones are a haughty and proud race, and their rulers are no exception. These monarchs' hearts have been hardened by the loss of their daughter, Lady Celeste. Alexander will have to try and help them—whether he likes it or not!

The Minotaur

This legendary monster is just as ferocious as he is cruel. He is strong and smart, and his only weakness is his base, beastly nature.

The Lady Celeste

A young Winged One noble is taught to take care of herself. If she could have freed herself from the depths of the Labyrinth, Celeste would have done so. She must be in terrible trouble.

The Oracle

The Oracle of the Winged Ones is a holy woman of great skill and renown. Anyone fortunate enough to find himself in her presence should listen with the ears of a student, and take to heart whatever advice she may give.



ints:

There's nothing on this beach. What am I supposed to do here?

There are plenty of things to do here. Just look around.

There is an object you need here, and a SERIOUS puzzle.

- * Look or put your Hand on the mysterious writing on the cliff. It's a puzzle!

What am I supposed to do with these letters in the rock?

You're supposed to select the ones that will solve the puzzle. Perhaps you should look in your documentation, in the section about the Ancient Ones.

Make like a soufflé and ****!

- * Push in the word "RISE". Select the "R" in "IGNORANCE", the "I" in "KILLS", the "S" in "WISDOM", and the "E" in "ELEVATES". Now climb up the steps—carefully!

I fell off the steps and died!

Be careful, silly!

- * You have to center your Walk icon over each step before you click it, and you have to click on the steps in order. In other words, you can't skip any steps.

I made it past the first riddle, but the second one has me stumped.

You need to press in the appropriate symbols for an uplifting word.

Check your documentation for the symbol translation and hints.

When you get it, this one will make your spirits ****!

- * Spell out the word SOAR using the alphabet translation in the guidebook in your documentation.

Okay, I'm on Logic Cliff riddle number 3.

You have to press the stones in the correct order. Check out the "Stones of Stealth" riddle in your documentation.

We read left to right in English, and the oldest son is usually considered the #1 son, right?

- * Press the stone #4, stone #1, and then stone #2.

I'm all the way up to riddle #4! Help!

This is another puzzle involving the Ancient Ones' symbols. Read about them in your documentation.

What were the Ancient Ones' Sacred Four?

- * Press the appropriate symbols for azure, a caterpillar, tranquillity, and air from the translation table in the guidebook in your documentation.

I can't believe it! I'm up to the 5th Logic Cliff puzzle!

This is another word puzzle. Check your documentation for a hint.

You need another uplifting word. When you solve this puzzle, you can ***** to the level of the truly logical.

- * Spell out the word ASCEND. Select the "A" in "ALL", the "S" in "SILENT", the "C" in "CRY", the "E" in "THE", the "N" in "NOBLE", and the "D" in "BOULDERS"

I made it to the top of the Logic Cliffs. Am I supposed to do something with the old woman?

Doesn't her offer sound too good to be true?

- * Not on your life! Just ignore her. If you eat those berries, you're a dead man.

I can't open the big wooden doors.

You're right.

- * There's no way to open them. You'll get in there soon enough.

Am I supposed to do ANYTHING on the "Top of the Logic Cliffs" screen?

Sure. Look around very closely.

The thing you're looking for is very close to something you really don't want to touch.

- * There's a cave entrance directly behind (and a little to the right of) the nightshade bush. Use your Hand on it to enter the cave.

I can't see a blasted THING in this cave.

Well, you'd better lighten up a little.

This is a rather tinder subject, isn't it?

- * Use the tinderbox on Alex. You got the tinderbox from the pawn shop, didn't you?

I found the hatchet, but where's the magic hen?

- * Hey, you! Stop reading hints you don't need! This is a hint from King's Quest IV, anyway...

There's nothing in this cave. What am I supposed to do here?

Perhaps this is only part of the cave.

- * Go to the next room of the cave. It's a little tough to find, but it's on the right side of the screen. It will only be visible after the cave is lit. Click your hand on the entrance to go to the second part of the cave.

I can't get out through that little hole in the second room of the cave. Do I need anything here?

Alex won't fit through the hole. You have to go back the way you came. And yes, you do need something here.

- * Take the peppermint leaves from the sunny ledge.

I can't get back down the logic cliffs. I just fall off and die.

It's possible to get back down the cliffs. Click on the first visible step. But...

Are you sure you WANT to go back down so soon?

- * Follow the path between the rocks to the north side of the screen. You'll find plenty of action there.

I've been through the Catacombs, seen the Druids, and now I've come back on the beach. I don't REALLY have to go back up the Logic Cliffs, do I?

- * Yup.

I've been to see the Druids. Now there's a scary black horse at the top of the Logic Cliffs. What am I supposed to do with it?

It's a horse, isn't it?

Ride it. But you have to make it like you first. Read any good spell books lately?

- * You have to enchant the horse. Prepare the "Charming a Creature of the Night" spell.

How do I prepare the "Charming a Creature of the Night" spell?

You have to combine the ingredients first. Just like baking a cake.

- * This is pretty tricky. First, use the hair on the skull with glowing embers in it. Now use the spoiled egg on the skull. Phew! Now use the spell book on the skull. Turn to the page with the "Creature of the Night" spell. Use the Cast icon on the incantation. It's done! But where's she taking you...?

Where do I get a hair?

You can't use yours. The spell calls for a maiden's hair.

How about Cassima or Beauty? Either one of them might have left a hair on some of their belongings.

- * You can get a hair from Cassima's hair ribbon, or from Beauty's slave clothes, whichever you got first. Use your Hand on either or both in inventory.

Where can I get a red hair ribbon?

From a little bird.

- * When you give Sing Sing your royal insignia ring on the Isle of the Crown, she'll bring you back a hair ribbon. Use your Hand on the ribbon in inventory to get Cassima's hair.

Beauty's servant clothes got burned up on the Isle of the Mists!

Bummer.

- * You'd better get the hair from Cassima's hair ribbon, then. Check your inventory first. If you didn't have the ribbon when you got Beauty's clothes, the hair would have been given to you automatically, when Beauty's clothes burned.

Where do I get a skull?

Where was the last place you saw a lot of dead people?

- * You get it in the Catacombs on the Isle of the Sacred Mountain.

Where do I get glowing embers for my skull?

In the same place you had your last "close encounter" with fire.

C'mon, Alex, your pants are still smokin'!

- * From the bonfire embers on the Isle of the Mists.

Where do I get a spoiled egg?

Lewis Carroll knows, but he's not talking.

- * You get it from the Red and White Queens in Chessboard Land on the Isle of Wonder.



The Isle of the Sacred Mountain: The Catacombs

NOTE: The Catacombs is a mappable maze. You can map the Catacombs yourself, if you enjoy mapping. There is a subtle map of the Catacombs in your documentation, and there is an explicit map of the Catacombs at the back of this hint book.

What do I need in this place, anyway?

Other than your obvious mission to save Lady Celeste and escape alive, you'll need various objects from various rooms. Click on anything unusual you see.

- * You need to find a total of three objects.

I keep getting killed by flying spikes. How do I get out of this one?

When in doubt, save your game, then check your documentation.

There's a riddle in the Catacombs section of your documentation.

Read the riddle, then look at the tiles in this room. Get it?

- * Starting with the tile to Alex's right, click the Walk icon on the three rose tiles. They should take you in a diagonal line. Now click on the scythe to the north of the rose tiles. Click on the crown. Click on the dove. Click on the skull and crossbones. Click on the blank tile in front of the door. Walk through the door. Okay, you're outta here!

The Winged One girl just killed me!

Bummer.

Hope you saved your game.

- * As you may have guessed, that wasn't really a Winged One. Don't follow her next time.

HELP! I keep getting crushed! What can I do to save myself?

You could throw a monkey wrench in the gears of oppression.

Don't have a monkey wrench? Some other hard object will have to do, then.

- * Use the brick on the gears.

Where do I get a brick?

You do have a beastly problem, don't you.

If the ceiling gets you, you'll be mulch.

- * You get the brick from the Isle of the Beast, on the stone archer screen.

YIKES! I fell down a hole, and it's dark in here!

Well, you'd better do something to lighten the situation.

You don't expect us to use that rotten "tinder subject" pun again, do you?

- * Use the tinder box on Alex's eyes. There, that's better.

What am I supposed to do in this cul-de-sac? I can hear noises on the other side of the wall. This isn't an oubliette, is it?

No.

If only you could see through that wall. Don't you have a little friend that could help you?

- * Use the hole-in-the-wall on the east wall. Now look at him. Yikes!

Where do I get a hole-in-the-wall?

- Close to the place you'd find a stick-in-the-mud.
One screen away from a bump-on-a-log.
* In the garden on the Isle of Wonder.

My hole-in-the-wall ran away after I saw the minotaur.

- Wouldn't you?
* It's okay. You don't need him any more.

I saw the minotaur, but how do I get to him? Can I go through the wall?

- No, sorry.
* You have to find the room you just spied on by going through the maze.

Am I supposed to do something with this tapestry?

- Not until you've seen the minotaur do something with the tapestry...
* Did you see it? Great! Now grab that puppy, and go find the Minotaur. Uh-oh...

The Minotaur killed me. I can't possibly fight him. Help!

- Your position in life is important, don't you think?
See the blazing pit? Wouldn't it be great if you could get the Minotaur to fall in? Remember, he IS a bull.
* Once you get next to the blazing pit, IMMEDIATELY use the red scarf on the Minotaur. He's outta here! You've saved the day. It was nice of Lady Celeste to give you that dagger, wasn't it?



I **Isle of the Mists**

Places of Interest

The Beach

This is not just the shore to another sun-drenched isle. To explore the Isle of the Mists is to tempt the wrath of forces ancient and unknown.

The Druid's Village

Some say that it is a foolish thing to even set foot on the Isle of the Mists... but if someone were to do so, he might just find something of interest.

The Druid's Circle of Stones

Few have ever dared violate the sanctity of the Druidic Rites. If someone were to attempt it, he would need more than just wits and skill on his side. He would need arcane protection.

Character Introduction

The Druids

The Druids, mysterious and feared, are not men to be trifled with. Their sacred rites are said to involve sacrifice.

The Arch Druid

Ever since a precious sacred object was stolen from him, the Arch Druid has been a man without mercy. To enter his presence is to risk immediate death.

H **ints:**

There's nobody here. What should I do?

- Look around. There are things you need here.
- * You can get two objects you need from the village—but don't follow the sound of those drums!

The Druids got me on the beach!

You don't HAVE to deal with the Druids. You can just avoid them... You can only come here once freely. You have to get what you need and not return until you're better prepared. In fact, you don't HAVE to come back at all.

- * You can't live through a second trip to this island until after you've done everything possible on the Isle of the Beast.

I've been to the Isle of the Beast, but the Druids are STILL frying me!

Ouch! Too bad you didn't have a portable sprinkler system with you. You just never know when an enchanted object will come in handy.

- * If you have the hunter's lamp enchanted with the Make Rain spell, you will survive. Guess you didn't do EVERYTHING on the Isle of the Beast, huh?

Where do I get a hunter's lamp?

Oh, there's one hanging around somewhere. Be careful, or you'll find yourself in a lot of hot water.

- * It's on the Isle of the Beast, by the boiling pond.

How do I enchant the hunter's lamp?

First, you have to get the ingredients together in the lamp. Use the Oracle's vial on the lamp. Collect some baby's tears in the lamp. Now fill the lamp with "falling water".

- * Use the spell book on the lamp in inventory. Turn the page to the "Make Rain" spell. Now use the Cast icon on the incantation. You've done it!

Where do I get the Oracle's vial?

From an Oracle.

That was a cheap shot, wasn't it?

- * The Winged One's Oracle will give you the vial after you've rescued the Lady Celeste from the Catacombs.

Where do I get baby's tears?

Not from a human baby.

Seen any baby veggies lately?

- * In the garden on the Isle of Wonder.

Where do I get falling water?

Since there aren't any waterfalls around, a fountain will have to do.

- * From the fountain on the Isle of the Beast.

The Realm of the Dead

Places of Interest

The Surface Region

The area outside the gates to the Realm itself is a terrifying place, filled with the unquiet souls of the dead—and the ghoulish shapes of the undead!

The Underworld Entrance

This is the portal through which all souls must pass to enter the Underworld. It is guarded closely, to prevent any mortal man from getting in... or any soul from getting out.

The Underworld

Once inside the Underworld, the deceased traveller will often see the mortal remains of the last few brave souls who attempted to challenge the inevitable. It's not a pretty sight.

The River Styx

The legendary final barrier between the lands of the living and the dead is guarded by the grim figure of Charon the Ferryman. There's no turning back.

The Gate to the Lord of the Dead's Hall

Is the gate a thing...or a living creature? The traveller had best make sure before venturing too close...

The Lord of the Dead's Hall

No living man has ever entered the presence of Samhain and lived to tell the tale. The Lord will tolerate no living flesh in his kingdom of eternal sleep.



The Undead

These unfortunate, repulsive creatures have been unable to shed their mortal flesh and enter the Underworld. They are deadly to the touch...but fortunately, none too bright.

King Caliphim and Queen Allaria

The souls of the King and Queen of the Land of the Green Isles have been unable to rest since their untimely deaths. They are worried about their beloved daughter Cassima. They would be greatly comforted to hear news of her.

The Mother Ghost

This unfortunate woman has lost both her life and her son. To help her would be a great kindness, and it might be beneficial to Alexander as well.

The Key Master and Door Master

These grim guardians of the Underworld Entrance stand eternally vigilant, admitting the souls of the dead, and making sure that they have the right token. Only the most unusual of distractions could sway them from their duty.

Charon, the Ferryman of the Styx

Charon is the silent guardian of the river. He will ferry any man, living or dead, across the Styx...for a price. It has been whispered that to see his face is to look into the Abyss.

The Living Gate

A creature from nightmare, the gate defends the sanctity of the chambers of the Lord of the Dead. He gleefully would devour any human who dares approach him too closely. The gate can only be outwitted by a hero with a quick mind and a pure heart.

The Lord of the Dead

The Lord of the Dead is the legendary ruler of the Underworld. He is harsh and quick in his judgements; he is not to be dallied with. One would have to be sure and stalwart to defeat him, and no mortal man has succeeded yet.

S

ints: NOTE: *The Realm of the Dead is optional. You can avoid it by taking the Beauty's Clothes path into the Castle of the Crown.*

Help! I'm in the middle of a zombie movie! They keep killing me!

Everybody knows ghouls are bad company.

- * Stay out of their way, silly! You have to keep a good distance from them. If they get too close to you, you're lunch!

This is scary! Is there a friendly face around here?

Sure. There are three of them. Just talk to anyone who doesn't look likely to eat you.

- * Talk to the king and queen ghosts. They have something for you. Now find the mother ghost and talk to her. She has something for you, too.

The Key Master and Door Master won't let me in. That means I get to go home, right?

Uh-uh! You have to get past them.

You have to get your ticket punched here, one way or another!

- * Give the Door Master your ghost ticket.

Where do I get a ghost ticket?

From a ghost.

From two ghosts.

- * From the ghosts of King Caliphim and Queen Allaria, on the first screen of the Realm of the Dead.

Is there anything else I need before I go in through the door?

The Key Master might have something useful.

- * You need his all-purpose, handy-dandy skeleton key.

How do I get the Key Master's skeleton key?

He's not just going to hand it to you. You have to distract him.

Maybe he'd like some music?

- * Use your Hand on the bone xylophone. Always remember, 'tain't no sin to shuck off your skin and dance around in your bones! Now pick up the key.

What am I supposed to do with this dead knight? He's not gonna jump up and eat my face, is he?

- Nope. But you should take a good look at him.
* Pick up his gauntlet. Them's fightin' words!

Oboy, I've just come to the River Styx. How do I get across? Do I really want to?

- Sure you do! You're a brave prince!
Do you recall any ancient customs regarding the proper fare for passage to the underworld?
All you have to do is pay Charon.
* Give Charon the dead man's coins.

Where do I get dead man's coins?

- Not here. These dead men are all too belligerent. You need to find some quiet dead men.
* In the Catacombs. Search the bones in the niches in the walls. One skeleton has two coins over its eyes. Take the coins. Remember, the catacombs remain open after you defeat the minotaur, so if you have to restore, you won't have to go back very far.

How do I get some River Styx water?

- You don't want to touch it, that's for sure.
Perhaps you should use a vessel of some kind!
* Use the teacup on the river near Charon.

I'm near a gate. What now?

- Go through! Be careful...
* Use your Hand on the gate. EEK!

The gate wants to eat me!

- Don't let him!
Stay out of the gate's reach. Perhaps Alexander can talk his way through this one.
* Talk to the gate. Save your game first!

The gate's riddle has me stumped!

- What would be the last thing you would expect to find in this land of death and sorrow?
What is the reason Alexander went on this quest in the first place?
Remember that scrap of paper you got from the black widow's web? The one from the riddle book!
* The answer to the riddle is LOVE. Press in the letters carefully!

I'm in the hall of the Lord of the Dead. What should I do?

- You came here with a mission, remember!
* Approach the Lord of the Dead. Be bold, you're a prince!

The Lord of the Dead keeps killing me. How can I tell him what I want?

- Poetry speaks more eloquently than prose.
This IS a challenge...
You have to throw down the gauntlet.
* Literally! Give him the gauntlet you got from the dead knight.

The Lord of the Dead STILL keeps killing me. How am I EVER going to make him cry?

- Remember what the Arch Druid said about Samhain? He used to be a man. He lost everything he had. What a terrible thing to face!
Ever hear the old saw "The truth hurts?" You have something that could show Samhain the truth about himself.
* Use the magic mirror Beast gave to you on the Lord of the Dead. Do it fast!





he Castle of the Crown

Places of Interest

The Grand Hall

The Grand Hall opens onto the Throne Room, so it is always heavily guarded. To venture there is to risk the wrath of Captain Saladin.

The Hallways

Much can be seen and heard in the echoing hallways of the Castle. The adventurer should be warned, however, that the guard dogs do not deal lightly with intruders.

The Dungeons

Some sections of the Castle dungeons are occasionally left unlocked. These areas are said to contain mysterious residents. To be locked into the dungeons by the guard dogs is to perish, unless one has friends in the castle, or other, more insidious means of escape.

Jollo's Room

If Alexander has befriended the gentle Clown, he will find assistance and a kind ear in Jollo's chambers.

The Secret Passage

Although it is hard to find, discovering the secret passage will prove to be invaluable. Much can be seen, heard, and accessed through those narrow hallways.

The Vizier's Bedroom

The Vizier is a man of many secrets. Much could be discovered, if Alexander were to find his way into the Vizier's private chambers.

Cassima's Room

The Princess is locked away in a room with silks and satins, but to her it is the coldest of prisons. She waits for her doom, and has nearly given up her last ray of hope.

The Treasure Room

This room is protected by a magic door, but if Alexander is able to breach it, he will discover some truly devastating secrets.

The Throne Room

King Caliphim and Queen Allaria once held court in this lovely chamber. Now it will be the site of Cassima's wedding to the Vizier, and the end of all her hopes.

The Tower

The summit of the Castle is where the princess's future and Alexander's will be settled once and for all.

Character Introduction

The Servant Women

They enter the castle as they please, but their lives are hard and without simple pleasures. Prince Alexander can empathize with their lot in life.

The Guard Dogs

The Guard Dogs are particularly fierce about defending their own territory: The Castle. They will seize an intruder in an instant. However, these vigilant guardians see and hear much of what goes on in the Castle, and they know a great deal.

Captain Saladin

Saladin is a valiant warrior, and a ferocious fighter. He will defend his princess to the end, and will not hesitate to kill anyone whom he feels is a threat to her. He is also an intelligent being, and will listen to reason...if he feels there is just cause to do so.

Jollo

Jollo knows almost everything that goes on in the castle, and Alexander should always listen to what he has to say. If Alex befriended him in the Book Shop, Jollo will be there in Alexander's time of need.

The Vizier

The Vizier's motives are seldom clear to the casual observer, but he is clearly up to no good. He is also a formidable enemy, and not to be dealt with lightly. He could easily kill anyone who got in the way of his plans.

The Genie

This tricksome being is not truly evil. He is merely loyal to his master, and obeys him without question. Mastery of a genie is a difficult thing, but it is possible. The genie also has one serious weakness in his character that is common to all of his kind.

Princess Cassima

Alexander's one true love would give her life for him. Her love is deep and unquestioning, and she is a valiant maiden with a great deal of courage.



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ints:

Getting Into the Castle of the Crown: "Beauty's Clothes" Path (Easy Path)

The Guard Dogs won't let me in! How can I save Cassima?

What a quandary. If only they'd just let you in, like they do the serving women.

You know, Alex, you'd look cute in a dress.

- * Use Beauty's slave clothes on Alex. Ooh, you're adorable!

NOTE: Once you've been to the Isle of the Mists Druil's ceremony, Beauty's clothes will be burned up. You can't get in this way. Go to the section called "Magic Paint."

Inside the Castle of the Crown: "Beauty's Clothes" Path (Easy Path)

Okay, I'm back to normal, but this castle is HUGE! Where should I go?

You should try to find out what's going on here. Do a little snooping around.

Finding out new information can be an elevating experience, you know.

- * Go up the left staircase in the grand hall. Listen carefully to what the guard dogs have to say. Be careful, or they'll find you!

The guard dogs keep catching me in the west upstairs hallway.

Don't let them see you!

- * There are two safe places: Near the banister and behind the pillar. If you go behind the pillar, you have to use your Hand on the pillar to "hide" each time the guards go by.

I hid behind the pillar, but the guard dogs got me anyway.

Get used to it. Just kidding. You must have done something to let them know you're here.

Maybe you DIDN'T do something. Can you picture that?

- * Don't take down the portrait until after the guards leave the upstairs hallway.

How can I explore the west hallway doors with the guard dogs here?

You can't.

You need to distract them. Did you listen to their conversation? Give them what they're looking for. Something that will put a song in their hearts.

- * Use the wind-up nightingale on the floor when they're walking away from you. Yikes, you'd better hide!

How can I explore the east hallway doors with the guard dogs here?

You can't.

- * You don't need to do anything in the east upstairs hallway. Go back downstairs!

I distracted the guard dogs, but they got me anyway.

You shouldn't have let them see you.

Even a prince has to hide once in awhile.

- * After you set down the nightingale, walk behind the pillar. Now use your Hand on the pillar to hide. Listen to the guard dogs. Wait until they leave. All right, now's your chance!

Should I check out some of these doors?

You should always check out doors in a King's Quest game—but make sure the guard dogs are gone first!

Shouldn't you find out something about your enemy?

- * Go through the first door on the west wall, and take a look around.

What should I do in the Vizier's bedroom?

Look for incriminating evidence. You know he's rotten, but everybody else doesn't.

He's not just going to leave it lying around, you know. He'll have it safely locked away.

- * Open the Vizier's trunk. Now take the incriminating letter. Okay, let's get out of here.

How do I open the Vizier's trunk? It's locked!

Maybe you should find something useful in the art of picking locks.

The idea of Alex picking a lock presents an interesting picture, doesn't it?

- * There's a picture on the wall behind a pillar upstairs. Wait until the guard dogs leave. Now use your Hand on the picture. Now use your Hand on the picture-hanging nail. Take it back with you, and use the nail on the Vizier's trunk. That should do the trick!

Hey! The guard dogs came back and got me!

Yes. They're only gone about five minutes. You'll have to do things quickly.

- * Get what you need from the Vizier's bedroom, then visit Cassima, then quickly go back behind the pillar and use your Hand on it to hide. Don't forget to put the nail and picture back on the wall!

Where's Cassima? I can't find her.

Look around. She's locked away somewhere in here.

- * Walk through the west upstairs hallway to the north upstairs hallway. Do you hear her crying?

I can't open Cassima's door! What should I do?

You did Talk on the door, didn't you? Good. That girl's in big trouble, wouldn't you say?

You can't open the door right now, but you can give her something to protect herself with.

- * Use the dagger on Cassima's door. Look out, here come the guard dogs!

The guard dogs caught me outside of Cassima's door.

They're making a habit of it, aren't they. Clear out of there!

- * You only have a short time in the north hall. Do what you must and then go back to the west hall.

I tried to go downstairs, but there were guards in the grand hall with Saladin!

Yup. That's where they took the nightingale!

- * You'll have to wait until they come back upstairs. Once you've done what you need to do, go back behind the pillar and wait for the guards.

The guard dogs came back and they're now at the end of the hall, but I still can't open Cassima's door.

No. You can't.

- * There's nothing you can do for her right now. You'd better go downstairs and confront the Vizier. Do it fast!

Captain Saladin killed me just outside the wedding!

He thinks you mean to harm the princess, and he doesn't want to hear anything you say. You have to prove your sincerity.

You also have to prove that the Vizier is one evil dude.

- * Use the incriminating letter on Captain Saladin. Do it FAST!

Oh, no! Cassima and the Vizier are getting married!

You can't let them do that! Stop them!

- * Walk forward or Talk on the Vizier or Cassima. Well, you got their attention, anyway.

Cassima doesn't want me, and Captain Saladin killed me AGAIN!

Are you having a bad day, or what?

You KNOW Cassima loves you. She'd never do that, right?

It's not Cassima, it's the genie!

- * Use the mirror on Cassima to reveal her true identity!

NOTE: This is where the two paths converge. For the remainder of the Castle of the Crown hints, go to the section called "The End Game".

Getting Into the Castle:

"Magic Paint" Path (Hard Path)

The guard dogs still won't let me into the castle.

They sure won't.

You can't possibly convince them to let you in. You'll have to create a door of your own.

- * Don't you have a Magic Paint spell? Now is the time to use it!

Where can I use the Magic Paint Spell?

Well, you can't do it right under the guard dogs' noses. They'd smell that swamp ooze in a second!

- * You'd better sneak around to the side of the castle.

How do I cast the Magic Paint Spell?

Put the ingredients together, and go for it!

You need a teacup full of swamp ooze and River Styx water, a black feather, and a paintbrush.

- * Use the black feather on the teacup full of swamp ooze. Now use the teacup or paintbrush on the castle wall. Use the spell book on the painting of the door. Use the Cast icon on the incantation to cast the spell. Now all you have to do is use your Hand on the door to open it.

Where do I get a teacup?

You could find one in the place you're the most likely to see a Mad Tea Party.

- * In the garden, on the Isle of Wonder. It will only appear after you've gotten the spell book.

Where do I get swamp ooze?

In the only swamp in town.

- * You get it from the swamp on the Isle of Wonder.

Where do I get River Styx water?

In the River Styx.

You know where that is, don't you?

- * In the Realm of the Dead, near Charon.

Where do I get a paintbrush?

The same place you got the wind-up nightingale.

- * You can trade the pawn shop owner on the Isle of the Crown something for it. It's one of the counter items.

Inside the Castle of the Crown:

"Magic Paint" Path (Hard Path)

I made it into the castle, but the guard dogs caught me. Can I get out of this dungeon?

Well, if you made friends with Jollo, he'll come and let you out...but he'll only do it once. If you didn't make friends with him or you've been caught a second time, you'll have to find a way out yourself.

The skeleton of an idea is forming...

- * Use your skeleton key on the door. If you don't have it, or the guards took it, and you've already been freed by Jollo once (if you befriended him), you'll have to restore and bear it.

Where do I get a skeleton key?

Where was the last place you saw a lot of skeletons?

Not the Catacombs. I mean walking skeletons.

- * You get it from the Key Master, in the Realm of the Dead.

What am I supposed to do in this basement?

Don't you know that basements are good places to meet people?

- * You need to find the little boy ghost in the dungeons, and find Jollo's room IF you befriended him in the book shop.

I found the ghost, but his crying draws the guards!

Well, you must not have any way to stop his crying!

Where do you suppose you'd find a means of ghostly comfort?

- * You need to have spoken with the Mother ghost in the Realm of the Dead to survive your encounter with the little ghost in the castle.

What does this poor little boy ghost want?

He misses his mama.

You met a Mother ghost in the Realm of the Dead, didn't you? She gave you something for her son.

- * Give the little boy ghost the handkerchief from his mother. Be sure to listen to what he says!

I found Jollo's room. Am I supposed to do something with him?

If you didn't befriend him in the book shop, stay out of his room.

Listen to what he has to say. He always gives you good advice.

There's an illuminating subject you two need to discuss.

- * Show Jollo the replica of the genie's lamp that you got from the lampseller. Okay, it's time to get moving!

How do I get upstairs? There are guard dogs everywhere.

You can't use the stairs in the east hall yet—at least not until the wedding music starts.

A secret passage would be great, wouldn't it?

Didn't your friend the ghost tell you where to find one?

- * Walk to the North Basement Hallway. Look out for guard dogs! See the suit of armor? Use your Hand on its right arm. Hey, good stuff!

What am I supposed to do in the secret passage?

Sneak around.

You should find out everything you can about the Vizier and the castle. Look around.

- * See the light streaming through the cracks in the wall? Use your eye on the crack to spy on the guard dogs. Pay attention; listen for an unusual word. You'll need it later. When you hear it, write it down.

I went up the stairs in the secret passage, but I don't see anything to do here.

Look around carefully. There are other cracks in the wall!

Look at the chink in the wall at the top of the stairs to see Cassima. Go down the hall and look at the chink in the wall to spy on the Vizier. Hmm, he left the room. Maybe you should try to get into his bedroom!

- * There's a secret door in the west wall, at the far end of the secret passage. Use your Hand on the wall until you find it. You're in the Vizier's bedroom.

What should I do in the Vizier's bedroom?

Look for clues and incriminating evidence.

He's not going to leave things like that lying around. They're probably concealed.

- * Use your Hand on the ebony box on the dresser to open it. Look at the piece of paper in the box. Remember it, it's important! You should write it down, so you don't forget it. Now you need to get into the trunk.

The Vizier's trunk is locked.

So unlock it! You have something that could do that.

The key to this solution is dead center in front of you.

- * Use the skeleton key you got from the Realm of the Dead on the trunk to open it. Be sure to take the incriminating letter out.

I get caught when I try to leave the Vizier's room!

Don't use the door.

You can't explore the upstairs hallways right now. Try getting into the castle using the Beauty's Clothes path if you really want to check out the upstairs hallways.

- * Use your Hand on the wardrobe to go back through into the secret passages.

I can hear Cassima crying, but I can't see her.

She must be behind the wall.

- * Go to the top of the stairs in the secret passageway. See the light streaming through the crack in the wall? Look in the crack. It's her!

How can I help Cassima? I can't get to her through the wall.

You need to prove to her that she's in real danger.

Since she's in danger, you also need to give her something to protect herself with.

- * Give her the dagger. You can also show her the Vizier's letter, if you have it.

Where do I get a dagger?

Oh, you picked it up when you were off bullfighting.

It was a reward from a rather ungrateful young lady.

- * Lady Celeste of the Winged Ones gave it to you when you saved her from the Minotaur. Remember!

Cassima got dragged off!

- * There's nothing you can do to help her right now. You have to get out of the secret passage before you're discovered.

I went down the stairs, but the entrance to the Secret Passage is blocked.

- * Not really. Just use your Hand on the stone that slid aside for you when you came in.

Okay, I saw Cassima and found the Vizier's room. Now what?

Go back to the basement and be patient.

You need to crash the wedding.

- * Wait until you hear the wedding music start, then go up the stairs in the east basement hallway and through the door.

I found some kind of magical door, but I can't get into it.

Did you try talking to it first?

- * Talk to the door. Now you need to punch in the correct word to open the door.

Where do I find the magic word that will let me into this magic door?

It's a combination of two words, actually. You've encountered both parts here in the castle.

You heard the first part of the word when you were spying on the guard dogs in the secret passageway. The second part was in the ebony box in the Vizier's bedroom.

- * The word is ALIZEBU.

I got into the secret treasure room. What should I do here?

Look for evidence.

- * Use your Hand on the drape on the table. Look at every item underneath. The Vizier's been a bad, bad boy!

I can't seem to take the treasures in the magic door room.

Don't you know that good investigators never touch the evidence?

- * You don't need the items. Sometimes just seeing is enough.

I can hear wedding music playing, but I can't find the wedding!

Well, you can bet it's not in the basement where you are.

The wedding is in the throne room.

- * Go up the stairs in the east basement hallway, then open the door.

Captain Saladin killed me almost as soon as I entered the room.

He thinks you're a threat to the princess. You have to convince him that you're not, and the Vizier is.

- * Give him the incriminating letter. Quickly!

Oh, no! Cassima and the Vizier are getting married!

You can't let that happen, can you? Stop them!

- * Walk forward, or Talk on the Vizier or Cassima. Now sit back and watch everything go crazy!

Castle of the Crown: The End Game

This is where both the Beauty's Clothes path and the Magic Paint path converge.

The genie keeps zapping me to death in the throne room!

Get out of his way. You have more important things to do.

You're not going to let the Vizier get away with this, are you?

- * Follow the Vizier through the door and up the stairs.

I keep getting killed in the tower stairs while I'm chasing the Vizier.

Well, get a move on, pokey!

You want to catch up with the Vizier, don't you?

- * You have to follow the Vizier to the top of the tower as fast as you can! Feet, do your stuff!

I'm in the top of the tower with the real Cassima, but the genie keeps killing me.

You have to deal with the genie before you can help Cassima.

There are two ways to deal with the genie. The solution with the nicest smell will kill him. The more confining solution will only capture him.

- * To kill the genie, use the peppermint leaves on him. To capture the genie, use his own lamp on him. NOTE: If you entered the Castle using beauty's clothes, you'll have to use the peppermint leaves on the genie.

Where do I get peppermint leaves?

Are you really in the dark about this one?

Let your memory take wing as you ponder the problem...

- * The peppermint leaves come from cave on the Isle of the Sacred Mountain.

Where do I get the genie's lamp?

This is a complex question. It takes five steps to get the genie's lamp.

Did you make friends with Jollo in Ali's book shop?

Did you convince the genie that you were dead in order to see his lamp? (To do that, you would have had to use the "Drink Me" potion on yourself in front of him in the pawn shop.)

Did you get a replica of the genie's lamp from the lampseller on the Isle of the Crown?

Did you enter the castle using Magic Paint?

Did you give the replica of the genie's lamp to Jollo in his room?

- * Phew! You deserve to catch that genie!

I took care of the genie, but now the Vizier wants to kill me. What should I do?

Don't just stand there—defend yourself!

- * Pick up the nearest weapon and attack him!

I don't have a weapon to fight with the Vizier!

I'm sure you can find one hanging around.

- * Take the ceremonial sword on the wall. Now whack the Vizier with it!

I started fighting the Vizier, but Alex gets tired and the Vizier kills him.

Only teamwork can save you now.

If only Cassima could get free...

- * Did you give the dagger to Cassima? If not, you've had it!

Cassima attacked the Vizier, but he's still coming after us!

- * Well, whack him with your sword again! ALL RIGHT!

After You Have Finished the Game DID YOU TRY:

Anywhere:

- Using the flute on Alexander?
- Using the mechanical nightingale on Alexander?
- Using the boring book on Alexander?
- Using the invisible ink on Alexander anywhere but with the gnomes?
- Using the spoiled egg on Alexander? (SAVE FIRST)
- Using the drink me potion on Alexander anywhere but the pawn shop?

Isle of the Crown:

- Swimming from the beach? (SAVE FIRST)
- Sending the ring, poem, and rose to Cassima through Sing Sing WITHOUT first befriending Jollo?
- Befriending Jollo, then sending the poem and rose to Cassima through Sing Sing BEFORE sending ring?
- Giving your Daventry coin to the guards to try to convince them you're really a prince (before getting the magic map)?
- Putting the hole-in-the-wall on the side of the castle wall and looking through it?
- Following the advice of the little boy on the docks? (SAVE FIRST)
- Jumping off the docks when the little boy ISN'T there? (SAVE FIRST)
- Looking at all the shelves in the pawn shop?
- Looking at the proclamation in the village after doing the gnomes on the Isle of Wonder?
- Talking to the old man in the pawn shop after doing the catacombs?
- Using the mirror or the peppermint on the old man in the pawn shop (you can always get more peppermint)?
- Using the mint on the old man in the pawn shop or book shop before getting the map?
- Using the drink me potion in the pawn shop when the genie is NOT there?

Isle of Wonder:

- Swimming from the beach? (SAVE FIRST)
- Using the map to teleport away during the gnome sequence?
- Failing any one of the gnomes and letting them throw you in the sea? (SAVE FIRST)
- Walking into the swamp? (SAVE FIRST)

- Touching the black widow or walking into her web? (SAVE FIRST)
- Offering the sentence, the map, or Rotten Tomato to Bookworm?
- Talking to the sour grapes and clinging vines in the gardens?
- Touching the clinging vines in the garden? (SAVE FIRST)
- Trying to pet the cattails in the swamp?
- Throwing Rotten Tomato at Stick-in-the-Mud yourself instead of giving him to Bump-on-a-log? (SAVE FIRST)

Isle of the Sacred Mountain:

- Swimming from the beach? (SAVE FIRST)
- Pressing the third button from the left on the "Stones of Stealth" puzzle on the logic cliffs? (SAVE FIRST)
- Stepping off the logic cliff steps on the second-fifth puzzle? (SAVE FIRST)
- Stepping off the first few logic cliff steps on the beach?
- Following the advice of the old woman at the top of the logic cliffs? (SAVE FIRST)
- Following the advice of the Winged Ones girl with gold eyes in the catacombs? (SAVE FIRST)
- Throwing the skull into the gears in the crushing ceiling in the catacombs? (SAVE FIRST)
- Entering the death trap rooms in the catacombs? (SAVE FIRST)
- Stepping on the wrong tiles in the spike maze room? (SAVE FIRST)
- Not using the tinder box in the dark room? (SAVE FIRST)
- Not using the red scarf on the minotaur? (SAVE FIRST)

Isle of the Beast:

- Swimming from the beach? (SAVE FIRST)
- Following the advice of the gardener on the Isle of the Beast? (SAVE FIRST)
- Diving into that old boiling pond? (SAVE FIRST)
- NOT getting Beauty back to Beast on time? (SAVE FIRST)

Isle of the Mists:

- Swimming from the beach? (SAVE FIRST)
- Walking in on the Druid's ceremony on the FIRST visit to the Isle of the Mists? (SAVE FIRST)

Realm of the Dead:

- Talking to the ghouls and skeletons?
- Touching the ghouls? (SAVE FIRST)
- Jumping into the River Styx from the Underworld Passageway? From near Charon? From near Gate? (SAVE FIRST)
- NOT giving the coins to Charon? (SAVE FIRST)
- Touching Gate once he's awake? (SAVE FIRST)
- Answer Gate's riddle incorrectly? (SAVE FIRST)
- Touching the Lord of the Dead? (SAVE FIRST)

Castle of the Crown:

- Entering the throne room before the wedding music starts (Beauty's Clothes only)? (SAVE FIRST)
- Entering the kitchen from the Grand Hall (Beauty's Clothes only)?
- Spying through the throne room keyhole from the grand hall (Beauty's Clothes only)?
- Spying through the vizier's study keyhole from the west upstairs hallway (Beauty's Clothes only)?
- Talking to the vizier's study door from the west upstairs hallway (Beauty's Clothes only)?
- Hiding behind the pillar in the west upstairs hallway BEFORE distracting guards with nightingale (Beauty's Clothes only)?
- Taking down the King and Queen's portrait behind the pillar in the west upstairs hallway BEFORE distracting guards with nightingale (Beauty's Clothes only)? (SAVE FIRST)
- Walking downstairs from the west upstairs hallway while the guards are gone with nightingale (Beauty's Clothes only)? (SAVE FIRST)
- Waiting in vizier's bedroom until the guards return with nightingale (Beauty's Clothes only)? (SAVE FIRST)
- Get thrown in the dungeon on Beauty's Clothes entrance to castle? (SAVE FIRST)
- Get caught by the guards in the east upstairs hallway (Beauty's Clothes only)? (SAVE FIRST)
- Get caught in basement hallways (Magic Paint only)? (SAVE FIRST)
- Enter dungeon to meet little boy ghost WITHOUT handkerchief (Magic Paint only)? (SAVE FIRST)
- Get thrown in the dungeon during Magic Paint entrance and Jollo was befriended?
- Get thrown in dungeon again after Jollo let you out (Magic Paint only)? (If you don't have the skeleton key, SAVE FIRST!)
- Let yourself out of dungeon with skeleton key (Magic Paint only)?

- Enter Jollo's room in basement if you never befriended him (Magic Paint only)? (SAVE FIRST)
- Enter guard room in north basement hallway (Magic Paint only)? (SAVE FIRST)
- Giving Jollo the WRONG lamp in his room (Magic Paint only)?
- Seeing Cassima through the secret passage AFTER spying on the vizier in his study (Magic Paint only)?
- Seeing Cassima through the secret passage when you DIDN'T send her Alexander's ring? When you DID? (Magic Paint only)?
- Spying on the west upstairs hallway from the vizier's bedroom during Beauty's Clothes entrance? During Magic Paint entrance?
- Entering the vizier's bedroom from the secret passage, then walking out into the upstairs hallway? (SAVE FIRST)
- Walking up the stairs and entering the grand hall from the basement BEFORE the wedding music starts? (SAVE FIRST)
- Saying the wrong thing to the magic treasure room door?
- NOT giving Saladin the vizier's letter? (SAVE FIRST)
- NOT interrupting the wedding once inside the throne room? (SAVE FIRST)
- NOT using the mirror on Cassima during the vizier's wedding (Beauty's Clothes only)? (SAVE FIRST)
- NOT following the vizier from the throne room? (SAVE FIRST)
- NOT following the vizier from the tower? (SAVE FIRST)
- NOT using the peppermint or the genie's lamp on the genie in the top of the tower? (SAVE FIRST)
- NOT fighting the vizier with the sword in the top of the tower? (SAVE FIRST)
- Getting to the top of the tower and Alexander DIDN'T give Cassima the dagger? (SAVE FIRST)



W DID YOU FIGURE OUT...?

-That Alhazred found a copy of the "Guidebook to the Land of the Green Isles," and that was why he decided to come to this kingdom and take over?

-That Alhazred was the one who helped Mordack kidnap Cassima?

-That Alhazred murdered Cassima's parents?

-That the genie was really:

-the snake at the crossroads

-the old man in the book shop

-the old man in the pawn shop

-the little boy at the docks

-the weasel in Beast's garden

-the gardener near the stone archer

-the old lady at the top of the logic cliffs

-the raven at the top of the logic cliffs after the catacombs?

-the Winged Ones girl in the catacombs (not in the lair)

-the vizier's page, Shamir

-Cassima in the vizier's wedding

-That the islands were feuding because Alhazred had his genie steal each one's most sacred treasure?

-That Alhazred shut down the ferry to further breakdown the relationships between the islands and their contact with the Crown?

-That Alhazred weakened the kingdom purposely so that it would be easier for him to take over?

-That Shamir Shamazel, the genie, has a terrible weakness for mint?



Possible Endings for King's Quest VI

WARNING! All possible endings revealed! Read only if you REALLY want to know!

If Alexander sends his signet ring to Cassima:

Cassima will have the ring at the wedding ceremony.

If Alexander leaves his ring at the pawn shop:

There is no wedding ring at the ceremony.

If Alexander doesn't send his signet ring to Cassima, but gets it back from the pawn shop owner:

Alexander has the ring, and gives it to Cassima at the wedding.

If Alexander rescues the King and Queen from the Realm of the Dead:

Cassima's parents will attend their daughter's wedding.

If Alexander doesn't rescue the King and Queen:

The wedding ceremony will be a little sorrowful and bittersweet.

If Alexander never makes friends with Jollo:

Jollo is at the wedding, but looks worried.

If Alexander befriends Jollo, and saved the King and Queen, but not the genie:

Jollo is at the wedding as a jovial spectator.

If Alexander befriends Jollo, and both saved the genie and rescued the King and Queen:

Jollo happily performs at the wedding

If Alexander saves the genie:

The genie is at the wedding performing magical tricks. King Graham, Queen Valance, and Princess Rosella all attend the wedding.

If Alexander kills the genie:

Neither the genie, the rulers of the other islands, nor the royal family of Daventry are there.

If Alexander saves the genie and discovers the stolen treasure:

The rulers of the other Isles are at the wedding as well.

The best possible ending occurs only if Alexander sends his ring to Cassima via Sing Sing, makes friends with Jollo, rescues the King and Queen, saves the genie, and discovers the stolen treasure.

The minimal successful ending will take place if Alexander does none of the above.



King's Quest VI Walk-Through

NOTE: About 50% of the puzzles in King's Quest VI are optional. This walk-through is broken into two parts: The Easiest Path walk-through, and the All Puzzles walk-through.

EASIEST PATH WALK-THROUGH

NOTE: The following is simply one way of ordering these puzzles based on trying to do minimal traveling.

Isle of the Crown I

Game opens with Alexander shipwrecked on the beach on the Isle of the Crown.

- Hand on royal insignia ring on beach.
- Hand on plank on beach to reveal a box.
- Hand on box to open the box.
- Hand on coin in inset to take the Daventry coin.
- <Walk to village 1.>
- Hand on door to book shop to enter book shop.
- Talk to book shop owner to learn where you are.
- Talk to book shop owner to get a reference to the ferryman.
- Hand on door to exit .
- <Walk to the docks.>
- <Ignore genie as young man swimming.>
- Hand on ferryman's door.
- Talk on ferryman to be invited inside the ferry.
- Talk on ferryman to learn about the ferry and the magic map.
- Hand on rabbit's foot in ferryman's house and the ferryman will give Alexander the rabbit's foot.
- Hand on door to exit ferry.
- <Walk to village 1.>
- Hand on pawn shop door to enter the pawn shop.
- Hand on candy dish of mints in the pawn shop to take a mint.
- Talk to pawn shop owner to ask about magic map.
- Use royal insignia ring on pawn shop owner to trade it for the magic map.
- <Watch "Genie & the Vizier Segue" cartoon.>
- Use Daventry coin on pawn shop owner.
- Hand on wind-up nightingale on counter to get wind-up nightingale.
- Hand on door to exit pawn shop.

<Walk to village 2 and then come back to village 1 to see the pawn shop owner throw away some things.>

-Hand on pot by pawn shop door to get invisible ink.

<Walk to the beach.>

-Use magic map on Alexander

-Click on Isle of the Sacred Mountain to teleport there.

Isle of the Sacred Mountain I

-Hand on flower on the beach to take the flower of stench.

-Use magic map on Alexander.

-Click on Isle of Wonder to teleport there.

Isle of Wonder I

<Walk towards north end of screen to see gnomes.>

-Use the flower on the Smell Gnome to fool the Smell Gnome.

-Use the wind-up nightingale on the Sound Gnome to fool the Sound Gnome.

-Use the mint on the Taste Gnome to fool the Taste Gnome.

-Use the rabbit's foot on the Touch Gnome to fool the Touch Gnome.

-Use Invisible Ink on Alexander to fool the Sight Gnome.

<Walk to the garden.>

-Hand on iceberg lettuce in the garden to take the iceberg lettuce. (Under strict timer now.)

<Walk to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Beast to teleport there.

Isle of the Beast I

<Walk to the boiling pond.>

-Use lettuce on boiling pond to cool the water.

<Walk to the stone archer.>

<Ignore the gardener.>

-Hand on brick in grass to take brick.

<Walk back to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Crown to teleport there.

Isle of the Crown II

<Walk to village 1.>

-Hand on door to pawn shop to enter the pawn shop.

-Use wind-up nightingale on pawn shop owner to trade back in the nightingale.

-Hand on flute to choose the flute.

-Hand on door to exit pawn shop.

<Walk back to beach.>

-Use magic map on Alexander.

-Click on Isle of Wonder to teleport there.

Isle of Wonder II

<Walk to the garden.>

- Look at hole-in-the-wall.
- Hand on hole-in-the-wall to make the hole-in-the-wall scurry away and hide behind the wallflowers.
- Use flute on wallflowers to make them dance.
- Hand on hole-in-the-wall behind the dancing flowers to get the hole-in-the-wall.
- Hand on spotted gate to enter Chessboard Land.
 - <Walk towards chess knights.>
- Hand on the red scarf to get red queen's dropped scarf.
 - <Walk to the beach.>
- Use magic map on Alexander.
- Click on Isle of the Crown to teleport there.

Isle of the Crown III

<Walk to village 1.>

- Hand on door to pawn shop to enter the pawn shop
- Use flute on pawn shop owner to trade back in the flute.
- Hand on tinder box to choose the tinder box in exchange.
- Hand on door to exit pawn shop.
 - <Walk to beach.>
- Use magic map on Alexander.
- Click on Isle of the Sacred Mountain to teleport there.

Isle of the Sacred Mountain II

- Look on writing on face of cliff to get close-up of 1st logic puzzle.
- Click on the letters R-I-S-E. Choose the "R" in IGNORANCE, the "I" in "KILLS", the "S" in "WISDOM", and the "E" in "ELEVATES".
 - <Walk up to next puzzle.>
- Look on the the writing on the face of the cliff to see the second puzzle.
- Spell out the word S-O-A-R using the alphabet translation in the guidebook in your documentation.
 - <Walk up to next puzzle.>
- Look on the writing on the cliff face to see the third puzzle.
- Select stone #4, stone #1, and then stone #2.
 - <Walk up to next puzzle.>
- Look on the writing on the cliff face to see the fourth puzzle.
- Press in the correct symbols for azure, a caterpillar, tranquillity, and air. The symbols are found in your documentation.
 - <Walk up to next puzzle.>
- Look on the writing on the cliff face to see the fifth puzzle.
- Click on the letters A-S-C-E-N-D. Choose the "A" in "ALL", the "S" in "SILENT", the "C" in "CRY", the "E" in "THE", the "N" in "NOBLE", and the "D" in "BOULDERS".

<Climb up the rest of the steps.>

<Will end up on the top of the Logic Cliffs.>

<Ignore genie as old woman. Wait for her to leave.>

- Hand on small cave entrance to crawl into cave 1.
- Use tinder box on cave to light the cave.
- Hand on entrance to second cave to enter cave 2.
- Hand on peppermint plant on the sunny ledge to take some leaves.
- Hand on entrance hole to leave cave 2.
- Hand on entrance hole to leave cave 1.
 - <Walk to the city gates to get picked up by Winged Ones guards.>
 - <Get taken to the catacombs.>
 - <Walk N. N. N.W. to spike maze.>
- Maneuver through the spike maze. Starting with the tile to Alex's right, click the Walk icon on the three rose tiles. They should take you in a diagonal line. Now click on the scythe to the north of the rose tiles. Click on the crown. Click on the dove. Click on the skull and crossbones. Click on the blank tile in front of the door. Walk through the door and out of the spike maze room.
 - <Walk W. N. to room with shield on wall.>
- Hand on shield on the labyrinth wall to take the shield.
 - <Walk N. N. E. to crushing ceiling room.>
- Use brick on gears in the crushing ceiling room to escape death.
 - <Walk E. E. N. E. to trap door room.>
 - <Fall down to level 2 of the Catacombs.>
- Use tinder box on Alexander's eyes in dark room to see (and avoid death).
 - <Walk W. W. W. W. W. S. S. E. to find cul-de-sac room.>
- Use hole-in-the-wall on east wall.
- Look at hole-in-the-wall to watch Minotaur use secret latch to enter his lair.
 - <Walk W. W. W. S. S. E. S. E. E. N. E. N. N. to find lair entrance room.>
- Hand on tapestry to open door to Minotaur's lair.
 - <Walk through door to enter the Minotaur's lair.>
 - <Walk further into the room to get noticed and back up to the pit.>
- Use red scarf on Minotaur. The Minotaur will charge Alexander, fall into the bottomless pit, and die.
 - <Get dagger from Lady Celeste.>
 - <Meet Oracle and get sacred water.>
 - <Will automatically be taken down to the beach.>
- Use magic map on Alexander.
- Click on Isle of the Mists to teleport there.

Isle of the Mists I

<Walk west to the Druid's village>

-Hand on scythe on tree to get the scythe.

<Walk back to beach.>

- Use magic map on Alexander.
- Click on Isle of the Beast to teleport there.

Isle of the Beast II

- <Walk to the stone archer.>
- Use shield on Alexander to get past stone archer.
- <Walk towards bushes makes them grow together.>
- Hand on white rose to take a white rose.
- Use scythe on rose bushes to get past the third and final obstacle and enter Beast's garden.

<Watch the "Meeting the Beast" cartoon. He'll give Alexander a ring and a mission to find him a willing "Beauty" before Alexander gets turned into a beast forever too.>

- <On a tight timer now.>
- <Walk back to the beach.>
- Use magic map on Alexander.
- Click on Isle of the Crown to teleport there.

Isle of the Crown IV

- <Walk to village 2.>
- Use white rose on Beauty to befriend Beauty.
- Use Beast's ring on Beauty to give Beast's ring to Beauty.
- <Alexander & Beauty automatically return to Isle of the Beast.>

Isle of the Beast III

- <Watch "Beauty & The Beast" Cartoon.>
- <Get handed Beauty's slave clothes.>
- <Get handed the Beast's mirror.>
- <Walk to the beach.>
- Use magic map on Alexander.
- Click on Isle of the Crown to teleport there.

Isle of the Crown V

- <Walk to village 1.>
- Hand on door to pawn shop to enter the pawn shop.
- Use tinder box on pawn shop owner to trade in the tinder box.
- Hand on wind-up nightingale to choose the nightingale in exchange.
- Hand on door to exit the pawn shop.

"Beauty's Clothes" Path into the Castle of the Crown

- <Walk to the main castle entrance screen.>
- Use Beauty's clothes on Alexander to put Alexander in the slave woman disguise.

Inside the Castle of the Crown - Beauty's Clothes

- Walk up left staircase in the grand hall to get to the west upstairs hallway.
- Use wind-up nightingale on floor when the Guards are walking away from Alexander.

<Walk quickly behind pillar.>

- Hand on pillar to hide behind pillar.
- <Listen to Guard Dogs deciding to leave for 5 minutes.>
- Hand on picture on wall to remove picture.
- Hand on picture-hanging nail to take the nail.
- <Walk back out to the west upstairs hallway.>
- Hand on Vizier's bedroom door to enter Vizier's bedroom.
- Use nail on trunk to unlock the Vizier's trunk.
- Hand on stack of letters to take incriminating letter.
- Hand on bedroom door to leave room and reenter west upstairs hallway.
- <Walk behind pillar.>
- Use nail on wall above picture to put nail back in wall.
- Hand on picture to put it back in place.
- <Walk to the west upstairs hallway>
- <Walk to the north upstairs hallway.>
- Talk on Cassima's door to trigger a conversation with Cassima.
- Use dagger on Cassima's door to slip dagger under door to Cassima.
- <Walk back to the west upstairs hallway.>
- <Walk behind pillar.>
- <Hand on pillar to hide.>
- <Listen to guards return.>
- <Walk back out to the west upstairs hallway.>
- <Quickly walk down stairs.>
- Use incriminating letter on Saladin to show him the letter.
- In the throne room, walk forward or talk on Vizier or Cassima to interrupt the wedding.
- Use Beast's mirror on genie disguised as Cassima to reveal its true identity.
- <Follow the Vizier as he tries to escape.>
- <Walk up stairs to reach the top of the tower.>
- Use peppermint leaves on genie.
- Hand on ceremonial sword to take huge sword from wall.
- Use sword on Vizier to spar with Vizier.
- Use sword on Vizier again after Cassima distracts him.

Note: The Easiest Path misses approximately 50% of puzzles in the game. Optional puzzles only available during Beauty's Clothes entrance:

- Spy on Throne room doors through keyhole.
- <Look on door twice.>
- Spy on Vizier's Study from west upstairs hallway.
- <Look on door twice.>

ALL PUZZLES WALK-THROUGH

The following is simply one way of ordering these puzzles based on minimal traveling between the Islands.

Isle of the Crown I

- Hand on royal insignia ring on beach.
- Hand on plank on beach to reveal a box.
- Hand on box to open the box.
- Hand on coin in inset to take the Daventry coin.
<Walk to the main castle entrance.>
- Talk on Guards to learn about The Isles.
- Talk on Guards to ask to see Cassima.
- Use royal insignia ring on Guard Dogs to get inside the Castle.
<Watch the "Alexander Meets the Vizier" cartoon.>
<Walk to village 1.>
- Hand on door to book shop to go into the book shop.
- Talk to book shop owner to get a reference to the Ferryman.
- Hand on boring book by door to get the boring book.
- Hand on love poem shelf to read love poem book.
- Hand on page on floor to take love poem page.
- Hand on spell book on counter to get book shop owner's request for a rare book.
- Hand on door to exit book shop.
<Walk to the docks.>
<Ignore genie as young man swimming.>
- Hand on ferryman's door to knock on door.
- Talk on ferryman to go into ferryman's house.
- Talk on ferryman to get him to tell Alexander about the ferry and the magic map.
- Talk on ferryman to get more information until he repeats himself.
- Hand on rabbit's foot in ferryman's house and the ferryman will give Alexander the rabbit's foot.
- Hand on door to exit the ferry.
<Walk to village 1.>
- Hand on book shop door to enter book shop.
- Talk on court clown to learn about who he is.
- Use ring on court clown to befriend him.
- Hand on door to exit book shop.
- Hand on pawn shop door to enter the pawn shop.
- Hand on candy dish of mints to take a mint.

- Talk to pawn shop owner about the magic map.
- Use royal insignia ring on Pawn Shop Owner to trade it for the magic map.

<Watch "Genie & the Vizier Segue" cartoon.>

- Use Daventry coin on pawn shop owner.
- Hand on wind-up nightingale to get wind-up nightingale.
- Hand on door to exit pawn shop.
<Walk to village 2 then back to village 1 to see pawn shop owner throw away some things.>

- Hand on pot by Pawn Shop door to get invisible ink.

<Walk to the beach.>

- Use magic map on Alexander.
- Click on Isle of the Sacred Mountain to teleport there.

Isle of the Sacred Mountain I

- Hand on flower to take the flower of stench.
- Use magic map on Alexander.
- Click on Isle of Wonder to teleport there.

Isle of Wonder I

- Hand on sentence in ocean when it gets close to the shore to take the sentence.
 - Talk on toothache oyster to learn about his problem.
 - Use boring book on toothache oyster to get him to yawn.
 - Hand on toothache oyster's mouth during yawn to grab pearl.
<Walk towards north end of screen to see gnomes.>
 - Use the flower on the Smell Gnome to fool the Smell Gnome.
 - Use the wind-up nightingale on the Sound Gnome to fool the Sound Gnome.
 - Use the mint on the Taste Gnome to fool the Taste Gnome.
 - Use the rabbit's foot on the Touch Gnome to fool the Touch Gnome.
 - Use the Invisible Ink on Alexander to fool the Sight Gnome.
<Walk to the Exclamation Point.>
 - Hand on pile of books to get Bookworm's dialogue.
<Walk to the garden.>
 - Hand on iceberg lettuce in the garden to take the iceberg lettuce.
(Under strict timer now.)
<Walk to the beach screen.>
 - Use magic map on Alexander.
 - Click on Isle of the Beast to teleport there.
- ## Isle of the Beast I
- <Walk to the boiling pond.>
- Use lettuce on boiling pond to cool the water.
 - Hand on old hunter's lamp to take old lamp.

<Walk to the stone archer.>

<Ignore the gardener.>

-Hand on brick to take brick.

<Walk back to the beach.>

-Talk on Dangling Participle to get clue about who he is.

-Use sentence on Dangling Participle to get him to come down.

-Use magic map on Alexander.

-Click on Isle of Wonder to teleport there.

Isle of Wonder II

<Walk to Exclamation Point.>

-Hand on book pile to get Bookworm to show up.

-Use Dangling Participle on Bookworm while he's visible. Bookworm gives Alexander a rare book.

-Hand on rare book in inventory to look at book and get riddle clue.

-Look on black widow's web.

-Hand on dangling thread in inset to unravel web.

-Hand on scrap of paper in web while Black Widow is distracted to take paper.

<Watch the scrap of paper clue. Paper says 'LOVE'. The piece of paper blows away.>

<Walk back to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Crown to teleport there.

Isle of the Crown II

<Walk to the crossroads.>

-Use wind-up nightingale on Sing-Sing to befriend Sing-Sing.

<Walk to village 1.>

-Look at wedding proclamation to read about the wedding.

-Hand on door to pawn shop to enter the pawn shop.

-Use wind-up nightingale on pawn shop owner to trade back in the nightingale.

-Hand on flute on counter to choose the flute.

-Use pearl on Pawn Shop Owner to get back Alexander's royal insignia ring.

-Hand on door to exit pawn shop.

-Hand on door to book shop to enter the book shop.

<Listen to Jollo about Vizier.>

-Use rare book on book shop owner to get the spell book.

-Hand on spell book in inventory. Turn the pages to see all the spells.

-Hand on door to exit book shop.

<Walk back to the crossroads.>

-Use royal insignia ring on Sing-Sing to send ring to Cassima.

<Watch Cassima segue.>

-Hand on red ribbon on ground to pick up red ribbon.

-Hand on red ribbon in inventory to get Cassima's hair.

<Walk to the beach.>

-Use magic map on Alexander.

-Click on Isle of Wonder to teleport there.

Isle of Wonder III

<Walk to the garden.>

-Hand on teacup on chair to take the teacup.

-Hand on rotten tomato to take it.

-Look at hole-in-the-wall.

-Hand on hole-in-the-wall to make the hole-in-the-wall scurry away and hide behind the wallflowers.

-Use flute on wallflowers to make them dance.

-Hand on hole-in-the-wall behind the dancing flowers to get the hole-in-the-wall.

-Hand on spotted gate to walk into Chessboard Land.

<Walk towards chess knights.>

-Hand on the red scarf to get red queen's dropped scarf.

<Walk to the swamp.>

-Use teacup on swamp to get first fight between bump-on-a-log and stick-in-the-mud.

-Use rotten tomato on bump-on-a-log to provoke fight in which swamp ooze is thrown onto the log.

-Use teacup on swamp ooze on log to get the swamp ooze.

<Walk to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Crown to teleport there.

Isle of the Crown III

<Walk to the crossroads.>

-Use love poem page on Sing Sing to send poem to Cassima.

-Hand on Cassima's note on ground to pick up the note.

<Walk to village 1.>

-Hand on door to pawn shop to enter pawn shop.

-Use flute on pawn shop owner to trade back in the flute.

-Hand on tinder box to choose the tinder box in exchange.

-Hand on door to exit pawn shop.

<Walk to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Sacred Mountain to teleport there.

Isle of the Sacred Mountain II

- Hand on black feather to take the feather.
- Look on writing on face of cliff to get close-up of 1st logic puzzle.
- Click on the letters R-I-S-E. Choose the "R" in IGNORANCE, the "I" in "KILLS", the "S" in "WISDOM", and the "E" in "ELEVATES".
 - <Walk up to next puzzle.>
- Look on the the writing on the face of the cliff to see the second puzzle.
- Spell out the word S-O-A-R using the alphabet translation in the guidebook in your documentation.
 - <Walk up to next puzzle.>
- Look on the writing on the cliff face to see the third puzzle.
- Select stone #4, stone #1, and then stone #2.
 - <Walk up to next puzzle.>
- Look on the writing on the cliff face to see the fourth puzzle.
- Press in the correct symbols for azure, a caterpillar, tranquillity, and air. The symbols are found in your documentation.
 - <Walk up to next puzzle.>
- Look on the writing on the cliff face to see the fifth puzzle.
- Click on the letters A-S-C-E-N-D. Choose the "A" in "ALL", the "S" in "SILENT", the "C" in "CRY", the "E" in "THE", the "N" in "NOBLE", and the "D" in "BOULDERS".
 - <Climb up the rest of the steps.>
 - <Will end up on the top of the Logic Cliffs.>
 - <Ignore genie as old woman. Wait until she leaves.>
- Hand on small cave entrance to crawl into cave 1.
- Use tinder box on cave to light the cave.
- Hand on entrance to second cave to enter cave 2.
- Hand on peppermint plant on the sunny ledge to take some leaves.
- Hand on entrance hole to leave cave 2.
- Hand on entrance hole to leave cave 1.
 - <Walk north to the city gates to get picked up by Winged Ones guards.>
 - <Meet Lord Azure and Lady Ariel.>
 - <Get taken to catacombs.>
 - <Walk N. N. E. E. N. to get to the skull room.>
- Hand on skull to take a skull.
 - <Walk S. W. W. N. W. to the spike maze room.>
- Maneuver through the spike maze. Starting with the tile to Alex's right, click the Walk icon on the three rose tiles. They should take you in a diagonal line. Now click on the scythe to the north of the rose tiles. Click on the crown. Click on the dove. Click on the skull and

- crossbones. Click on the blank tile in front of the door. Walk through the door and out of the spike maze room.
 - <Walk E. N. to room with shield on wall.>
- Hand on shield on the catacombs' wall to take the shield.
 - <Walk N. N. N. W. W. to crypt room.>
- Hand on beds to get the dead man's coins.
 - <Walk E. E. S. E. to the crushing ceiling.>
- Use brick on gears in the crushing ceiling room to escape death.
 - <Walk E. E. N. E. to trap floor room.>
 - <Now on level 2 of the catacombs.>
- Use tinder box on Alexander's eyes in dark room to see (and avoid death).
 - <Walk W. W. W. W. W. S. S. E. to find cul-de-sac room.>
- Use hole-in-the-wall on east wall.
- Look at hole-in-the-wall to watch Minotaur use secret latch to enter his lair.
 - <Walk W. W. W. S. S. E. S. E. E. N. E. N. N. to find lair entrance.>
- Hand on tapestry to open door to Minotaur's lair.
 - <Walk through door to enter the Minotaur's lair.>
 - <Walk further into the room to draw the Minotaur's attention, and back up to the pit.>
- Use red scarf on Minotaur. The Minotaur will charge Alexander, fall into the bottomless pit, and die.
 - <Get dagger from Lady Celeste.>
 - <Meet Oracle and get sacred water.>
 - <Will automatically get taken back down to beach.>
- Use magic map on Alexander.
- Click on Isle of the Mists to teleport there.

Isle of the Mists I

 - <Walk west to the Druid's village.>
- Hand on scythe on tree to get the scythe.
- Hand on lump of coal in fire pit to get the lump of coal.
 - <Walk back to the beach.>
- Use magic map on Alexander.
- Click on Isle of the Beast to teleport there.

Isle of the Beast II

 - <Walk to the stone archer.>
- Use shield on Alexander to walk past stone archer safely.
- Hand on white rose to take a white rose.
 - <Walk to gazebo to see roses grow together.>
- Use scythe on rose bushes to get past the third and final obstacle and enter Beast's garden.

<Watch the "Meeting the Beast" cartoon. He'll give Alexander a ring and a mission to find him a willing "Beauty" before Alexander is turned into a beast forever too.>

<On a tight timer now.>

<Walk back to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Crown to teleport there.

Isle of the Crown IV

<Walk to village 1.>

-Hand on book shop door to enter the book shop.

<Listen to Jollo talk about the genie.>

-Hand on door to exit book shop.

<Walk to the village 2.>

-Use white rose on Beauty to befriend Beauty.

-Use Beast's ring on Beauty to give Beast's ring to Beauty.

<Alexander & Beauty automatically return to Isle of the Beast.>

Isle of the Beast III

<Watch "Beauty & The Beast" Cartoon.>

<Get Beauty's clothes and Beast's mirror.>

<Walk to stone archer.>

-Hand on rose to take another white rose.

<Walk to the beach.>

-Use magic map on Alexander.

-Click on The Isle of Wonder to teleport there.

Isle of Wonder IV

<Walk to the swamp.>

-Hand on milk weed to get a bottle of milk.

<Walk to the garden.>

-Use milk bottle on baby's tears to make the baby's without the bottle start crying.

-Use old lamp on baby's tears to get tears.

-Use Oracle's vial on the old lamp to put sacred water in lamp.

-Hand on 'drink me' bottle to pick up the drink me potion.

<Walk to Chessboard Land.>

-Use lump of coal on Queens before they leave the screen. Get spoiled egg.

<Walk to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Beast to teleport there.

Isle of the Beast IV

<Walk to the Beast's garden.>

-Use old lamp on fountain to fill lamp with 'falling water'.

-Use spell book on lamp in inventory.

-Turn the pages to the 'Make Rain Spell'.

-Cast on incantation to enchant lamp with waters.

<Walk back to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Mists to teleport there.

Isle of the Mists II

<Watch the "Bonfire" cartoon.>

-Use skull on bonfire to get some embers.

<Walk to the beach.>

-Use magic map on Alexander.

-Click on Isle of the Sacred Mountain to teleport there.

Isle of the Sacred Mountain III

<Walk up logic cliff steps to the "top of the Logic Cliffs.">

<Night Mare is on top of small cliffs eating nightshade.>

-Use hair on skull in inventory to add hair to skull with embers.

-Use spoiled egg on skull in inventory to add egg to skull with embers.

-Use spell book on skull with egg/hair/embers in inventory.

-Turn pages to the 'Charming a Creature of the Night' page.

-Cast on incantation.

Realm of the Dead

<Land on surface 1.>

<Avoid all the wandering dead while on the surface.>

-Talk on King or Queen's souls to get dialogue and ghost ticket.

<Walk east to surface 2.>

-Talk on Mother Ghost to get dialogue and ghost handkerchief.

<Walk to the Underworld entrance.>

-Hand on bones near bone xylophone to take bones and play xylophone.

<Watch the "Skeleton Dance" mini-cartoon.>

-Hand on skeleton key on ground to get key.

-Use ghost ticket on Door Master skeleton to get into the Underworld.

-Look on dead knight.

-Hand on black gauntlet to take the gauntlet of challenge.

<Walk to the River Styx.>

-Use teacup on River Styx to get River Styx water for Make Rain spell.

-Use dead man's coins on Charon to cross the River Styx.

-Hand on Gate.

-Talk to Gate.

-Click mouse on 'L', 'O', 'V', & 'E' to answer riddle.

< Enter the Hall of the Lord of the Dead>

<Walk toward the Lord of the Dead.>

-Use black gauntlet on Lord of the Dead to challenge 'Death'.

- Use magic mirror on Lord of the Dead to make him cry.
- <Alexander & the King & Queen are sent back to the Isle of the Crown via Night Mare.>

Isle of the Crown V

- <Walk to the crossroads.>
- Use white rose on Sing Sing to send rose to Cassima.
- <Walk to village 1.>
- Hand on door to pawn shop to enter the pawn shop.
- Use tinder box on pawn shop owner to trade in the tinder box.
- Hand on painter's brush to choose the painter's brush.
- Use 'drink me' potion on Alexander in the presence of the genie.
- <Watch the "Genie & Vizier Segue" cartoon.>
- <Exit to village 1.>
- Use old lamp on lampseller.
- Hand on replica lamp to take the lamp that looks like the Genie's from the segue.

"Magic Paint" Path into the Castle of the Crown

- <Walk to the side of the castle wall.>
- Use black feather on teacup in inventory.
- Use teacup or paintbrush on castle wall.
- Use spell book on painting of door.
- Cast on incantation of the 'magic paint spell'.
- Hand on door to enter the castle.

Inside the Castle of the Crown - Magic Paint

- <Alexander is standing in the west basement hallway.>
- <Avoid random Guard Dogs in the basement hallways.>
- Hand on smallest dungeon door to enter dungeon.
- Use ghost handkerchief on Little Boy Ghost to learn about the secret passage.
- <Walk to the east basement hallway>
- Hand on clown's room door to enter Jollo's room.
- Use replica lamp on Jollo to give the clown the replica of the Genie's lamp.
- Hand on door to exit clown's room.
- <Walk carefully to the north basement hallway.>
- Hand on knight's right arm to open & enter secret passage.
- Look on chinks in wall to spy on the Guard Dogs. Alexander learns the word 'Ali' for the treasure room door.
- <Walk up the stairs.>
- <Walk to the west to get into the first secret passage hallway, then walk northwest.>
- Look on chinks on wall to spy on the Vizier.

<Walk north again>

- Hand on door in wall to get into the Vizier's bedroom.
- Hand on ebony box on dresser to open box.
- Look on piece of paper to learn the word "Zebu."
- Use skeleton key on Vizier's trunk to open the trunk.
- Hand on letters to take a letter.
- Hand on wardrobe door to leave bedroom and return to secret passage.
- <Walk back to the secret passage level 2 landing.>
- Look on chinks to Cassima's room.
- Use Vizier's letter on Cassima to show her the letter. She gives it back.
- Use dagger on Cassima to give her the dagger.
- <Walk back down via secret passage to the basement, then to the west basement hallway.>
- Talk on the magic door to the treasure room.
- Click on 'A', 'L', 'I', 'Z', 'E', 'B', 'U', to tell the door to open.
- Look on drape on table to get msg about the initials A.A.
- Hand on drape on table to remove drape.
- Look on each item on the table.
- <Exit room & walk into the basement hallway.>
- <Wedding music will be playing.>
- <Walk to east hallway.>
- <Hand on door at the top of the stairs.>
- Use incriminating letter on Saladin to show him the letter.
- In the throne room, walk forward or talk on Vizier or Cassima to interrupt the wedding.
- <King & Queen come in and automatically reveal Genie as Cassima.>
- <Follow the Vizier as he tries to escape.>
- <Quickly follow the Vizier to the top of the tower.>
- <Jollo brings lamp to Alexander.>
- Use Genie's lamp on Genie to become Master of the Genie. The Genie will disappear into his lamp & lamp gets knocked down stairs.
- Hand on ceremonial sword to take huge sword from wall.
- Use sword on Vizier to spar with Vizier.
- Use sword on Vizier again after Cassima's distraction.

NOTE: If you played the All Puzzles version of King's Quest VI, you could have received full points, but you won't have done EVERYTHING. If you want to see what you missed, go back and try the "Beauty's Clothes" path into the Castle.



ing's Quest VI Points List

NOTE: Actions with an asterisk (*) next to them are optional puzzles.

Action	Points
Isle of the Crown	
On the Beach:	
Get ring	1
Move plank and find box	1
Get coin	1
Use Magic Map (1st time only)	1
The Castle:	
*Show ring to guards	3
*Meet Vizier	2
Ali's Books:	
Learn about ferryman in book shop	1
*Get boring book	1
*Read book of love poems (1st time only)	1
*Pick up page	1
*Touch spell book (1st time only)	2
*Show ring to Jollo	4
*Trade rare book for Spell Book	1
Village 2:	
Give rose to Beauty	2
Give Beast's ring to Beauty	2
Village 1:	
*Get new lamp for old	1
Get Invisible Ink	1
On the Docks:	
Enter ferryman's cabin (1st time only)	2
Get rabbit's foot	1
In the Pawn Shop:	
Get mint (1st time only)	1
Trade ring for map	5
Show coin to pawn shop owner	2
(begins trading cycle)	
*Trade pearl for ring	2
*Fake death with genie	3
At the Crossroads:	
*Befriend Sing Sing	4
*Send ring to Cassima	3

Action	Points
*(Send ring to Cassima before befriendng Jollo)	1
*Get ribbon	1
*Send poem to Cassima	1
(Only if Alexander sent ring to Cassima)	
*Get note	1
*Send rose to Cassima	1
(Only if Alexander sent ring to Cassima)	
In Inventory:	
*Get strand of Cassima's hair from ribbon	1
(Note: Cassima's hair will not exist if Alexander gets a hair from Beauty's clothes.)	
Isle of the Sacred Mountain	
On the Beach:	
Get flower	1
*Get feather	1
Solve Logic Cliff puzzles (1 pt each)	5
Top of the Cliffs:	
*Enter the cave (1st time only)	1
*Put hair in skull	1
*Put egg in skull	1
*Cast Creature of the Night spell on Nightmare	3
*Ride Nightmare	2
In the Cave:	
*Use tinder box (1st time only)	2
*Get peppermint leaves (1st time only)	1
In the Catacombs:	
*Get skull	1
Get through spike maze (1st time only)	3
Get shield	1
*Get coins	1
Stop crushing ceiling	2
Use tinder box in dark room	2
Use hole-in-the-wall in correct place	1
Spy on minotaur	1
Open door to minotaur's lair	1
Use scarf on minotaur	3
Oracle's Chamber:	
Visit oracle	5
Get sacred water	1

Action	Points
Isle of Wonder	
On the Beach:	
*Get sentence	1
*Read book to oyster	2
*Get pearl	1
Use flower on Smell Gnome	2
Use wind-up nightingale on Sound Gnome	2
Use mint on Taste Gnome	2
Use rabbit's foot on Touch Gnome	2
Use Invisible Ink on Alexander	2
In the Swamp:	
*Get milk weed (1st time only)	1
*Give rotten tomato to bump-on-a-log	3
*Get swamp ooze	1
In the Garden:	
Get Iceberg lettuce (1st time only)	1
*Get teacup	1
*Make Baby's Tears cry (1st time only)	2
*Get rotten tomato	1
Make wallflowers dance (1st time only)	2
Get hole-in-the-wall	1
*Get baby's tears	1
*Put sacred water into lamp	1
*Get "Drink Me" potion	1
On Exclamation Point:	
*Get rare book	2
*Read rare book (1st time only)	1
*Unravel Black Widow's web	1
*Get scrap of paper	2
In Chessboard Land:	
Get scarf	1
*Get spoiled egg	1
Isle of the Beast	
On the beach:	
*Get Dangling Participle	2
On the boiling pond screen:	
Put Iceberg lettuce in pond	4
*Get hunter's lamp	1
On the Stone Archer Screen:	
Get brick	1
Use shield	3

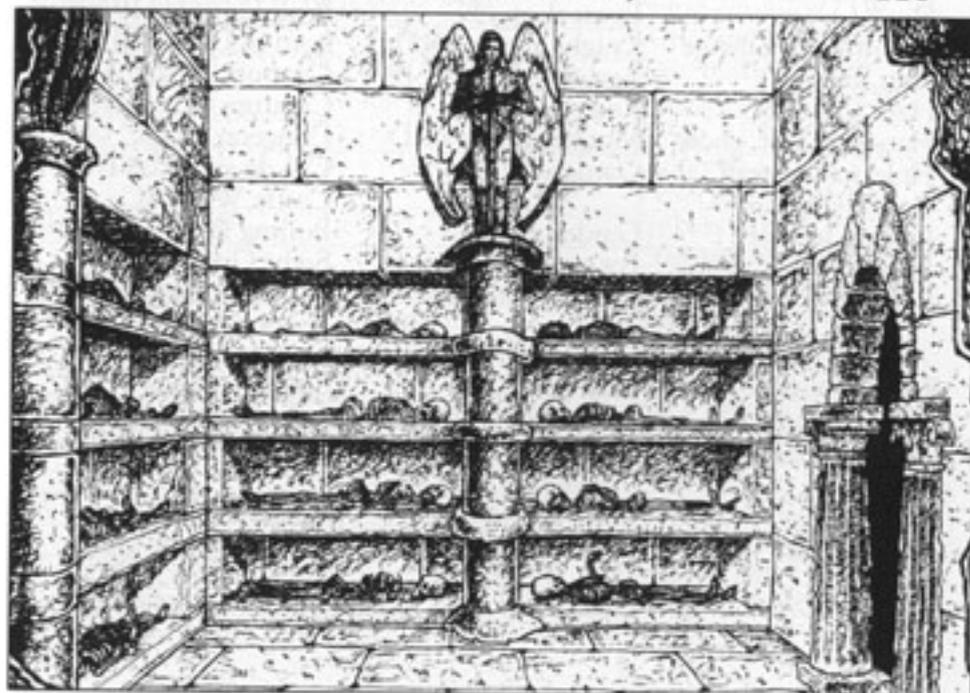
Action	Points
Get white rose (1st time only)	1
Use scythe	3
In Beast's garden:	
Get Beast's ring	1
Get mirror	1
Get clothes	1
*Get fountain water	1
*Cast Make Rain spell	3
In Inventory:	
*Get strand of hair	1
(Note: Beauty's hair will not exist if Alexander gets a strand of Cassima's hair.)	
Isle of the Mists	
On Village Screen:	
Get scythe	1
*Get coal	1
On Druids' Fire Screen:	
*Watch Make Rain spell work	2
*Get burning embers (1st time only)	1
*Realm of the Dead	
Surface I screen:	
*Get ticket	1
Surface II screen:	
*Get handkerchief	1
Door and Key Master Screen:	
*Play xylophone (1st time only)	2
*Get skeleton key	1
*Use ticket	3
Cavern Screen:	
*Get gauntlet	1
River Styx:	
*Get River Styx water	1
*Use dead man's coins	3
Living Gate:	
*Answer riddle	3
Lord of the Dead's Chamber:	
*Use gauntlet	2
*Make Lord of the Dead cry	4

Action	Points
Beauty's Clothes (Short) Path into the Castle of the Crown	
Outside the Castle:	
*Wear Beauty's Clothes (to enter castle)	4
Inside the Castle:	
Upstairs Hallway:	
*Lure guards with nightingale	4
*Hide behind pillar	2
*Take portrait (1st time only)	3
*Get nail (1st time only)	1
The Vizier's Bedroom:	
Unlock trunk	1
Get letter	1
North Hallway	
Talk to Cassima	1
Give dagger to Cassima	3
At the Wedding:	
Show letter to Saladin	3
*Use mirror on genie	3
In the Tower:	
*Use mint leaves on genie (Kill genie)	3
Get sword	1
Swordfight with Vizier	1
Defeat Vizier	5
Magic Paint (Long) Path into the Castle of the Crown	
Outside the West Wall of the Castle:	
*Stir ooze	1
*Paint door on castle wall	1
*Cast Magic Paint spell	3
*Enter castle	2
Inside the Castle of the Crown	
In the Dungeon:	
*Give handkerchief to little ghost	3
In Jollo's Room:	
*Give replica of lamp to Jollo	3
Basement Hallway:	
*Enter secret passage (1st time only)	2
Inside Secret Passage:	
*Spy on guards for magic word	2
*Spy on Vizier	1
See Cassima through wall	1
Give dagger to Cassima	3

Action	Points
In the Vizier's Bedroom:	
*Look at secret word in ebony box	1
Unlock trunk	1
Get letter	1
The Treasure Room:	
*Open treasure room door	2
*Remove drape and look at all 4 items	2
At the Wedding:	
Show letter to Saladin	3
*Reveal genie's identity (Cassima's parents)	5
In the Tower:	
*Get genie's lamp	1
*Capture genie	5
Get sword	1
Swordfight with Vizier	1
Defeat Vizier	5

ALL PUZZLES PATH (MAXIMUM POINTS): 231

EASIEST PATH (MINIMUM POINTS): 116





Inventory Objects Table

Name	Where Found	Where Used
Book, Boring	Book shop / IC	Oyster / IW
Book, Rare	Bookworm / IW	Book shop / IC
Book, Spell	Book shop / IC	Magic paint spell Make rain spell
	Creature of night spell	
Brick	Stone Archer / IB	Crushing Ceiling / CAT
Brush, Painter's	Pawn shop / IC	Magic paint spell / IC
Cassima's Note	Sing Sing / IC	Nowhere
Clothes, Beauty's	Gardens / IB	Castle / IC
Coal (lump of)	Druid's Woods / IM	Queens / IW
Coin, Daventry	Shipwreck debris / IC	Pawn shop / IC
	Jollo / IC	
Coins, dead man's	Catacombs / ISM	Charon, boatman / RD
Dagger	Minotaur's Lair / CAT	Cassima / COC
Dangling Participle	Beach / IB	Bookworm / IW
Feather	Beach / ISM	Magic paint spell
Flower of stench	Beach / ISM	Gnomes / IW
Flute	Pawn shop / IC	Wall Flowers / IW
Gauntlet/Challenge	Knight corpse / RD	Lord of Dead / RD
Hair, Beauty's	Beauty's clothes / IB	Creature of Night spell
Hair, Cassima's	Red ribbon / IC	Creature of Night spell
Handkerchief, ghost	Mother Ghost / RD	Dungeon / COC
Hole-in-the-wall	Gardens / IW	Cul-de-sac / CAT Castle Wall / IC
Iceberg lettuce	Gardens / IW	Boiling Pond / IB
Ink, Invisible	Pot near Pawn shop / IC	Sight Gnome / IW
Lamp, old hunter's	Boiling Pond / IB	Baby's Tears / IW Fountain / IB Lampseller / IC
Lamp, Genie's	Jollo / COC	Capture Genie / COC
Lamp, replica	Lampseller / IC	Jollo / COC
Letter, Vizier's	Vizier's Bedroom / COC Saladin / COC	Cassima / COC
Love poem	Book shop / IC	Sing Sing / IC
Map, magic	Pawn shop / IC	All beaches in game
Milk	Milk Weed / IW	Baby's Tears / IW
Mint	Pawn shop / IC	Taste Gnome / IW

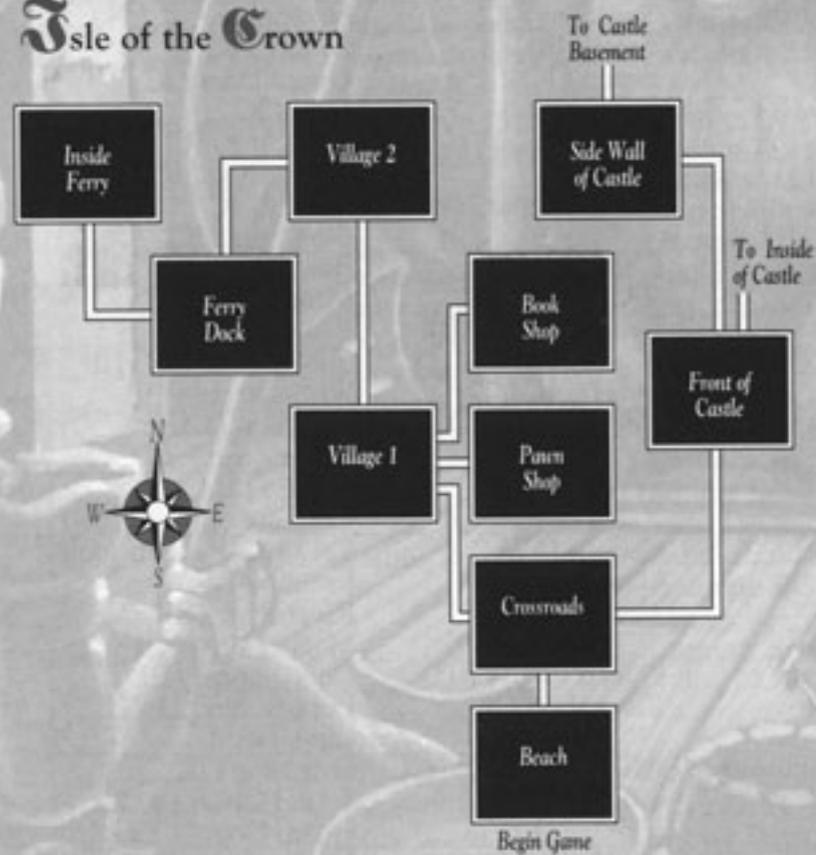
Abbreviations:

IC -	Isle of the Crown	IM -	Isle of the Mists
IW -	Isle of Wonder	RD -	Realm of the Dead
IB -	Isle of the Beast	COC -	Castle of the Crown
ISM -	Isle of the Sacred Mountain	CAT -	Catacombs

Name	Where Found	Where Used
Mirror of truth	Beast / IB	Lord of Dead / RD Genie / COC
Nail, Picture	Behind pillar / COC	Vizier's trunk / COC
Pearl	Toothache Oyster / IW	Pawn shop / IC
Peppermint leaves	Cave / ISM	Genie in tower / COC
Potion, 'drink me'	Gardens / IW	Genie in Pawn shop / IC
Rabbit's foot	Ferryman / IC	Touch Gnome / IW
Ribbon, red	Sing Sing / IC	Nowhere
Ring, beast	Beast / IB	Beauty / IC
Ring, royal	Beach / IC	Guard Dogs / IC Jollo / IC Sing Sing / IC Pawn Shop / IC
Rose, white	Stone Archer / IB	Beauty / IC Sing Sing / IC
Rotten Tomato	Gardens / IW	Bump-on-a-log / IW
Scarf, red	Red Queen / IW	Minotaur / CAT
Scythe	Druid's Wood / IM	Rose bushes / IB
Sentence	Beach / IW	Dangling Participle / IB
Shield	Level 1 / CAT	Stone Archer / IB
Skeleton Key	Key Master / RD	Dungeon / COC Vizier's trunk / COC
Skull	Level 1 / CAT	Embers / IM Creature of Night spell
Spoiled Egg	Queens / IW	Creature of Night spell
Teacup	Garden / IW	Swamp / IW River Styx / RD Magic paint spell
Ticket, ghost	Queen's soul / RD	Door Master / RD
Tinder box	Pawn shop / IC	Dark Room / CAT Cave / ISM
Wind-up nightingale	Pawn shop / IC	Sing Sing / IC Sound Gnome / IW Guard Dogs / COC
Water, sacred	Oracle / ISM	Make rain spell



Isle of the Crown



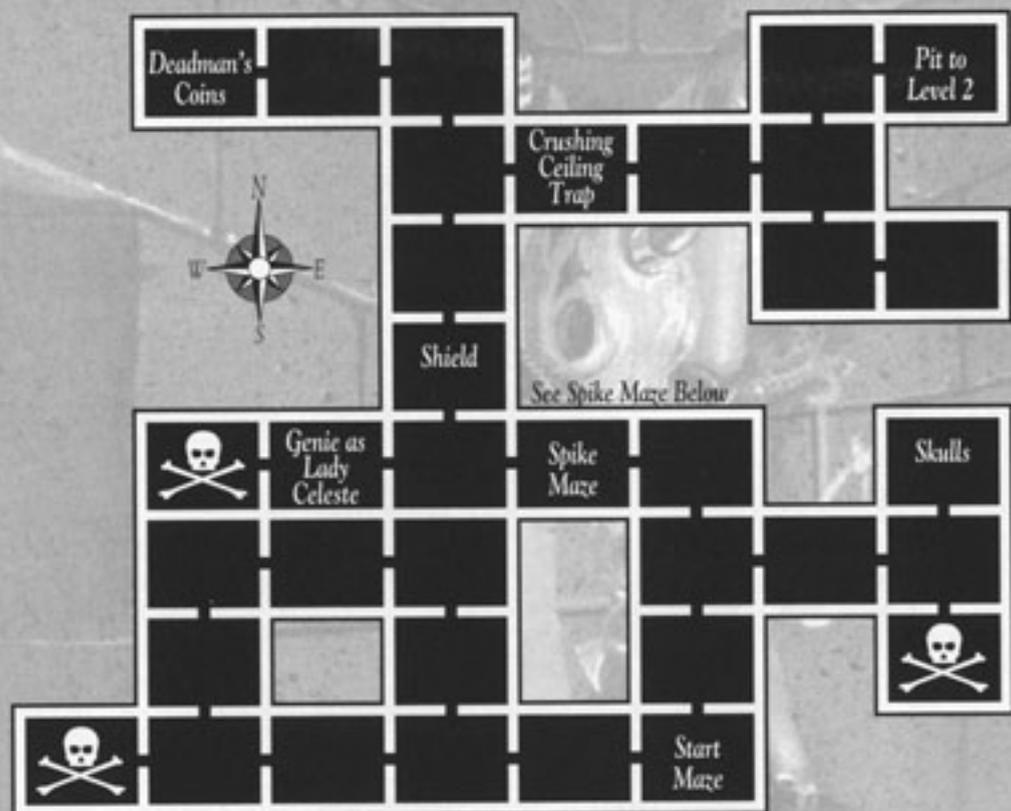
Isle of Wonder



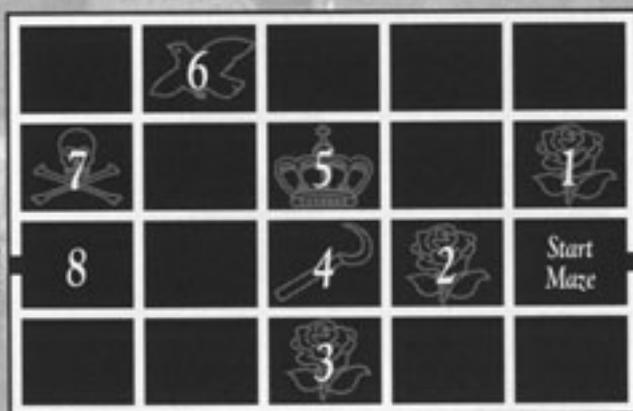
Isle of the Beast

Isle of the Sacred Mountain

Isle of the Sacred Mountain Catacombs Level 1



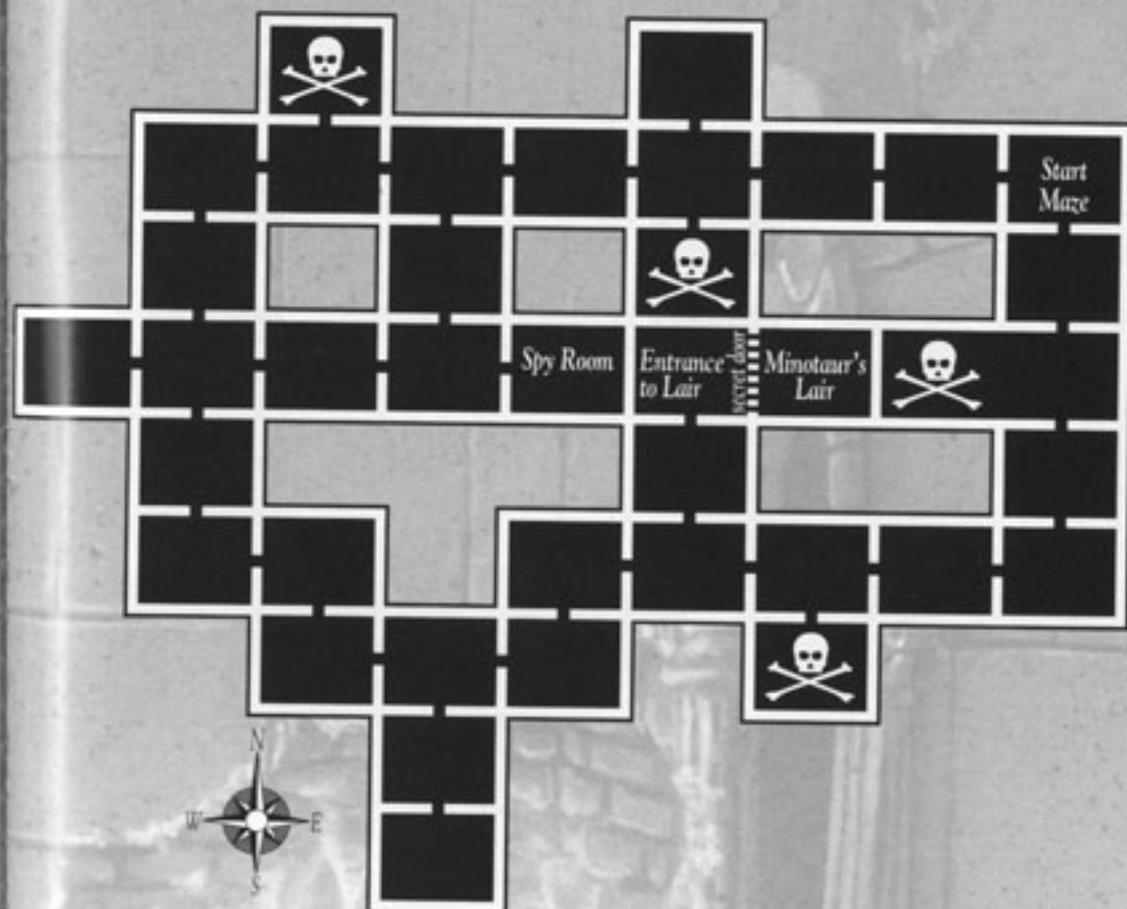
To Catacombs



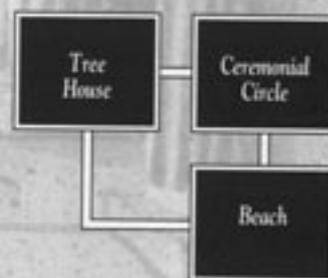
Spike Maze

From Catacombs

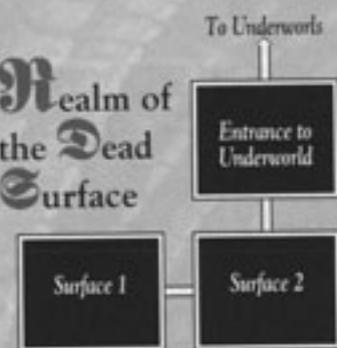
Isle of the Sacred Mountain Catacombs Level 2



Isle of Mist



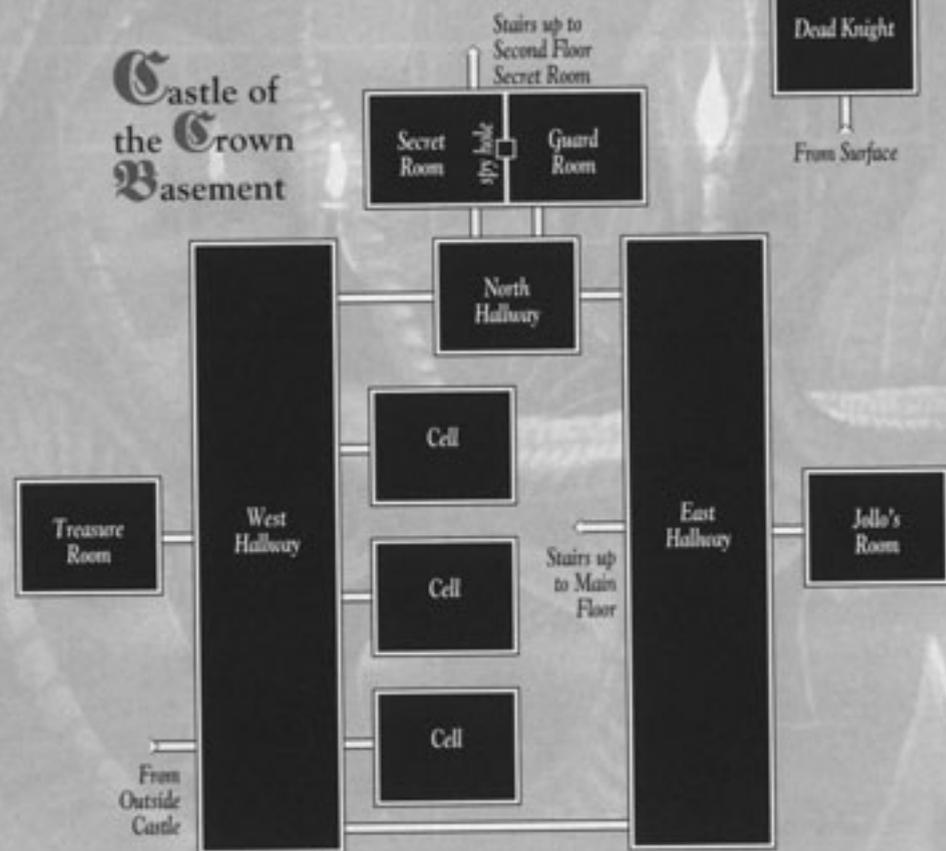
Realm of the Dead Surface



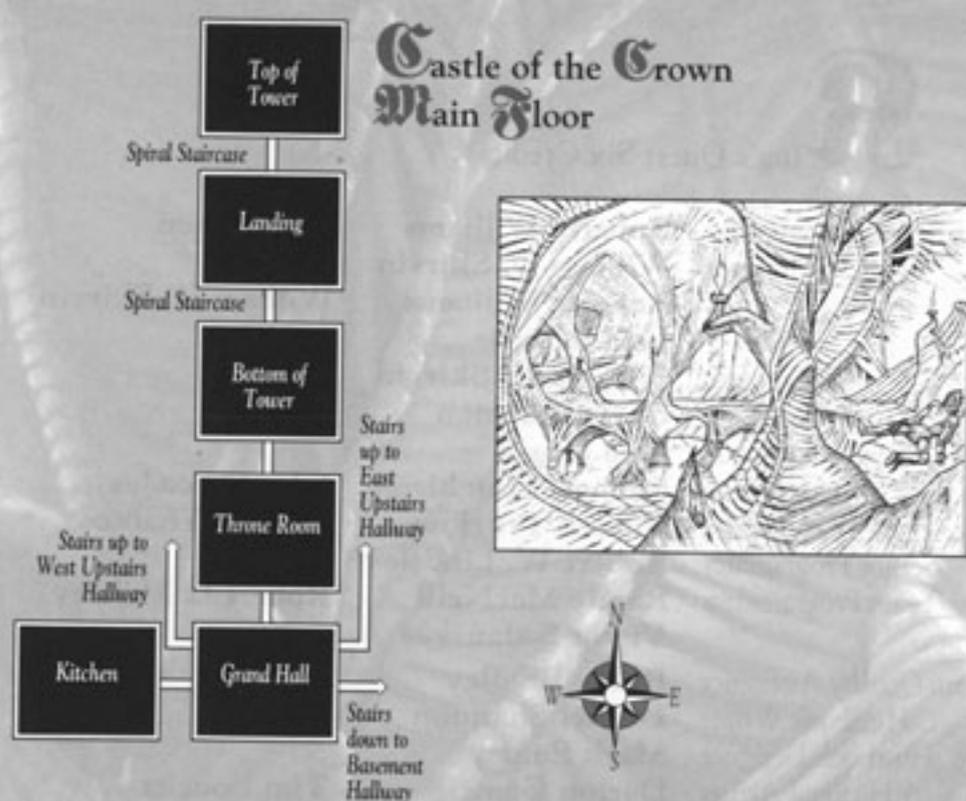
Realm of the Dead Underworld



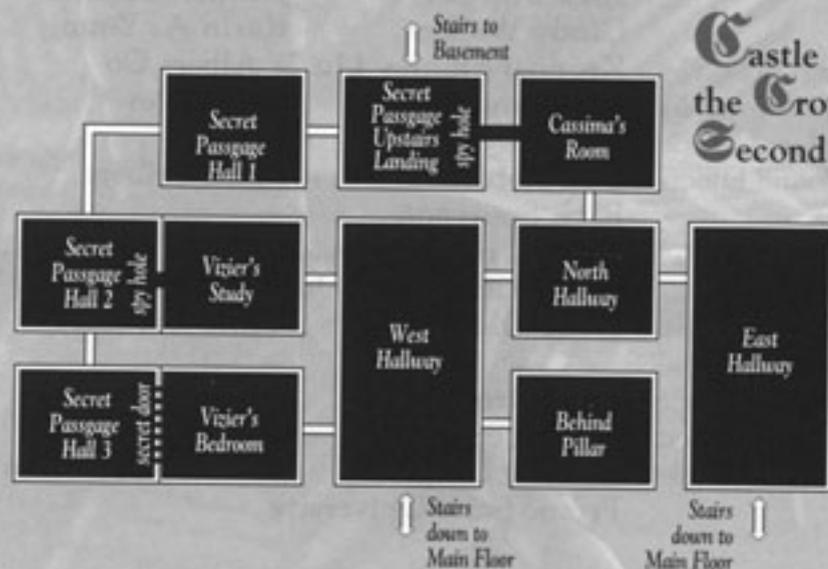
Castle of the Crown Basement



Castle of the Crown Main Floor



Castle of the Crown Second Floor





ing's Quest Six Credits

Written & Designed by	Roberta Williams	Jane Jensen
Producer	William D. Skirvin	
Directors	Roberta Williams	William D. Skirvin
	Jane Jensen	
Art Designer	William D. Skirvin	
Composer	Chris Braymen	
Text & Dialogue	Jane Jensen	
Senior Artists	Michael Hutchison	John Shroades
Team Artists	Russell Truelove	Deanna Yhalkee
Senior Programmer	Robert W. Lindsley	
Team Programmers	Randy MacNeill	Robert L. Mallory
	Victor Sadauskas	
Team Quality Assurance	Robin Bradley	
Hintbook Writer	Lorelei Shannon	
Hintbook Designer	Mark Empey	
Additional Artists	Darlou Gams	Tim Loucks
	Rick Morgan	Jennifer Shontz
	Cindy Walker	Karin A. Young
Opening Cartoon by	Kronos: Stanley Liu & Albert Co	
Cinematography	Rod Fung	Bob Ballew
Additional Music		
& Sound Effects	Dan Kehler	Mark Seibert
	Rick Spurgeon	
Nightingale Songs (C)	1992 All rights reserved, Library of Natural Sounds, Cornell Laboratory of Ornithology, Ithaca, New York.	
Additional Programmers	Doug Oldfield	Carlo Escobar
Additional		
Quality Assurance	Mike Brosius	John Ratcliffe
Technical Support	Rob Koepfel	
Special Thanks	Tammy Dargan	Rebecca Sebastian
	Fresno State University	



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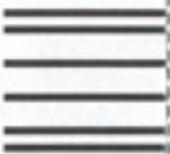
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