

All-New Format!

KING'S QUEST®

Quest for the Crown

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



KING'S QUEST®

Quest for the Crown

HINT BOOK



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Introduction

Welcome to the Kingdom of Daventry and *King's Quest!*

I hope you are having as much fun playing this game as all of us had creating it. There are many different ways to play *King's Quest*. If you have a problem that I haven't mentioned here, feel free to contact Sierra at (209) 683-8989.

The whole point of playing *King's Quest* is to discover its puzzles and then solve them. However, this may be the first adventure game you've ever played or the puzzles may be so well hidden (or so obtuse) that you don't even know where to begin. Hence, this hint book.

How to use a hint book

When you get stumped, look through this book and find the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here's the solution. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

How NOT to use a hint book

Be sure to read only those hints you really need. Do *not* indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question in here is real: along with the legitimate questions, I've thrown in some fakes. Just because a hint mentions a snake, doesn't mean that snakes are important in this game, or even exist in this game.

If you've finished *King's Quest*

Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning and try to find another solution to each of the major puzzles. To help you along, I've included a section at the very end of this book called "After the End of the Game." *But*, be **very cautious** using that section, it will ruin the game if you see it too soon!

If you enjoyed this game, you're sure to like the other animated adventure games from Sierra: *King's Quest II: Romancing the Throne*, *King's Quest III: to Heir is Human*, *Space Quest* and *The Black Cauldron*. After finishing them, be sure to "stay tuned" for *Police Quest*, "coming soon to a computer near you." Good luck in your adventuring, and here's hoping you enjoy *King's Quest!*

Al Lowe

General Questions

All I do is wander around! What's going on here? There must be more to (adventure game) life than this!

Go into the castle. Talk to the King. He has a quest for you. (Hence, the title of the game.)

"Look" at things a lot. Look for objects lying around, and take them with you. (Almost) every object in the game has a purpose, and is used somewhere.

If all else fails, try reading the documentation that came with the game!

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

On some computers, you can type "slow," "normal," or "fast" to change speeds. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

How do I "drop" objects?

Just say "Drop (object)." But, in this game, it's better if you don't. Objects dropped can not be picked up again and you'll need just about everything you find.

However, during the game you may "use" things, thus consuming them.

Am I the only one who "does not succeed" all the time? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

Nothing. Everyone "fails" a lot in adventure games. That's one reason it's so satisfying when you finally solve one. Your problem is you need to "save" your game as you progress. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

To save a game, you may need a blank disk, or one with data on it that is no longer needed. (See your reference card for details.)

Just type "save game" at any time to save a game in exactly that spot. Follow the prompts to name your saved game. (See your reference card for further explanation.)

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

The same place Superman puts his street clothes when he flies!

The Kingdom of Daventry

General

Once I leave the castle, how do I get back in?

You can't.

When you're finished with your spell and return to the castle with the three objects King Edward mentioned, the castle door will unlock.

But how can you?

Now that I'm riding on the alligator's back, how do I make him fly?

This is the perfect example of a riddle's question. I put this one in just to see if you'd fall for it. And you did!

Why are you worried this? There's no way to ride that alligator!

Next time he's sitting on the logpile on top of the castle.

Now you can get to the castle. I see you know!

This just shows that even lots of answers don't validate a riddle's question.

From now on, you must promise me not to give answers that are immediately like this. Even if the answer that the one could give is a riddle. Even a seemingly logical question may be wrong. Now this you must say repeatedly your whole life. I will be there at any time, don't you forget!

What is hidden inside the rock with the small hole?

Nothing.

Is the rock with the small hole a doorway to somewhere?

It sure is a doorway, but not in any way.

It might be an old form of something.

And the rest of the List of the Instructions, and I think it's Daventry, I mean that too!

The Kingdom of Daventry

General

Once I leave the castle, how do I get back in?

You can't.

When you're finished with your quest and return to the castle with the three objects King Edward mentioned, the castle door will unlock.

But, not until then!

Now that I'm riding on the alligator's back, how do I make him fly?

This is the perfect example of a phony question. I put this here just to see if you'd fall for it. And -- you did!

Why are you reading this? There is no way to ride that alligator!

Next you'll be sitting on the flagpole on top of the castle.

No, no! You can't do that either. I was just kidding!

This just shows that even lots of answers don't validate a fake question.

From now on, you must promise me not to read answers indiscriminately like this. Even a big answer like this one could well be a phony. Even a seemingly logical question may be wrong. Now raise your hand and repeat after your Uncle Al: I will not look at answers I don't...

What is hidden inside the rock with the small hole?

Nothing.

Is the rock with the small hole a doorway to somewhere?

It might be a doorway, but not to somewhere.

It might be an exit from somewhere.

After you visit the Land of the Leprechauns, you'll return to Daventry through that hole.

How do I get to that magic mushroom I can see across the river?
Every way I go seems to be blocked by the Raging River.

How do I get to that magic mushroom I can see across the river?
Every way I go seems to be blocked by the Raging River.

How can I catch the condor?

How can I catch the condor?

How can I move the boulder, so I can get in the cave?

How can I move the boulder, so I can get in the cave?

How can I get the fiddle from the woodcutter?

How can I get the fiddle from the woodcutter?

How do I get to that magic mushroom I can see across the river?
Every way I go seems to be blocked by the Boging River.

You might be able to go by air.

Look for something that flies.

Find the condor.

It occasionally appears outside the cave, north of the goat pen.

How can I catch the condor?

Sprinkle salt on his tail? (No, just kidding!) He occasionally appears outside the cave.

Move to the middle of the open area outside the cave.

Wait until he swoops down.

Jump up and he'll grab you, taking you for a ride.

Time your jump so you're at your highest point when his head is over you.

How can I cross the boulder, so I can get in the cave?

Well, you can't.

Find the back entrance to the cave...

...which is down the well.

How can I get the fiddle from the woodcutter?

The woodcutter and his wife are starving. Try helping them.

There's a ceramic bowl lying in the forest.

Find it. Take it. Look at it.

Give them the ceramic bowl, then say "fill" the bowl. They'll be so happy to have something to eat, they'll let you have their precious fiddle.

I'm wearing the woodcutter's clothes. But, what do I do next?

You may be looking at the Black Forge.

Can you find a way to enter the forge?

You must be looking at King's Castle.

How can I find the woodcutter in this game, either?

Why are you reading that? You know just to get wearing the woodcutter's clothes.

Bad Guys

How can I prevent the wolf, troll, ogre, witch, dwarf, and sorcerer from "getting" me?

The NPC will be a good friend. No danger from any.

You will be safe in the castle. There is no danger from any.

Some of them will attack you if the quest is following you. (Perhaps it has something to do with the quest's shield?) Or

You could wear the magic ring to make yourself invisible. Or

The magic shield will protect you from most characters.

How can I do anything inside the witch's house? She catches me as soon as I walk inside.

Anytime you enter and find her home, leave quickly and try again later.

If she enters while you're in the bathroom, you might try something sneaky.

Remember Hagen and Gense?

Attack an island her house she's living there, and push her into the water.

I'm wearing the woodcutter's clothes. But, what do I do next?

You must be thinking of *The Black Cauldron*.

But, wait! There's no woodcutter in that game.

You must be thinking of *King's Quest II*.

But, wait! There's no woodcutter in that game, either!

Why are you reading this? You know you're not wearing the woodcutter's clothes.

Red Guy

How can I prevent the wolf, troll, ogre, witch, dwarf, and sorcerer from "getting" me?

The best way is to just avoid them entirely. Go around these scenes. Or,

Walk near the edge of the screen. Then, if they come close you can quickly move to another room. Or,

Some of them will avoid you if the goat is following you! (Perhaps it has something to do with the goat's smell!) Or,

You could wear the magic ring to make yourself invisible. Or,

The magic shield will protect you from most characters.

How can I do anything inside the witch's house? She catches me as soon as I walk inside!

Anytime you enter and find her home, leave quickly and try again later.

If she enters while you're in the bedroom, you might try something sneaky.

Remember *Hansel and Gretel*?

Sneak up behind her while she's fixing dinner, and push her into the oven.

How do I get into the cell inside the witch's house?

You don't want to.

Let her catch you outside. She'll bring you back, and put you there -- forever! Just remember, I told you not to do it!

What does the dwarf do? He doesn't seem to hurt me, he just runs away.

The dwarf won't harm you, but after you find some treasures, he'll steal one from you and you'll not get it back!

What about the sorcerer?

He won't kill you, but the spell he casts will immobilize you for awhile.

He has nothing to give you either.

Will the troll ever let me cross the bridge?

Talk to him.

He'll be glad to let you cross -- for a treasure!

Also, see the hint about the goat.

What constitutes an acceptable treasure to a troll?

The pouch of diamonds.

A gold walnut.

The golden egg.

The Leprechaun King's sceptre.

How do I get my dagger back from the troll?

You can't.

Throwing the dagger is not the right answer.

See hints about getting past the troll on the bridge above.

Good Guys

What does the Fairy Godmother do?

She casts a spell that will protect you from some unkind
creatures.

But only for a little while.

The elf sure does run around a lot! I've been successfully
avoiding him, but I wonder: can he hurt me?

No, but if you're friendly and talk to him, he'll give you a
treasure.

I can't do anything with the goat.

Open the gate and go inside.

Offer him something to eat.

Goats like carrots.

I didn't say to "feed it to him," just offer it.

How caring! And he'll follow you everywhere.

Now that darn goat is like a shadow. How do I get rid of him?

He'll help you solve a problem.

He'll help you find the good person.

Take the goat to a rock tower.

The goat will bury the hole into oblivion, and you'll be able to
leave the village without needing the troll's assistance.

I failed to guess the gnome's name, but he gave me a golden key
anyway. It won't unlock the castle door. What does it fit?

One of the other locked doors in all of the castle!

It's south and west of the garden, on the side of a mountain.

OK, I give up. How do I figure out the gnome's name?

Watch the goat only stand on the witch's bedchamber for a long

time. Guess his name. Remember, the goat says things backwards.

Good Guys

What does the Fairy Godmother do?

She casts a spell that will protect you from some unfriendly creatures.

But only for a little while!

The troll says you can't go around a troll. I've been successfully avoiding him, but I wonder: can he hurt me?

No. But if you're friendly and talk to him, he'll give you a treasure.

I can't do anything with the goat.

Open the gate and go inside.

Offer him something to eat.

Goats like carrots.

I didn't say to "feed it to him," just offer it.

"Show carrot" and he'll follow you everywhere.

How that darn goat is like a shadow. How do I get rid of him?

He'll help you solve a problem.

Trolls hate goats, for good reason.

Take the goat to a troll bridge.

The goat will butt the troll into oblivion, and you'll be able to cross the bridge without paying the troll a treasure!

I failed to guess the wizard's name, but he gave me a golden key anyway. It won't unlock the castle door. What does it fit?

There's only one other locked door in all of Daventry!

It's north and west of the garden, in the side of a mountain.

OK, I give up! How do I figure out the gnome's name?

Read the note you found on the witch's bedstand for a hint.

Guess his name. Remember, the note said think backwards.

How many magic beans will the gnome give you? Will the gnome
and other animals from the story give you a different
answer?

Can you help Peter write the alphabet from Z to A?

Write the magic beans back Peter wrote the alphabet from Z to A.

Write down the gnome's name.

Write down where the gnome's house is. Is it in a garden?

Observe it. Write the gnome's name in the middle. Write the alphabet

Now you know how to use the magic. Do you need a key to get
the magic?

What's the most magical animal of all time?

Write down your story ideas.

The gnome's name is

XXXXXXXXXXXX

The gnome's name is

XXXXXXXXXXXX

I got the magic beans from the gnome, but where do I plant them?

Plant in several places. Do flower beds, at

roads, in pots, or

the dwarf town, or

anywhere else.

The Old Well

I have a feeling that there's something at the bottom of the old
well. But every time I try to explore it, I fall in and die!

Write down your ideas. Do you know how to get to the well?

Write down your story ideas.

Write down your ideas. Do you know how to get to the well?

Write down your ideas.

No, you can't just spell his name backwards. You must use a retrograde alphabet. (Huh? That just means a "backwards" alphabet.)

On scratch paper, write the alphabet from A to Z.

Directly below each letter, write the alphabet from Z to A.

Write down the gnome's name.

Find each letter in the gnome's name on the top alphabet.

Below it, write the corresponding letter in the bottom alphabet.

Now you know how to encode the name, but you need a hint as to the name?

Who's the most famous gnome of all time?

Remember your fairy tales!

The gnome's name is:

RUMPLESTILTSKIN

The name in retrograde is:

IFNKOVHGGROGHPRM

I got the magic beans from the gnomes, but where do I plant them?

There are several places: the flower patch, or

outside the cave, or

the dwarf room, or

possibly some others.

The Old Well

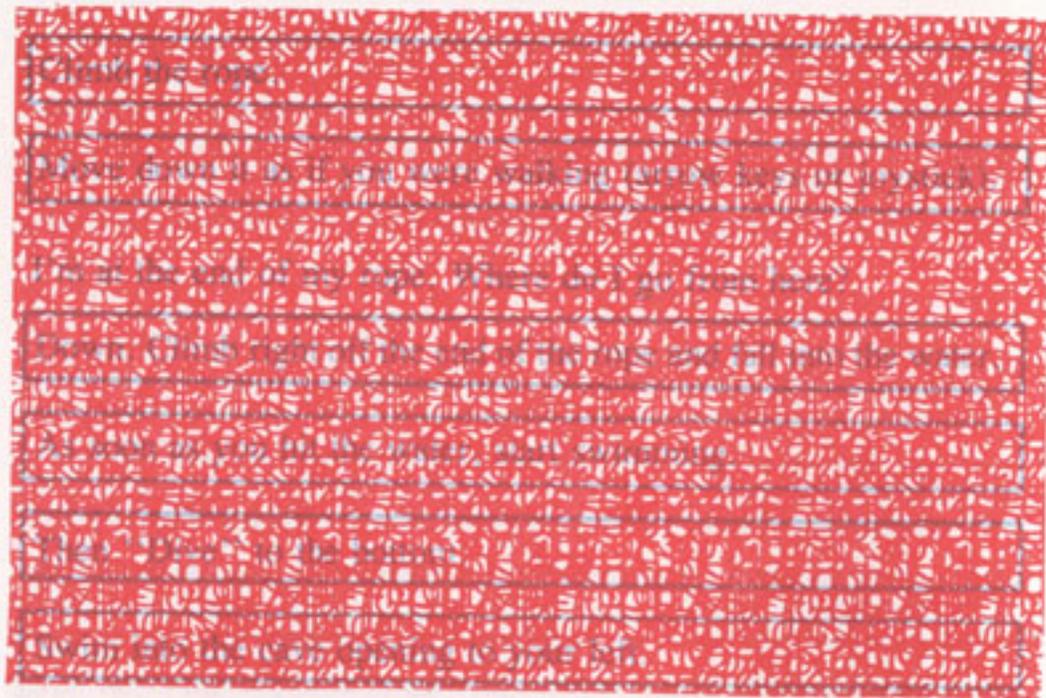
I have a feeling that there's something at the bottom of the old well. But every time I try to explore it, I fall in and die!

Climb into the bucket. It will lower you into the well.

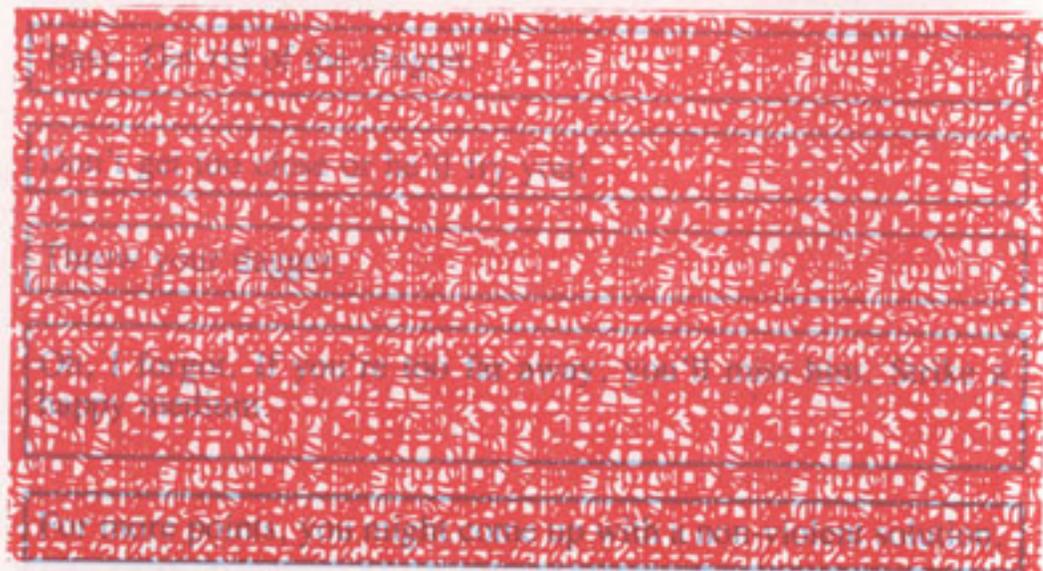
A better solution is to get the bucket first.

You'll need a dagger to cut the rope.

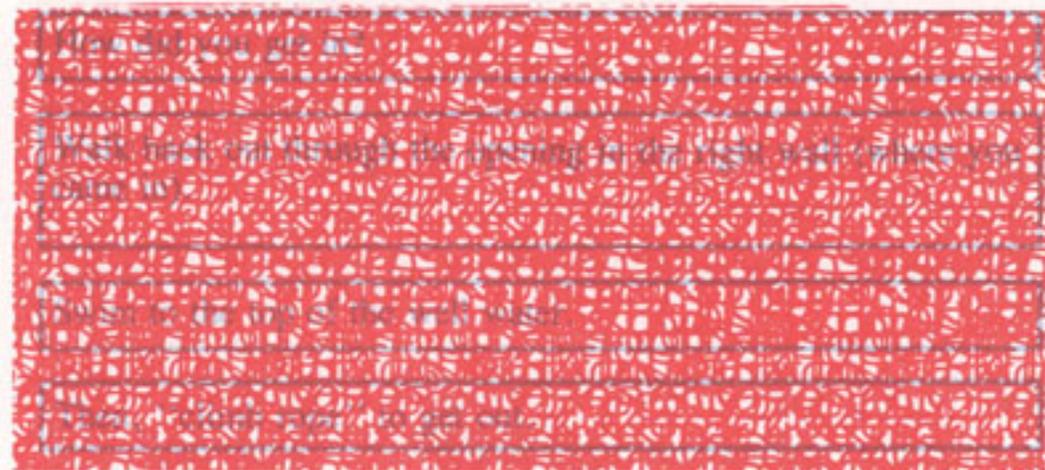
Then, lower the rope.



How do I get past the dragon?

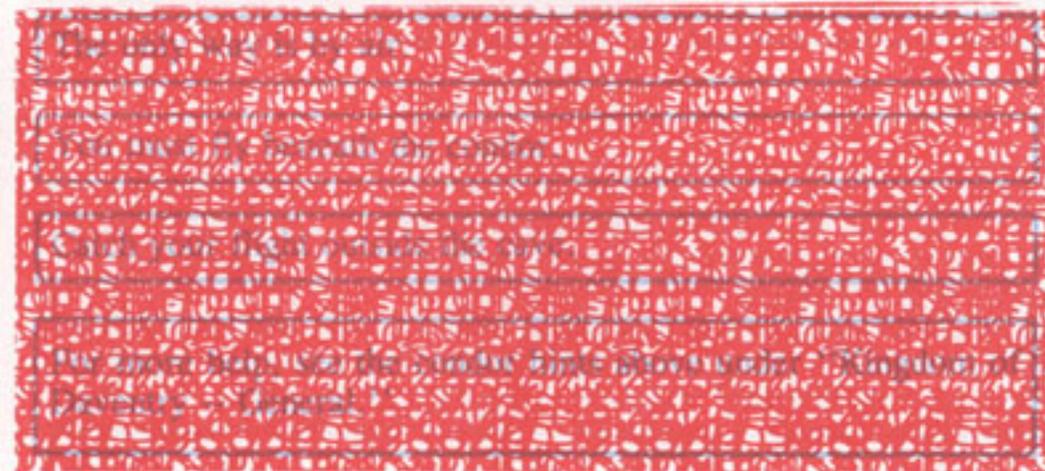


Now I have the magic mirror, but how do I leave?



The Land of the Leprechauns

How can I get to the Land of the Leprechauns?



Climb the rope.

Move down it as if you were walking (arrow keys or joystick).

I'm at the end of my rope. Where do I go from here?

Down. Climb right off the end of the rope and fall into the water.

As soon as you hit the water, start swimming.

Then "Dive" to the bottom.

Swim into the cave opening to your left.

How do I get past the dragon?

Easy. Get rid of the dragon.

Don't get too close or he'll fry you!

Throw your dagger.

Oh, I forgot. If you're too far away, you'll miss him. Strike a happy medium.

For more points, you might come up with a non-violent solution.

Now I have the magic mirror, but how do I leave?

How did you get in?

Walk back out through the opening in the right wall (where you came in).

Swim to the top of the well water.

Then, "climb rope" to get out.

The Laird of the Leprechauns

How can I get to the Laird of the Leprechauns?

The only way is by air.

You must fly beneath the condor.

Catch your flight outside the cave.

For more help, see the condor hints above under "Kingdom of Daventry -- General."

How do I light the torch so I can see in this cave?

If you didn't take a flaming log from the witch's stove, skip to ☆ below.

You took a flaming log from the witch's stove??

How?

This is a fake hint.

You should be ashamed of yourself for falling for one as blatant as this!

What torch? (Zonked again!)

How do I get past the giant rat?

Talk to him.

Give him a treasure.

For more points, find a way to not give him a treasure.

What constitutes an acceptable treasure to a rat?

The pouch of diamonds.

A gold walnut.

The golden egg.

How do I get past the Leprechaun guards?

You're going to need some good luck.

You must carry the four-leaf clover.

Remember, you found it north of the Fairy Godmother. (Didn't you?)

How do I get through the Leprechauns' throne room?

You're going to need some good luck.

You must carry the four-leaf clover.

Remember, you found it north of the Fairy Godmother. (Didn't you?)

For more points, you might want to fiddle around.

Now I'm in the Land of the Leprechauns and I can't leave! How do I get out of here?

Handwriting practice area with a red floral pattern background and blue horizontal lines. The text is faint and mostly illegible.

The Land of the Clouds

How do I get to the Land of the Clouds?

Handwriting practice area with a red floral pattern background and blue horizontal lines. The text is faint and mostly illegible.

OK, I've gotten past the troll, and I've dealt with the gnome. I got the golden key, and unlocked the door in the mountainside. A lot of good it did me! No matter how quickly I try to walk up the stairs, I keep falling off! What is this, an arcade game?

Handwriting practice area with a red floral pattern background and blue horizontal lines. The text is faint and mostly illegible.

OK, I've gotten past the troll, and I've dealt with the gnome. I'm quite proud of the way I got the magic beans. I found the right spot to plant them, and was duly impressed with what happened. Now, I keep falling off? What is this, an arcade game?

Handwriting practice area with a red floral pattern background and blue horizontal lines. The text is faint and mostly illegible.

Now I'm in the Land of the Leprechauns and I can't leave! How do I get out of here?

When faced with a tiny door, you'll just have to "get small!"

Did you ever read *Alice in Wonderland*?

Try eating the magic mushroom.

After you shrink, move quickly before the magic spell wears off.

What, you don't have a magic mushroom?

You can't get it now! You must find it after the condor drops you, but before you enter the hole.

The Land of the Clouds

How do I get to the Land of the Clouds?

Unless you've dealt with the gnome, you can't.

How can I get to the gnome?

Unless you've dealt with the troll, you can't.

How do I get past the troll?

See the hints under "Kingdom of Daventry -- Bad Guys."

OK, I've gotten past the troll, and I've dealt with the gnome. I got the golden key, and unlocked the door in the mountainside. A lot of good it did me! No matter how quickly I try to walk up the stairs, I keep falling off! What is this, an arcade game?

Easy, now. Let's be nice. If you are playing with a joystick, just put the joystick in the corners and you'll move right up.

If you're using the keyboard, find out which keys make you move diagonally and use them. (See the reference card for your computer.)

OK, I've gotten past the troll, and I've dealt with the gnome. I'm quite proud of the way I got the magic beans. I found the right spot to plant them, and was duly impressed with what happened. Now, I keep falling off? What is this, an arcade game?

Easy, now. Let's be nice. First, save the game a lot! Whenever you make a little progress, save again on top of your old one.

If you are playing with a joystick, be sure to use the corners as well.

If you're using the keyboard, find out which keys make you move diagonally and use them. (See the reference card for your computer.) It's very simple, once you find the right keys.

I've finally reached the top of the beanstalk. Now I can't walk on the clouds without falling through!

There *is* a way. You'll just have to experiment until you find it. I suggest you save the game when you are ready to leave the beanstalk, then keep trying until you get off.

Once you're on the clouds, move east staying away from the edges!

I've found the hole in the base of the tree up here, and yet I can't make the sling work.

For the sling to work, you must also have the pebbles from the beach of the Raging River.

You'll find them two scenes south of the castle. There's no way to use the sling without them.

Here I am, getting killed by a giant! Why did I bother to come up here?

You need that magic chest he is carrying around.

There is a way for a little guy to slay a giant.

Remember a similar Old Testament situation?

Use the sling and the pebbles you got from the Raging River beach.

Or, try being patient.

After "The Fall" of the Crane

CAUTION: Read this page only if you have literally seen the end of the game. This section is so potent I even made the questions invisible! Reading this page will surely spoil the game for you, if you see it before you complete the game on your own.

How did you...

...get past the dragon?

I killed him by throwing my dagger.

I "mortified" him, by throwing water on him to douse his flame.

...escape from the dragon's lair?

I swam back out through the well, then climbed the rope.

I just walked out after the dragon moved the granite boulder.

...get past the troll?

Handwriting practice area with a red floral pattern background and blue horizontal lines.

...travel to the Land of the Clouds?

Handwriting practice area with a red floral pattern background and blue horizontal lines.

...steal the chest from the giant?

Handwriting practice area with a red floral pattern background and blue horizontal lines.

...get past the giant rat guarding the Land of the Leprechauns?

Handwriting practice area with a red floral pattern background and blue horizontal lines.

...deal with the Leprechauns?

Handwriting practice area with a red floral pattern background and blue horizontal lines.

Did you also try...

Handwriting practice area with a red floral pattern background and blue horizontal lines.

I paid him a treasure.

I showed the goat the carrot. He followed me to the troll's bridge, then butted the troll into oblivion!

...travel to the Land of the Clouds?

I used the golden key that I got from the gnome to unlock the door in the mountainside, then climbed the stairs.

I planted the magic beans that I got by guessing the gnome's name, then climbed the beanstalk.

...steal the chest from the giant?

I killed him with the sling and pebbles.

I waited until he fell asleep, then swiped it!

...get past the giant rat guarding the Land of the Leprechauns?

I gave him a treasure.

I gave him the Swiss cheese from the witch's cupboard.

...deal with the Leprechaun?

I carried the four-leaf clover.

I played the fiddle for the guard.

Did you also try...

...bowing to the king before speaking for extra points?

...letting the witch catch you, and lock you in her jail cell?

...eating the witch's house?

...rubbing the elf's ring to make yourself invisible?

...climbing into the bucket at the old well, and riding down?

...walking into the dragon's fiery breath?

...throwing the bucket of water on the dragon?

...refilling the bucket of water on your way out of the lair?

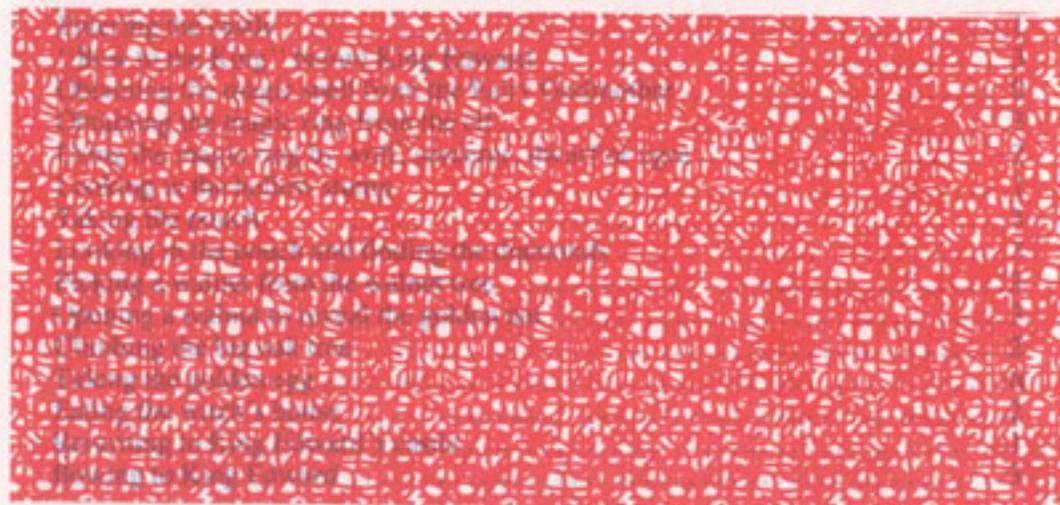
...playing the fiddle for the Leprechaun guard?

Points

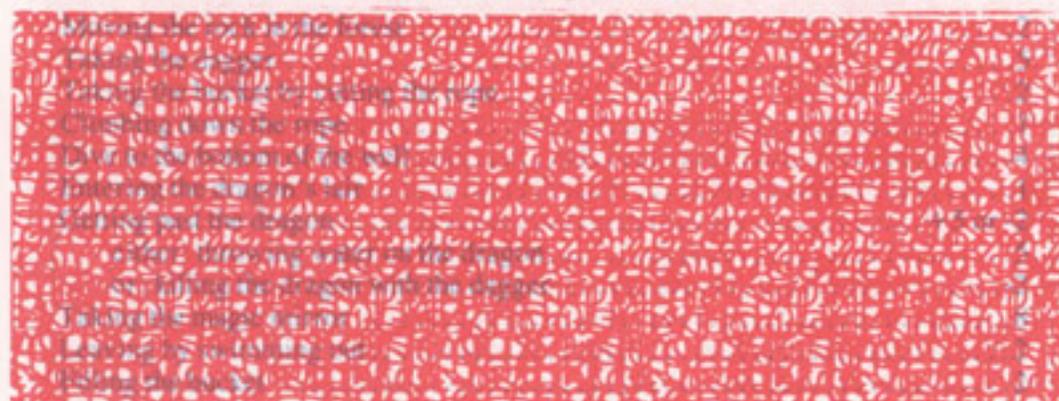
How and where earned

Value

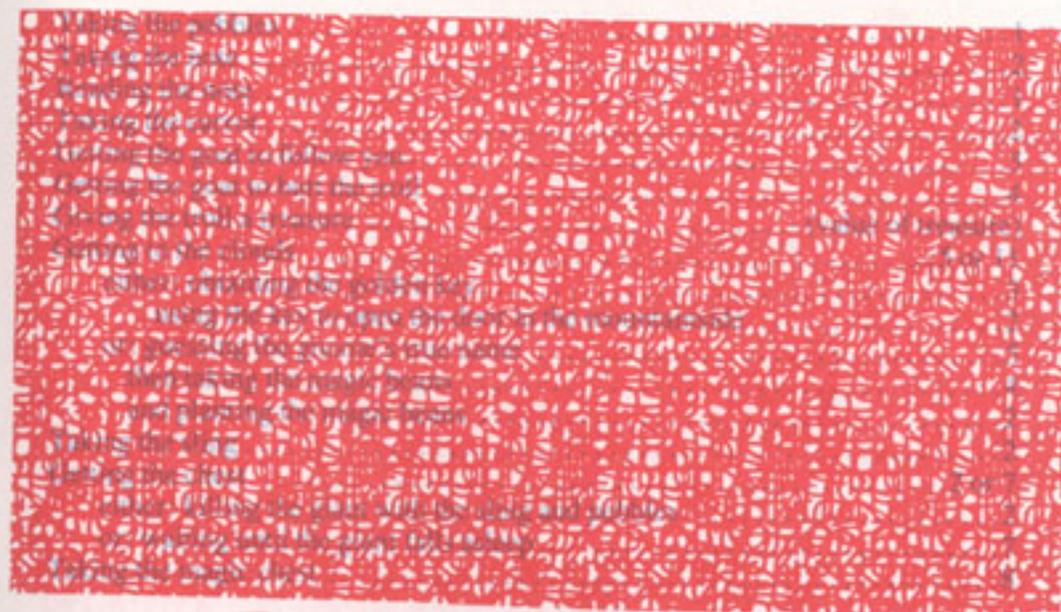
General



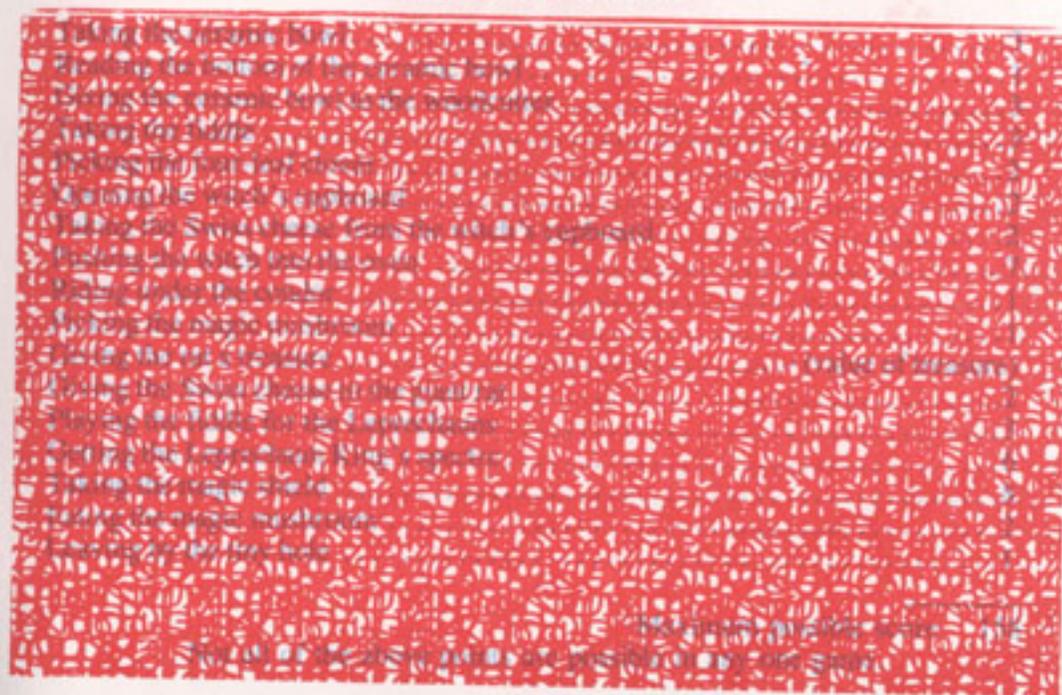
Seeking the Magic Mirror



Seeking the Magic Chest



Seeking the Magic Shield



Points

How and where earned

Value

General

Entering the castle	1
"Bow to the King" before King Edward	3
Obtaining the magic spell from the Fairy Godmother	0
Obtaining the magic ring from the elf	3
Using the magic ring by wolf, sorcerer, dwarf or ogre	-2
Looking in the hollow stump	1
Taking the pouch	3
Looking in the pouch and finding the diamonds	3
Picking a walnut from the walnut tree	3
Opening a walnut to reveal the golden nut	3
Climbing the big oak tree	2
Taking the golden egg	6
Eating the witch's house	2
Returning to King Edward's castle	1
Bowing to King Edward	3

Seeking the Magic Mirror

Moving the rock in the forest	2
Taking the dagger	5
Taking the bucket by cutting the rope	2
Climbing down the rope	1
Dive to the bottom of the well	4
Entering the dragon's lair	1
Getting past the dragon	+5 or -2
either: throwing water on the dragon	5
or: killing the dragon with the dagger	-2
Taking the magic mirror	8
Leaving by swimming out	2
Filling the bucket	2

Seeking the Magic Chest

Taking the pebbles	1
Taking the note	2
Reading the note	1
Taking the carrot	2
Getting the goat to follow you	5
Getting the goat to butt the troll	4
Giving the troll a treasure	-(value of treasure)
Getting to the clouds	5 or 11
either: obtaining the golden key	3
using the key to open the door in the mountainside	2
or: guessing the gnome's true name	5
then taking the magic beans	4
and planting the magic beans	2
Taking the sling	2
Getting the chest	2 or 7
either: killing the giant with the sling and pebbles	2
or: waiting until the giant falls asleep	7
Taking the magic chest	8

Seeking the Magic Shield

Taking the ceramic bowl	3
Reading the bottom of the ceramic bowl	1
Giving the ceramic bowl to the woodcutter	3
Taking the fiddle	3
Picking the four-leaf clover	2
Opening the witch's cupboard	2
Taking the Swiss cheese from the witch's cupboard	2
Pushing the witch into the oven	7
Riding under the condor	1
Picking the magic mushroom	1
Giving the rat a treasure	-(value of treasure)
Giving the Swiss cheese to the giant rat	2
Playing the fiddle for the Leprechauns	3
Getting the Leprechaun King's spectre	6
Taking the magic shield	8
Eating the magic mushroom	2
Leaving by the tiny hole	1

Maximum possible score 158

Not all of the above points are possible in any one game.

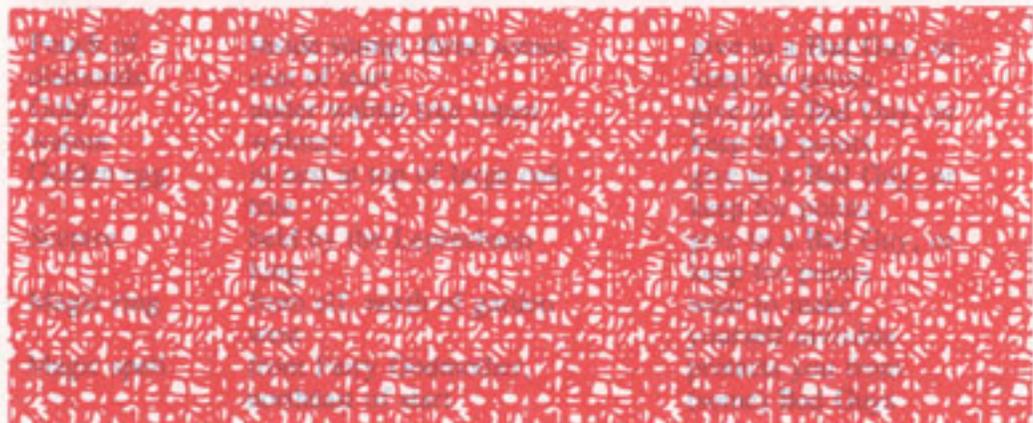
Location of all Objects

Objects

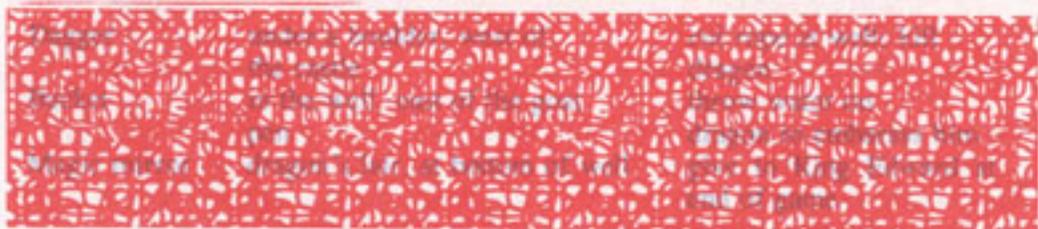
Where found

General

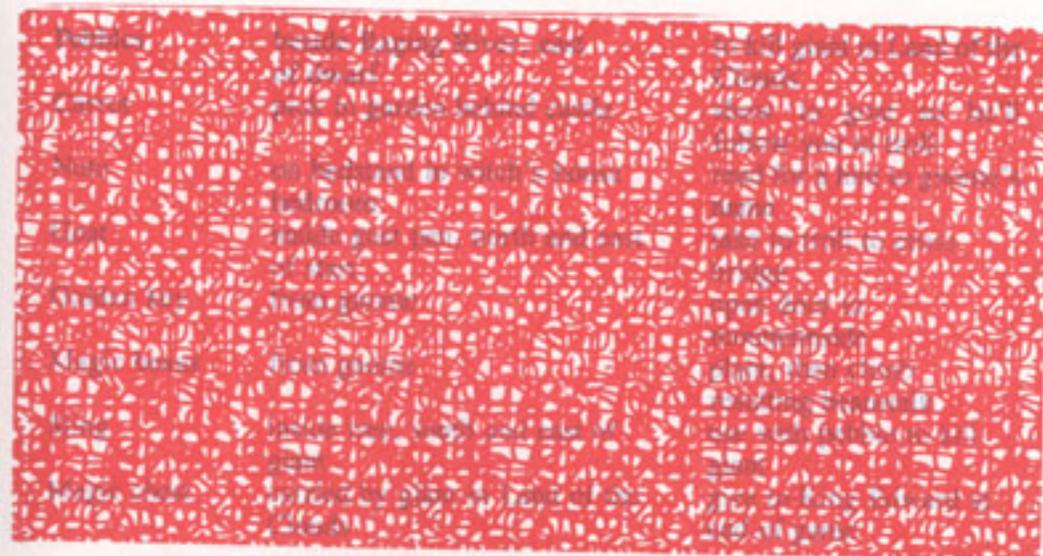
Where used



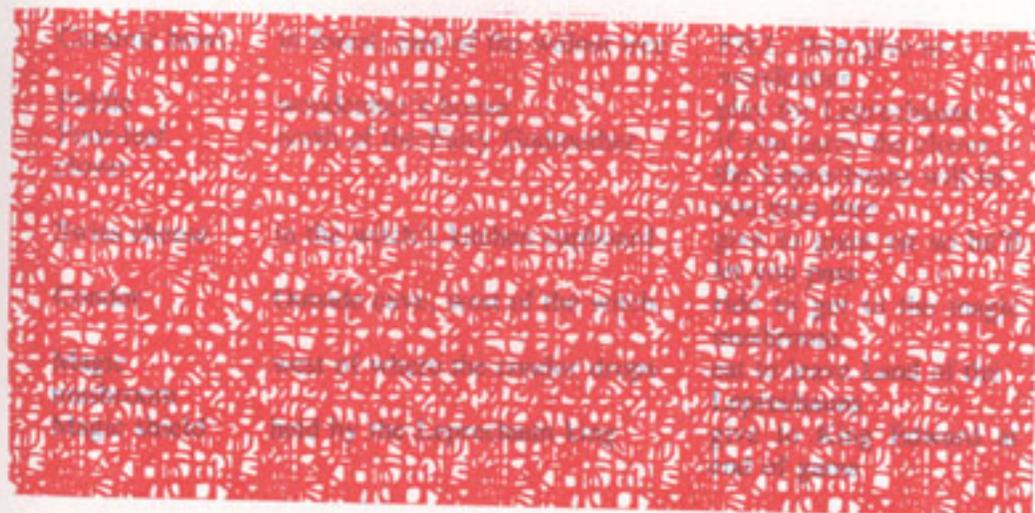
Seeking the Magic Mirror



Seeking the Magic Chest



Seeking the Magic Shield



Location of all Objects

Objects	Where found	Where used
Pouch of diamonds	inside stump, three scenes east of start	give to a Bad Guy, or keep for points
Gold walnut	under walnut tree (open walnut)	give to a Bad Guy, or keep for points
Golden egg	in nest at top of large oak tree	give to a Bad Guy, or keep for points
Sceptre	held by the Leprechaun king	give to a Bad Guy, or keep for points
Magic ring	from elf, north of garden west	wear to make yourself invisible
Magic spell	from Fairy Godmother, northeast of start	protects you from (some) Bad Guys

Getting the Magic Mirror

Dagger	under a boulder, west of the castle	cut rope at well; kill dragon
Bucket	in the well, east of the goat pen	throw water on dragon to embarrass him
Magic mirror	dragon's lair, at bottom of well	give to King Edward at end of game

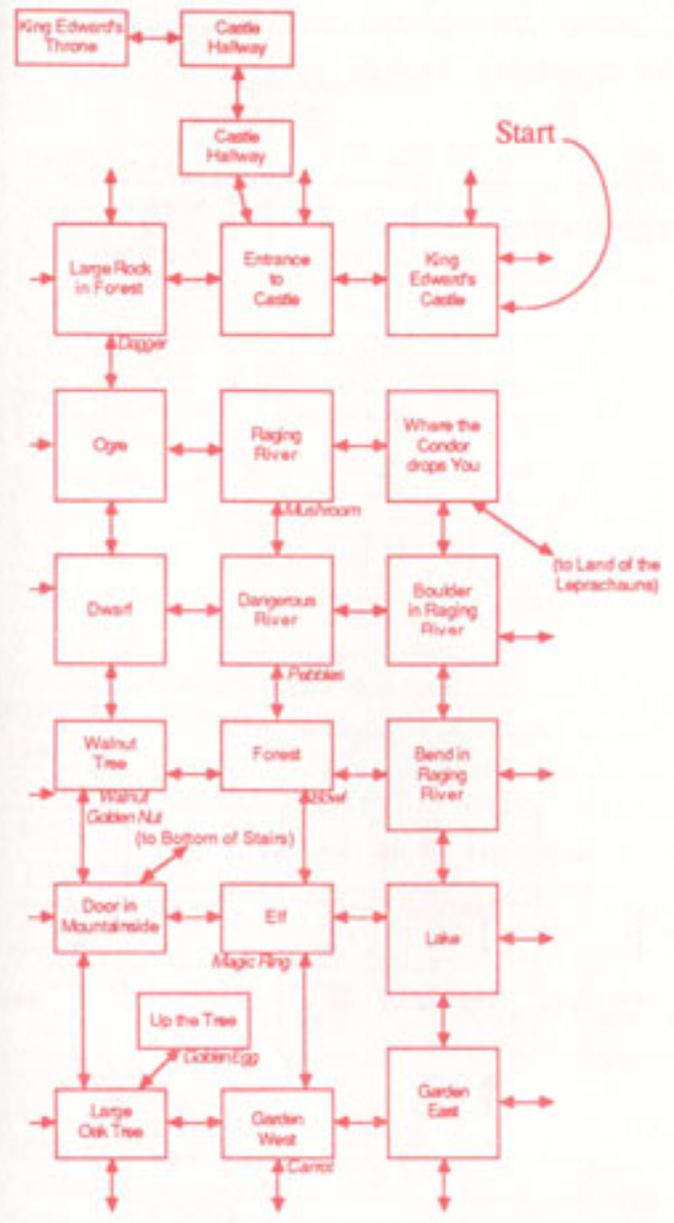
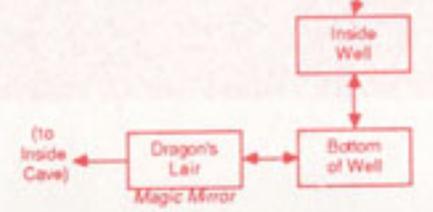
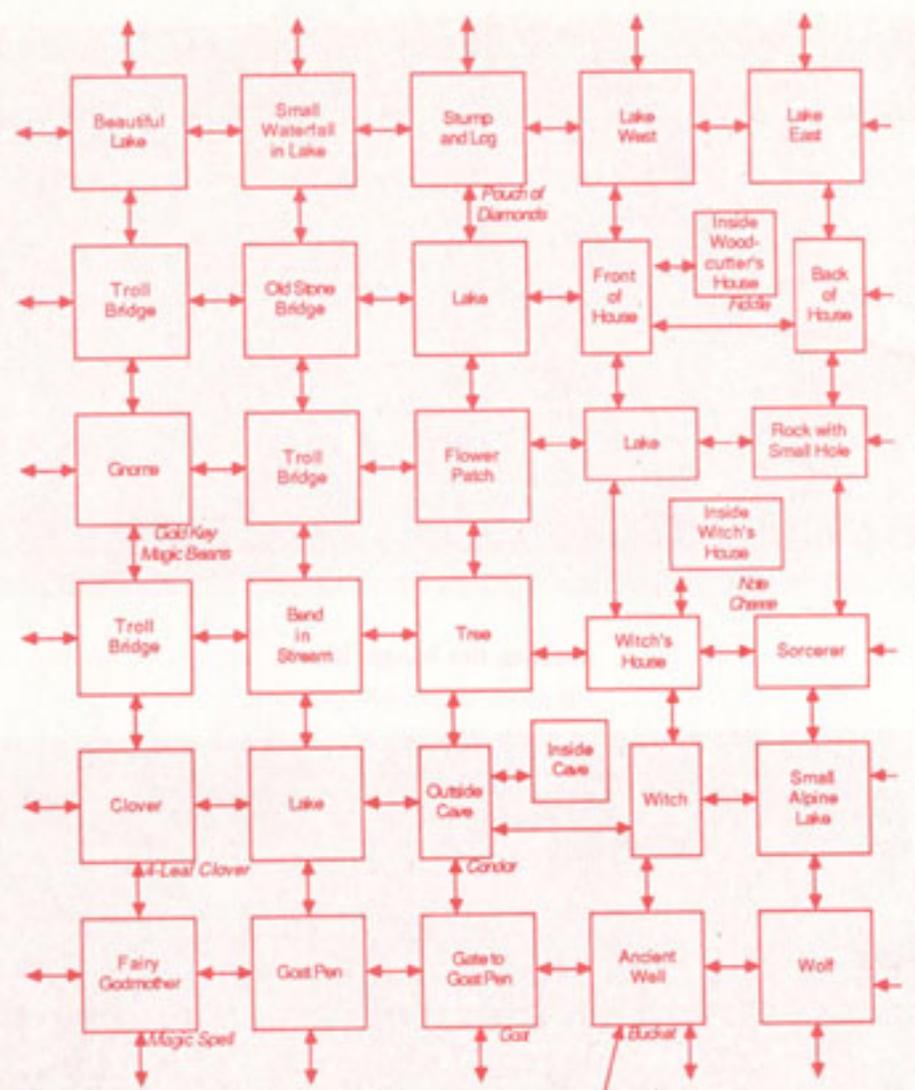
Getting the Magic Chest

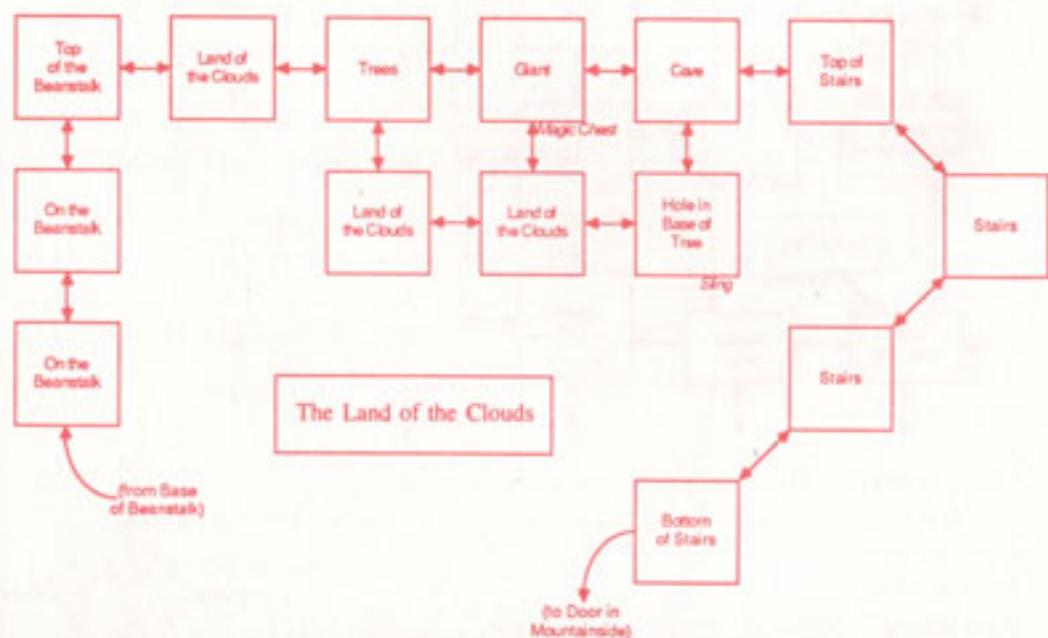
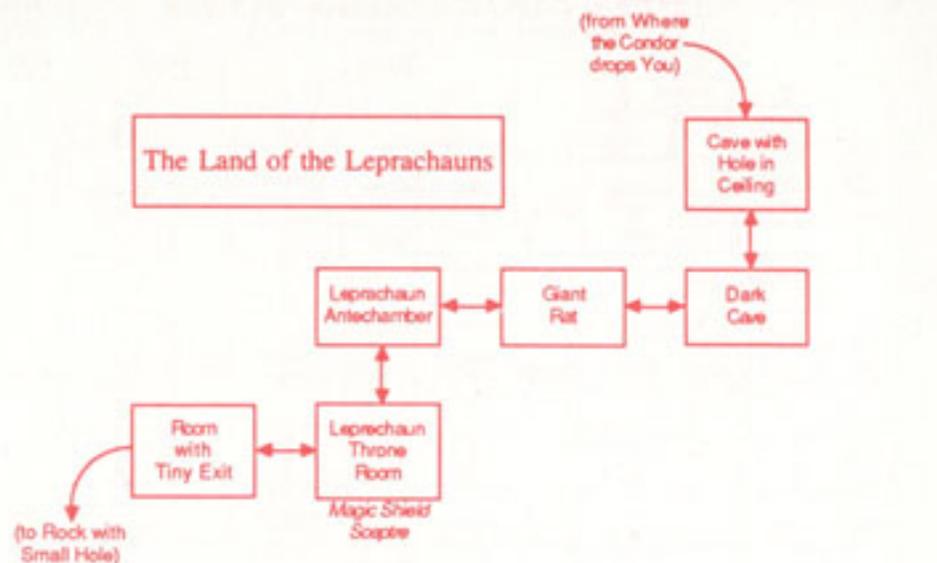
Pebbles	beside Raging River, east of dwarf	to kill giant in Land of the Clouds
Carrot	pick in garden behind castle	show to goat so he'll follow you to troll
Note	on bedstand in witch's house bedroom	read for a hint to gnome's name
Goat	inside goat pen, north and east of start	take to troll to cross bridge
Golden key	from gnome	open door in mountainside
Magic beans	from gnome	plant, then climb resulting beanstalk
Sling	inside tree, south and east of giant	use with pebble to kill giant
Magic chest	carried by giant in Land of the Clouds	give to King Edward at end of game

Getting the Magic Shield

Ceramic bowl	in forest, east of the walnut tree	FILL, then give to woodcutter
Fiddle	woodcutter's house	play for Leprechauns
Four-leaf clover	north of the Fairy Godmother	if you carry the clover, the Leprechauns will let you pass free
Swiss cheese	in the witch's kitchen cupboard	give to giant rat so he'll let you pass
Condor	Outside cave, west of the witch	ride to get to the magic mushroom
Magic mushroom	west of where the condor drops	eat to leave Land of the Leprechauns
Magic shield	held by the Leprechaun king	give to King Edward at end of game

The Kingdom of Daventry





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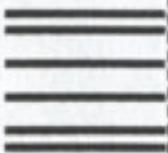
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