

**All-New Format!**

# KING'S QUEST® 3

*To Heir is Human*

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®3

*To Heir is Human*

## HINT BOOK



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## Introduction

I welcome you to **King's Quest III: To Heir is Human!**

**King's Quest III** is the continuing saga of the King Graham family who reside in the Kingdom of Daventry, but it is not necessary to have solved *King's Quest I* or *King's Quest II* to be able to play or enjoy **King's Quest III**. This game is a bit more challenging than its two predecessors, so sharpen your adventurer's skills and journey along with Gwydion as he develops his resourcefulness, discovers his true self, and eventually becomes a real hero!

It is impossible to finish this game without the use of magic, so carefully study the magic spell formulas at the back of the **King's Quest III** booklet. Note the ingredients to gather and study the procedures for preparing the magic spells. *Make sure* you have all the ingredients and implements you need before endeavoring to do this.

To play an adventure game is to enter a world of fantasy where *you* are the main character. You will be Gwydion. You will guide him. You will think for him. Unfortunately if you are not careful, you will die with him. As Gwydion, throughout your quest, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

### How to use a hint book

When you get stumped, look through the hint book for the question that is closest to your problem. Read the first box by placing the red window card over the page. Hints progress from mildly helpful to "ok-here's-the-answer." It's best to read each answer in sequence, unless a hint instructs you otherwise. It is possible to complete the game without getting a maximum score; meaning that there are some things you didn't see or do. At the end of the book are alternatives you might try.

### How NOT to use a hint book

I have *not* created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding a white unicorn, don't necessarily assume that a white unicorn even exists in this game!

### If you've finished King's Quest III

If you've "won" the game and your score was not the maximum (210), I'm sure that we can entice you to play again to better your score. If you did not receive the maximum score, there are things you did not do or see. Start the game over from the beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do *not* read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 210. This section will tell you which items you might not have gotten, things you might not have done, or alternate ways of doing things. Again, do *not* treat this section lightly. To see it too soon could ruin the game for you.

If you have enjoyed this game, I'm sure that you will like our other animated adventure games: **King's Quest III's** predecessors—the original *King's Quest* and *King's Quest II*, *The Black Cauldron*, *Space Quest* and coming soon, *Police Quest*.

Good luck on your adventure, and I sincerely hope you enjoy **King's Quest III**.

Roberta Williams

## General Questions

All I do is wander around! There must be more to an adventure game than this?!

It's not just a matter of wandering around. You can pick up items, talk to people, and solve puzzles. You can also use the items you pick up to solve puzzles.

There are many things to do in the game, including a lot of puzzles.

There are many things to do in the game, including a lot of puzzles.

There are many things to do in the game, including a lot of puzzles.

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

There are many things to do in the game, including a lot of puzzles.

How do I "see" the items I'm carrying?

There are many things to do in the game, including a lot of puzzles.

I've included a section toward the end of this book called "After the Red of the Crown." Do not read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 210. This section will tell you which items you might not have gotten, things you might not have done, or alternate ways of doing things. Again, do not read this section lightly. To read it too soon could ruin the game for you.

If you have enjoyed this game, I'm sure that you will like our other animated adventure games: *King's Quest III's* predecessor the original *King's Quest* and *King's Quest II, The Black Cauldron*, *Space Quest* (and coming soon, *Police Quest*).

Good luck on your adventures, and I sincerely hope you enjoy *King's Quest III*.

Roberta Williams

## General Questions

All I do is wander around! There must be more to an adventure game than this!

"Look" a lot. Perhaps you'll get a hint. Look for objects lying around and take them with you. Every object you can "get" has a purpose, and is used for something.

Notice opportunities to explore the surrounding countryside of Llewddor.

Read the magic spell formulas at the back of the **King's Quest III** booklet. They include a list of ingredients to find and gather.

Keep track of the wizard's coming and going. When he is "gone," use this time to explore as much and as far as you can. When the wizard returns, notice how long he was gone. Try to find the ingredients for the magic spell formulas.

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 "see" the items I'm carrying?

Just type "look" and the name of the item.

How do I "drop" items?

**Full House:** You're going to need everything you find. However, if using items means you can't use anything else, consider them.

Am I the only one who keeps failing in my quest? 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 role-playing games. That's just reason #1 for why you're so quickly solving me. Your problem is you don't "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.

Look at your reference card for instructions on how to "save" a game on your particular computer.

How do you know how to "save" a game? Use Ctrl-S (especially right before you think something might happen to you) or you can try to do something risky. The more "saved games" you have (especially recent ones), the less you have to backtrack.

Where does your character put all that stuff he's carrying?

The same place Superman puts his secret clothes when he flies.

## The Wizard's House

Characters you may encounter here:

### 1. The wizard Manannan

He controls your destiny. He knows the end of the world is sure to come, but he's not sure when. He's not sure if he can save you, but he's not sure if he can't. He's not sure if he can save you, but he's not sure if he can't. You must go away and try to be able to solve the puzzle.

### 2. The black cat

This is Manannan's pet cat. You may encounter him in the wizard's house. He's not sure if he can save you, but he's not sure if he can't. He's not sure if he can save you, but he's not sure if he can't. You must go away and try to be able to solve the puzzle.

### 3. The chickens

The chickens are still waiting in their coop. You can't take them out of it. You can't catch them if you want to. If you have the magic dagger in your ears you can't hear them back to each other. They may be a little interested in you.

I found a pair of magic shoes! How do I use them?

This is an example of a trick question. I put it here to see if you'd fall for it. And you did!

Why are you reading this? I told you that this was a dummy question.

So far, there isn't even a pair of magic shoes in this game.

How do I "drop" items?

You don't. You're going to need everything you find. However, in "using" some items, you can thus consume or consolidate them.

Am I the only one who keeps failing in my quest? 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 to finally solve one. Your problem is: you aren't "saving" 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.

Look at your reference card for instructions on how to "save" a game on your particular computer.

Once you know how to "save" a game, save it *a lot!* Especially right before you think something might happen to you, or you want to try something risky. The more "saved games" you have (especially recent ones), the less you have to backtrack.

Where does your character put all that stuff he's carrying?

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

## The Wizard's House

Character(s) you may encounter here:

### 1. The wizard Manannan

He controls your character. He doesn't let you explore at will or carry items that bother him (the "starred" items). Sometimes, he gives you chores to do, may punish you, or even *kill* you! You must do away with him to be able to solve the game.

### 2. The black cat

This is Manannan's pet cat. You may encounter him almost anywhere in the house. Normally, he's no bother. He *can* be fatal on certain stairs. If he gets in your way, just "kick" him. You can catch him if you want to.

### 3. The chickens

The chickens just strut around in their coop. You cannot take them out of it. You can catch them if you want to. If you have the magic dough in your ears you can "hear" them "talk" to each other. They may reveal interesting information to you.

I found a pair of magic shoes! How do I use them?

This is an example of a fake question. I put it here to see if you'd fall for it. And...you did!

Why are you reading this? I *told* you that this was a phony question!

In fact, there isn't even a pair of magic shoes in this game.



Are you *sure* that you're not confusing this game with *The Wizard of Oz*?

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

You *must* promise to not go around reading all the answers like this! Even a long answer like this one could well be a phony. Even a seemingly logical question could be wrong. From now on, you'll be better, won't you? Good!

The wizard keeps killing me! What am I doing wrong?

You're obviously making him mad. Don't do that anymore.

But, if you don't know why you're making him mad, note what he says when he kills you. He's usually pretty specific about what he doesn't like.

You may be carrying items that bother him (the "starred" items), or you may have been poking around in places you shouldn't, or you may have gotten too many punishments (6), or you may have been caught in a place he doesn't want you to be.

The wizard keeps punishing me! How can I please him?

That's almost impossible, if you ask me. But, answer this: what did he say when he punished you? He usually tells you what you did wrong.

The wizard will punish you if you don't do a chore, (within three minutes), that he has asked you to do.

The wizard will punish you if he catches you wandering around Llewddor.

(He will only punish you, in this case, if you are not carrying "starred" items. If you are, then he will kill you.)

The wizard won't let me leave the house! How can I explore?

Did you notice that sometimes the wizard leaves? Either he goes on a journey, or he goes to bed.

When the wizard announces to you that he is going on a journey, or he is going to bed, use this time to thoroughly explore the house or countryside and gather useful items. Make sure you return before he does!

The wizard takes my possessions and kills me! Can I hide them someplace?

Yes, you can.

Oh, you want to know where? Well, when you were a kid, where did *you* hide things?

Think of a room that the wizard never enters. Hide your possessions under something.

Hide your possessions under the bed in Gwydion's room.

I'm tired of the wizard giving me chores!

The best way to avoid chores is to avoid the wizard.

Sometimes the wizard journeys, or sleeps. How do I know when he'll leave? How do I know when he'll be back?

After you've been playing this game awhile, you'll notice patterns in the wizard's journeys and goings.

There is a running clock at the top of your screen. Use it to time the wizard's journeys and goings.

When the wizard goes away, he's leaving. Note the time on the clock at the top of your screen. When he returns, note the time. How long was he gone? What is demonstrating about that in it leaving, look at the time. How long was he "home"?

The wizard is "home" for 3 minutes or less longer if you had a chore to do. He will be "gone" for 23 minutes, giving you plenty of time to explore. Stay back at the time on your running clock.

The wizard has eaten all the food and he's hungry again! Can I find some food?

There is one place, other than the wizard's kitchen, that you can find more food. You can't reach more.

You can find some food in the Three Bears' house.

You can obtain a bowl of porridge in the Three Bears' house. The wizard will eat it. After that, there is no more!

Can I ever get away from the wizard for good?!

Yes, there is a way.

You need to use magic.

Look at the magic spells. Do you see one that could work? Try it.

How can I get rid of the wizard? There *must* be a way!

You have to ask a lot of questions.

Using magic, you need to turn the wizard into a cat.

You need to get the wizard to eat the "cat porridge." That will turn him into a cat.

But first, you need to make the "cat porridge" so convincing that the wizard will eat.

Crumble the "cat porridge" in the bowl of porridge. The wizard will not notice it and will eat the porridge. He will turn into a cat, forever!

Can I do anything with the black cat?

The black cat has something that you can get.

If you can "catch" the cat, you can get some fish. You could use it in a magic spell.

I'm tired of the wizard giving me chores!

The best way to avoid chores is to avoid the wizard.

Sometimes the wizard jounays, or sleeps. How do I know when he'll leave? How do I know when he'll be back?

After you've been playing this game awhile, you'll notice patterns in the wizard's comings and goings.

There is a running clock at the top of your screen. Use it to time the wizard's comings and goings.

When the wizard announces he's leaving, note the time on the clock at the top of your screen. When he returns, note the time. How long was he "gone?" When he announces again that he is leaving, look at the time. How long was he "home?"

The wizard is "home" for 5 minutes (a bit longer if you had a chore to do). He will be "gone" for 25 minutes, giving you plenty of time to explore. Keep track of the time on your running clock.

The wizard has eaten all the food and he's hungry again! Can I find some food?

There *is* one place, other than the wizard's kitchen, that you can find more food. But not much more!

You can find some food in the Three Bears' house.

You can obtain a bowl of porridge in the Three Bears' house. The wizard will eat it. After that, there is *no more!*

Can I ever get away from the wizard for good?!

Yes, there is a way.

You need to use magic.

Look at the magic spells. Do you see one that could work? Try it.

How can I get rid of the wizard? There *must* be a way!

Yes, there is a way. (Look at the prior question.)

Using magic, you need to turn the wizard into a cat.

You need to get the wizard to eat the "cat cookie." That will turn him into a cat.

But first, you need to hide the "cat cookie" in something that the wizard will eat.

Crumble the "cat cookie" in the bowl of porridge. The wizard will not notice it and will eat the porridge. He will turn into a cat, forever!

Can I do anything with the black cat?

The black cat has something that you can use.

If you can "catch" the cat, you can get some fur. You could use it in a magic spell.

Most, most of the (let me try to "unlock" him) items may have to try several times before you succeed. Let's see, but the key is a magic spell.

The black cat gets in my way. Can I move him?

Key: No, you can't. Don't worry, he's not going to

Are the chickens of any use?

Key: The chickens have a couple of uses.

The chickens have something that you can use.

It's called "chicken" and you can use it to make a magic spell.

Most, most of the (let me try to "unlock" him) items may have to try several times before you succeed. Let's see, but the key is a magic spell.

The key is on top of the closet in the wizard's bedroom.

I suspect there's a hidden room in this house. Am I right?

Key: No, you can't.

I bet you'd like to know where it is, wouldn't you? Well, you begin by going into the wizard's study.

In the wizard's study, notice the books? "Look" at the books. You will discover something.

If you "look" at the books in the wizard's study, you will discover a metal lever behind one of them. Move the lever, pull on the lever, and see what happens!

There is a cabinet in the wizard's study, but it's locked! Is there a key somewhere?

Obviously, a key exists.

The key can be found in the wizard's bedroom.

The key is on top of the closet in the wizard's bedroom.

Can I ride the magic broom?

Ho! I see the game. You just fell for another false hint!

There is a broom in the game, but it isn't magic.

The broom in the game has a much more mundane purpose than magical transportation.

Move close to the cat and try to "catch" him. You may have to try several times before you succeed. Get some fur for use in a magic spell.

*The black cat gets in my way. Can I move him?*

Try "kicking" him...seriously! Don't worry; he's not a nice cat.

*Are the chickens of any use?*

Yes, the chickens have a couple of uses.

The chickens have something that you can use.

If you can "catch" a chicken, you can pluck a feather. You could use it in a magic spell.

Move close to a chicken and try to "catch" her. You may have to try several times before you succeed. Pluck a feather for use in a magic spell.

You can "catch" a chicken and pluck a feather for use in a magic spell. You can also "hear" the chickens "talk" to each other and reveal interesting information when you have the magic dough in your ears.

*I suspect there's a hidden room in this house. Am I right?*

Right you are!

I bet you'd like to know where it is, wouldn't you. Well, you begin by going into the wizard's study...

In the wizard's study, notice the books? "Look" at the books. You will discover something.

If you "look" at the books in the wizard's study, you will discover a metal lever behind one of them. Move the book, pull on the lever and see what happens!

*There is a cabinet in the wizard's study, but it's locked! Is there a key somewhere?*

Obviously, a key exists.

The key can be found in the wizard's bedroom.

The key is on top of the closet in the wizard's bedroom.

*Can I ride the magic broom?*

Ha! I gotcha again! You just fell for another fake hint!

There *is* a broom in this game, but it isn't magic.

The broom in this game has a much more domestic purpose than magical transportation.

I understand that there is a magic map in the wizard's house, but I can't find it!

Well, you didn't expect it to be right out in the open, did you?

The magic map can be found in the wizard's bedroom.

The magic map is the square in the wizard's bedroom.

The magic map is behind the wizard's closet in the wizard's bedroom.

I found the magic map! Problem is, it's full of empty squares. What do I do with it?

There is nothing you can do with it right now. Travel with a fox awhile.

The magic map does not reveal rooms in the wizard's house. You need to travel wherever you go to find markings. It will show places that you have already been to, not places that you have yet to discover.

Once the magic map begins to reveal places you've been to (not the wizard's house), you can use it to instantly transport yourself to those areas. The map serves a dual purpose. It can keep track of your movements for you, and it also transports you around. **NOTE:** the magic map only reveals the magic region you're currently in.

I know that I can perform magic, but am confused as to how to begin.

Begin by visiting the magic spells at the back of your King's Queen III booklet. Note the ingredients and implements you need to gather. Study the instructions for preparing the spell. List any requirements, as to determine when that spell could be used.

Make sure, before you begin preparing a magic spell formula, that you have all the ingredients and implements you need for that particular spell. It might be that you make a single mistake.

Study the magic spells carefully. List all the ingredients and implements that you need. The magic spells can only be done at a particular place, the wizard's laboratory. The instructions when details "preparing" the spells. A single mistake can ruin them.

I found a magic spell book! How can I use it?

The magic spells at the back of your King's Queen III booklet are the only spells you can decipher from this old magic spell book. Review the format numbers at the bottom of the pages.

The old magic spell book is numbered with roman numerals. You will notice that the magic spells at the back of your King's Queen III booklet are also numbered with roman numerals. To begin preparing a magic spell, turn to page II, for example. Now, you will be able to begin preparing that particular spell.

I understand that there is a magic map in the wizard's house, but I can't find it!

Well, you didn't expect it to be right out in the *open*, did you?

The magic map can be found in the wizard's bedroom.

The magic map is *in* the closet, in the wizard's bedroom.

The magic map is *behind* the clothes, in the closet, in the wizard's bedroom.

I found the magic map! Problem is, it's full of empty spaces. What do I do with it?

There is nothing you can do with it right now. Travel with it for awhile.

The magic map does not reveal rooms in the wizard's house. You need to travel elsewhere for it to start working. It will show places that you have already been *to*, *not* places that you have yet to discover.

Once the magic map begins to reveal places you've been to (not the wizard's house), you can use it to instantly transport yourself to those areas. The map serves a dual purpose: it can keep track of game mapping for you, and it also transports you around. NOTE: the magic map *only* reveals the game region you're currently in.

I know that I can perform magic, but am confused as to how to begin.

Begin by studying the magic spells at the back of your **King's Quest III** booklet. Note the ingredients and implements you need to gather. Study the directions for preparing the spell. During your explorations, try to determine where best a spell could be used.

Make sure, before you begin preparing a magic spell formula, that you have *all* the ingredients and implements you need for that particular spell. It means death if you make a single mistake.

Study the magic spells carefully. Gather *all* the ingredients and implements that you need. The magic spells can only be done in a particular place; the wizard's laboratory. Be *very* cautious when actually "preparing" the spells. A single mistake can mean death!

I found a magic spell book! How can I use it?

The magic spells at the back of your **King's Quest III** booklet are the only spells you can decipher from this old magic spell book. Notice the roman numerals at the bottom of the pages...

The old magic spell book is numbered with roman numerals. You will notice that the magic spells at the back of your **King's Quest III** booklet are also numbered with roman numerals. To begin preparing a magic spell: "turn to page II," for example. Now, you will be able to begin preparing that particular spell.

I can't seem to prepare the magic spells without dying! What am I doing wrong?!

Before beginning to prepare any magic spells, make sure that you have all the ingredients and implements you need.

Make sure that you perform the directions to the magic spells in the correct order.

Type the directions to the magic spells in the correct order and precisely as you see them in the King's Quest III booklet. Make sure that you have all the ingredients and implements that you require. Check for spelling errors before pressing ENTER.

I keep falling off the path leading up (or down) the wizard's mountain!

Be extra careful! Go slower.

Put yourself in "slow mode" when wandering down road. Just type "slow" and you will automatically slow down.

## The Countryside of Llewddor

Characters you may encounter here:

### 1. Medusa

A hideous old hag with live snakes for hair. She's so repulsive that you turn instantly to stone if you look her direction. She lives in the desert.

### 2. Bandits

The bandits appear randomly in the woods. If you're not careful, you will be robbed of all your possessions. It is possible to find your stolen possessions, however. Sometimes you can see the bandits in the tavern of the town.

### 3. Oracle

The oracle resides in his spider web covered cave. But first, obviously, you need to find a way into the cave. The oracle will tell you some interesting information and give you a useful item.

### 4. The Three Bears

The Three Bears live in the woods. Sometimes they won't be home and you can enter their house and find some useful items. Be careful, though. Papa and Mama Bear can be surly when crossed.

### 5. Friendly storekeeper

You'll encounter him, obviously, in the town's store. If you have money, you can buy useful items from him.

### 6. Pretty barmaid

You can meet the barmaid in the tavern of the town. If you have money, you can buy drinks from her.

### 7. Mariners

Eventually a ship comes by the seaside town. You can meet the mariner in the tavern. If you have money, you can catch a ride across the ocean on their ship. Better hurry, though. They won't wait forever.

I can't seem to prepare the magic spells without dying! What am I doing wrong?

Before beginning to prepare any magic spells, make sure that you have all the ingredients and implements you need.

Make sure that you perform the directions to the magic spells in the *correct* order.

Type the directions to the magic spells in the *correct* order and *precisely* as you see them in the **King's Quest III** booklet. Make sure that you have *all* the ingredients and implements that you require. Check for spelling errors before pressing ENTER.

I keep falling off the path leading up (or down) the wizard's mountain!

Be more careful! Go slower.

Put yourself in "slow mode" when traversing this path. Just type "slow," and you will automatically slow down.

### The Characters of Llewle

CHARACTERS YOU MAY ENCOUNTER HERE:

#### 1. Medusa

Hideous old hag with live snakes for hair. She's so repulsive that you turn instantly to stone if you look her direction. She lives in the desert.

#### 2. Bandits

The bandits appear randomly in the woods. If you're not careful, you will be robbed of all your possessions. It *is* possible to find your stolen possessions, however. Sometimes you can see the bandits in the tavern of the town.

#### 3. Oracle

The oracle resides in the spider web covered cave. But first, obviously, you need to find a way *into* the cave. The oracle will tell you some interesting information and give you a useful item.

#### 4. The Three Bears

The Three Bears live in the woods. Sometimes they won't be home and you can enter their house and find some useful items. Be careful, though; Papa and Mama Bear can be surly when crossed!

#### 5. Friendly Stranger

You'll encounter him, obviously, in the town's store. If you have money, you can buy useful items from him.

#### 6. Pretty Barmaid

You can meet the barmaid in the tavern of the town. If you have money, you can buy drinks from her.

#### 7. Mariners

Eventually a ship comes to the seaside town. You can meet the seamen in the tavern. If you have money, you can hitch a ride across the ocean on their ship. Better hurry, though. They won't wait forever!

## 8. Big spider

A big spider guards the entrance to the oracle's cave. You need to get rid of the spider to be able to enter the cave. If you're not careful, you will become the spider's dinner!

## 9. An eagle

Sometimes you may notice an eagle flying across the sky. If they find something out, you're in trouble. Watch carefully!

## 10. Various creatures

Throughout the game, you may notice pairs of creatures. They consist of female birds, serpents and bats. If you lose the magic mirror to your ears, you will be able to "hear" their "talk" in each other. They may reveal interesting information to you.

I saw Medusa in the desert! She turned me to stone! How can I deal with her?

You need to turn her to stone!

Definitely, she needs to be turned.

You can use a mirror. If she sees herself, she will turn to stone.

You can find a mirror in the wizard's bedroom. If you "show" it to Medusa, she will turn to stone. Don't look at her, though.

A couple of bandits stole my possessions! Can I ever get them back?

Yes, you can.

Somewhere your possessions are hidden. Look for any unusual places where they could be.

The bandits have a hideout. Climb up a tree.

The wizard's hideout is located in the oak tree with the Indian scrolls.

Reach the oak tree at the base of the oak tree, and you will end up in a hole that is hidden inside. A rope ladder will come down, carrying you to the hideout's interior.

How can I avoid the bandits?

The best way to avoid the bandits is to stay at the edge of the region for a quick getaway until you're sure they have departed.

Later in the game, you can shut the your night vision to avoid them.

I entered the tavern and saw the bandits. Am I supposed to do anything with them?

There's not much that you can do with them at the tavern.

Well, wait. If you turn yourself into a fly and then fly into the tavern, you can overhear them reveal the location of their hideout.

### 8. Big spider

A big spider guards the entrance to the oracle's cave. You need to get rid of the spider to be able to enter the cave. If you're not careful, you will become the spider's dinner!

### 9. An eagle

Sometimes you may notice an eagle flying across the sky. It may drop something that you need. Watch carefully.

### 10. Various creatures

Throughout Llewddor, you may notice pairs of creatures. They consist of lizards, birds, squirrels and fish. If you have the magic dough in your ears, you will be able to "hear" them "talk" to each other. They may reveal interesting information to you.

I saw Medusa in the desert! She forced me to stone! How can I deal with her?

You need to turn *her* to stone!

Somehow, she needs to *see* herself.

You can use a mirror. If she sees herself, she will turn to stone.

You can find a mirror in the wizard's bedroom. If you "show" it to Medusa, she will turn to stone. Don't look at her, though.

A couple of bandits stole my possessions! Can I ever get them back?

Yes, you can.

Somewhere, your possessions are hidden. Look for any unusual places where they could be.

The bandits have a hideout. It's up a tree.

The bandits' hideout is located in the oak tree with the fallen acorns.

Reach into the hole at the base of the oak tree, and you will pull on a rope that is hidden inside. A rope ladder will come down. Climb it to the bandits' hideout.

How can I avoid the bandits?

The best way to avoid the bandits is to stay at the edge of the screen for a quick getaway until you're sure they won't appear.

Later in the game, you can also use your magic stone to avoid them.

I entered the tavern and saw the bandits. Am I supposed to do anything with them?

There's not much that you can do with them in the tavern.

Wellll, wait. If you turn yourself into a fly and then fly into the tavern, you can overhear them reveal the location of their hideout.

I found the bandits' hideout! Unfortunately, a bandit pushed me off the porch to my death!

Don't give up. Keep trying.

Sometimes the bandit sleeps.

If you're lucky, you can catch the bandit asleep in the hideout. Beware, though. He might wake up!

Do I have anything to fear from the Three Bears? Can they help me?

The answer to this is "yes" and "no." Yes, you should be wary of the Three Bears, but "no," they won't seriously harm you. And, "yes," they can help you, but "no," they don't do it willingly.

It's best to avoid the Three Bears. Wait until they are not home. Enter their house. You can find useful items there.

When the Three Bears are not home, enter their house. You can obtain a bowl of porridge and a silver tunic.

I want to buy something at the store, but I need money! Help!

Don't panic. Stay calm.

You can't buy anything without money.

You will find a coin purse with gold coins in the bandits' hideout. If you spend all your money in the tavern, that's rough luck!

How do I know what to buy in the store?

Don't ask the storekeeper. He's no help.

"Look" at the shelves in the store. That will tell you what you can buy.

I entered the tavern and saw sailors sitting there. Can they help me?

I'd be careful of them sometimes if I was you. Aye, they can help ya, hecke.

You need to travel across the ocean. They can help you there.

"Talk" to the sailors.

If you "talk" to the sailors, they'll ask for money in return for passage on their ship. Give them money.

The sailors in the tavern want money. I don't have any! What do I do?

The bandit stole my money.

I found the bandits' hideout! Unfortunately, a bandit pushed me off the porch to my death!

Don't give up. Keep trying.

Sometimes the bandit sleeps.

If you're lucky, you can catch the bandit asleep in the hideout. Better hurry, though. He might wake up!

Do I have anything to learn from the Three Bears? Can they help me?

The answer to this is "yes" and "no." "Yes," you should be wary of the Three Bears, but "no," they won't seriously harm you. And, "yes," they can help you, but "no," they don't do it willingly.

It's best to avoid the Three Bears. Wait until they are not home. Enter their house. You can find useful items there.

When the Three Bears are not home, enter their house. You can obtain a bowl of porridge and a silver thimble.

I want to buy something at the store, but I need money! Help!

The bandits possess money.

You need to find the bandits' hideout.

You will find a coin purse with gold coins in the bandits' hideout.

If you spent all your money in the tavern, then tough luck!

How do I know what to buy in the store?

Don't ask the storekeeper. He's no help.

"Look" at the shelves in the store. That will tell you what you can buy.

I entered the tavern and saw sailors sitting there. Can they help me?

I'd be careful of them swabbies if I was you! Aye, they can help ya, bucko.

You need to travel across the ocean. They can help you there.

"Talk" to the sailors.

If you "talk" to the sailors, they'll ask for money in return for passage on their ship. Give them money.

The sailors in the tavern want money. I don't have any! What do I do?

The bandits possess money.

You need to find the wizard's hideout.

You will find a coin purse in the wizard's hideout.

If you spend all your money, then tough luck!

I see the ship, but I can't board it! An old sailor stops me.

I'd be careful of him if I were you!

You will never get past him.

You have to find another way to board the ship. Go in the moon.

How can I enter the cave with the spider web? A big spider wants to eat me!

You need magic help.

One of the magic spells can help you.

You need to turn into an eagle.

If you turn into an eagle, you can kill the spider.

I know I'm supposed to find an eagle tail feather, but where? How?

You have to keep your eyes peeled for eagles.

Occasionally, an eagle will fly across the picture.

When he does, sometimes he will drop a feather. You can retrieve it.

As I walk the countryside of Llewddor I notice little animals. Can I talk to them? Can I catch them?

The answer is "no" to both questions.

However, you can "hear" pairs of animals "talking" to each other if you have the magic dough in your ears. They may reveal interesting information about you.

Now that I have the fairy dust, how do I use it?

Are you sure you're not thinking of *The Black Cauldron*...?

Tricked you again! Yes, that's right, this is a fake question!

If you want to know how to use fairy dust, play *The Black Cauldron* adventure game!

I get lost in a desert! Is there anything out there? Does it ever end?

Don't enter the desert maze. Only if you're extremely lucky can you escape it.

No, there is nothing out there, and it does not ever end. Don't go there.

You need to find the bandits' hideout.

You will find a coin purse in the bandits' hideout.

If you spent all your money, then tough luck!

I see the ship, but I can't board it! An old sailor stops me.

I'd be careful of him if I were you!

You will never get past him.

You have to find another way to board the ship. Go in the tavern.

How can I enter the cave with the spider web? A big spider wants to eat me!

You need magic here.

One of the magic spells can help you.

You need to turn into an eagle.

If you turn into an eagle, you can kill the spider.

I know I'm supposed to find an eagle and make it fly, but where? How?

You have to keep your eyes peeled for eagles.

Occasionally an eagle will fly across the picture.

When he does, *sometimes* he will drop a feather. You can retrieve it.

As I walk the countryside of Llewlor I notice little animals. Can I talk to them? Can I catch them?

The answer is "no" to both questions.

However, you *can* "hear" pairs of animals "talking" to each other *if* you have the magic dough in your ears. They may reveal interesting information about you.

Now that I have the fairy dust, how do I use it?

Are you sure you're not thinking of *The Black Cauldron*...?

Tricked you again! Yes, that's right, this is a fake question!

If you want to know how to use fairy dust, play *The Black Cauldron* adventure game!

I get lost in a desert! Is there anything out there? Does it ever end?

Don't enter the desert maze. Only if you're extremely lucky can you escape it.

No, there is nothing out there, and it does not ever end. Don't go there.

How can I get the mud from the stream?

The magic spell recipe calls for a "spoonful of mud." You need a spoon.

You need a spoon to get the mud. You can find a spoon in the kitchen of the wizard's house.

Okay, I'm stumped! Where do I find a thimbleful of dew?!

Well, Mama Bear likes to sew.

Where do you usually find dew?

You can find a thimble in the Three Bears' house.

You can find dew in the flowers of Mama Bear's flower garden.

If I swim too far into the ocean I drown. Can I get across it?

Yes, it is possible to cross the ocean.

But, not this way. You need to find another way.

Look for a ship.

I see acorns on the ground below a large oak tree, but I can't seem to find any dried ones.

Move around. Try to "get" acorns in different areas.

You can only find the right kind of acorns in one spot. Keep moving around until you hit that spot.

I looked into the hole at the base of the large oak tree, but didn't see anything. Is there any significance to the hole?

Yes, indeed, there is.

Try doing something else besides "looking" into the hole.

"Reach" into the hole. You'll discover something!

I want to get a cactus in the desert, but they are all too thorny.

There is a cactus that you can get.

In each desert room, "look" at the cactus. In one place, you will find an *innocent* cactus. You can get it.

I can't find mistletoe *anywhere*!

Mistletoe grows on trees.

How can I get the mud from the stream?

The magic spell recipe calls for a "spoonful of mud." You need a spoon.

You need a spoon to get the mud. You can find a spoon in the kitchen of the wizard's house.

Oh, I'm puzzled! Where do I find a thimbleful of dew??

Well, Mama Bear likes to sew...

Where do you usually find dew?

You can find a thimble in the Three Bears' house.

You can find dew in the flowers of Mama Bear's flower garden.

If I throw my life into the ocean, I drown. Can I get across it?

Yes, it *is* possible to cross the ocean.

But, *not* this way. You need to find another way.

Look for a ship.

I see acorns on the ground below a large oak tree, but I can't seem to find any dried ones.

Move around. Try to "get" acorns in different areas.

You can only find the right kind of acorns in one spot. Keep moving around until you hit that spot.

I looked into the hole at the base of the large oak tree, but didn't see anything. Is there any significance to the hole?

Yes, indeedly, there is.

Try doing something else besides "looking" into the hole.

"Reach" into the hole. You'll discover something!

I want to see a cactus in the desert, but they are all too funny.

There is a cactus that you can get.

In each desert room, "look" at the cactus. In one place, you will find an unusual cactus. You can get it.

I can't find mistletoe anywhere!

Mistletoe grows on trees.

The wizard is on a tree, unless the wizard is dead.

Isn't there supposed to be a ship at the dock of the seaside town? I saw a picture of it on the **King's Quest III** box.

You're right. There is supposed to be a ship.

But the ship will not come until later in the game.

You need to do something to trigger the ship to come.

The ship will not come until you've met the wizard.

No matter where I go the wizard seems to find me. Can I get away from him by escaping on the ship?

No. That won't help.

The wizard will find you.

You need to get rid of the wizard first.

## The Ship

Characters you may encounter here:

### 1. Pirate captain

You can encounter the pirate captain only in his sleeping quarters. Sometimes he's there, sometimes he's not, and sometimes he'll walk in and surprise you! He's not very nice, it's best to avoid him.

### 2. Various other pirates

You may run into other pirates on the ship. Be careful where you go and be prepared for a quick getaway. If they catch you, you may have to walk the plank!

### 3. Mice

You will notice a couple of mice in the cargo hold of the ship. Hopefully you have the magic dough in your care, for they'll give you some very important information. "Listen" to them.

The pirates stole my possessions! Where did they put them?

Have you tried exploring every room on the ship? Be observant. You might notice an obvious hiding place.

Your possessions are in the captain's quarters.

Your possessions are hidden in the chest in the captain's quarters.

The pirate captain keeps catching me in his quarters! I want to explore it. Help!

Be patient. Keep trying.

The captain is not always in his quarters. Sometimes you can enter it and he won't catch you. Save your game first!

The pirates threw me in the hold! How can I get out?

See the rope ladder? See the big crate below it? If you could only get on the big crate.

The mistletoe is on a tree below the seaside town.

Is it where supposed to be a ship at the dock of the seaside town? I saw a picture of it on the King's quest map box.

You're right. There *is* supposed to be a ship!

But, the ship will not come until later in the game.

You need to do something to trigger the ship to come.

The ship will not come until you've met the oracle.

No, it's not where I go the wizard wants to find me. Can I get away from him by escaping on the ship?

No. That won't help.

The wizard will find you.

You need to get rid of the wizard first.

### The Day

Can you see any enemies here?

#### 1. Pirate captain

You can encounter the pirate captain only in his sleeping quarters. Sometimes he's there, sometimes he's not, and sometimes he'll walk in and surprise you! He's not very nice; it's best to avoid him.

#### 2. Various other pirates

You may run into other pirates on the ship. Be careful where you go and be prepared for a quick getaway. If they catch you, you may have to walk the plank!

#### 3. Mice

You will notice a couple of mice in the cargo hold of the ship. Hopefully you have the magic dough in your ears, for they'll give you some *very* important information. "Listen" to them.

The pirates stole my possessions! Where did they put them?

Have you tried exploring every room on the ship? Be observant. You might notice an obvious hiding place.

Your possessions are in the captain's quarters.

Your possessions are hidden in the chest in the captain's quarters.

The pirate captain keeps entering me in his quarters! I want to capture him. Help!

Be patient. Keep trying.

The captain is not *always* in his quarters. Sometimes you can enter it and he won't come. Save your game first!

The pirates threw me in the jail! How can I get out?

See the rope ladder? See the big crate below it? If you could only get on the big crate...

You need to find something to help you get onto the big crate below the dangling rope ladder.

You can find a small box in the hold. Get it and set it next to the large crate below the dangling rope ladder. Jump on the small box, then jump on the large box. Then, jump to the ladder.

The pirates made me walk the plank! How can I avoid this?

By avoiding them!

Seriously, that's the answer. You used to avoid them whenever possible. Make sure you have a couple of "saved games" here.

I want to explore the crew's quarters, but a pirate keeps nabbing me!

Keep trying. Sometimes he may not be there.

There are times when the pirate is not there. Then you can explore that area. Save your game first!

Can I ever explore the galley?

If you do the right thing, then yes, you can explore the galley.

You can only explore the galley if you put the pirates to sleep with the "sleep" spell.

You won't find anything of interest there, though.

Can I ever get into the crow's nest at the top of the mast?

No, never!

There's nothing of interest in there, anyway.

I keep falling off the rope ladder!

Oh, please, my dear. Take your time.

Put yourself in "slow" or "normal" mode to climb up or down the rope ladder. Pick up "slow" or "normal" and you will slow down a little bit. Then, be very careful about getting on and off the ladder.

I jumped off the ship and found myself in the middle of the ocean. Eventually I drowned. What did I do wrong?

The problem is you jumped off in the middle of the ocean! You should be closer to land.

Even jump off the ship and you get a chance that you may be okay.

It's not wise to jump off the ship and you get a chance that there is land, whether a few feet and you'll probably have the magic spell. Even you can look it up "boat" wouldn't that be right?

The pirates make me mop the deck! I hate mopping decks!

Oh, my dear! That's normal!

You need to find something to help you get onto the big crate below the dangling rope ladder.

You can find a small box in the hold. Get it and set it next to the large crate below the dangling rope ladder. Jump on the small box, then jump on the large box. Then, jump to the ladder.

The pirates scare me with the pistol! How can I avoid this?

By avoiding them!

Seriously, that's the answer. You need to avoid them whenever possible. Make sure you have a couple of "saved games" here.

I want to explore the crew's quarters, but a pirate keeps bothering me!

Keep trying. Sometime he may not be there.

There are times when the pirate is not there. Then you can explore that area. Save your game first!

Can I ever explore the galley?

If you do the right thing, then yes, you can explore the galley.

You can only explore the galley if you put the pirates to sleep with the "sleep" spell.

You won't find anything of interest there, though.

Can I ever get into the crew's nest at the top of the mast?

No, never!

There's nothing of interest in there, anyway.

I keep falling off the rope ladder!

Go slower, my dear. Take your time.

Put yourself in "slow" or "normal" mode to climb up or down the rope ladder. Type in "slow" or "normal" and you will slow down a little bit. Then, be very careful about getting on and off the ladder.

I jumped off the ship and found myself in the middle of the ocean. Obviously I drowned. What did I do wrong?

The problem is, you jumped off in the middle of the ocean! You need to be closer to land.

Don't jump off the ship until you get a clue that land may be near.

It's not wise to jump off the ship until you get a clue that land is near. However, if you *do*, and you happen to have the magic stone, then you can use it to "poof" yourself back onto the ship.

The pirates make me mop the deck! I hate mopping decks!

Gotcha again! Trick question!

Follow a line, you'll raise the mast and see the deck that will  
they return to you.

How do I know when to leave the ship? Does it ever get to land?

Yes. Eventually, it will come to land.

You will find the pirates about "Loud" in. That is the way to  
know that you're on land. A little later, you will hear "Dead  
cannon." This way, you know you are there.

If you have the magic drink, consider you're on land. You'll see  
some "dark" in it. You will see a line that begins to  
move, travelling across the deck toward land. When the line  
reaches the edge, you are there.

How can I escape the pirate ship?

One way is to jump off the ship over the lower deck.

Another way is to take yourself into an eagle or a fly and fly off  
the ship.

The best way is to put the pirates to sleep using your "strong  
spell" and then jump off the ship.

Can I do anything with the mice in the hold? Can I catch them?

Yes, you cannot catch them, but you can hear them.

It is important that you "listen" to them "talk."

If you have the magic dough in your ears, then you can "hear"  
them "talk" to each other. They will give you some very  
important information.

When you "hear" the mice "talking," do your magic dough.  
You will hear of a hidden treasure chest. The mice will tell you  
where to find it. "NORTH" if you do not "hear" the mice talk, you  
lose. Then you cannot find the treasure chest.

### Small Beach and Mountain Range

Characters you may encounter here:

#### 1. Pirate on the beach

If you escaped the ship without getting the pirates to sleep, they  
might be on the beach. They will see you and they will  
be on the beach. The only thing you can do is run away.

#### 2. Shark

You can't do anything with the shark. It's a big, scary, and  
it will eat you. It will eat you. It will eat you.

#### 3. Abominable snowman

You will see him in the snowy reaches of the mountains. He will  
be the last to see, to say the least. You need to figure out a way  
to get past him.

What does the magic crab do?

What magic crab? Is there a magic crab?

That's right. You did it again. You fell for another false question!

Believe me, you'd rather they made you mop the deck than what they *really* do to you!

How do I know when to leave the ship? Does it ever go to land?

Yes. Eventually, it will come to land.

You will hear the pirates shout "Land ho." That is one way to know that you are near land. A little later, you will hear "drop anchor." Then you know you are there.

If you have the magic map, another way to monitor your progress is to periodically "look" at it. You will see a tiny ship (which is you), travelling across an ocean toward land. When that tiny ship reaches the land, you are there!

How can I escape the pirate ship?

One way is to jump off the ship from the lower deck.

Another way is to turn yourself into an eagle or a fly and fly off the ship.

The best way is to put the pirates to sleep using your "sleep" spell and then jump off the ship.

Can I do anything with the mice to get help? Can I catch them?

No, you cannot catch them. But, they *are* important.

It is important that you "listen" to them "talk."

If you have the magic dough in your ears, then you can "hear" them "talk" to each other. They will give you some *very* important information.

When you "hear" the mice "talking," via your magic dough, you will learn of a buried treasure chest. The mice will tell you where to find it. NOTE: if you do *not* "hear" the mice tell you this, then you cannot find the treasure chest.

### Small Beach and Mountain Range

Characters you may encounter here:

#### 1. Pirate on the beach

If you escaped the ship without putting the pirates to sleep first (using the magic sleep spell), then you will run into one of them on the beach. The only thing you can do is avoid him.

#### 2. Shark

You can't do anything with the shark. He's just a pest. I wouldn't go in the water, though, if I were you!

#### 3. Abominable snowman

You will meet him in the snowy reaches of the mountains. He will not be kind to you, to say the least! You need to figure out a way to get past him.

What does the magic crab do?

What magic crab? Is there a magic crab?

That's right. You did it again. You fell for another fake question!

There is no magic crab in this parcel. In fact, I've never even heard of a magic crab!

I want to go swimming from the beach. Can I get rid of the shark?

I'm afraid not.

There's no way to get rid of the shark.

But, look on the bright side, there's no reason to swim in the ocean again!

I have a shovel and find that I can "dig" holes on the beach. What am I digging for, and where is it?

It shouldn't be hard to figure out what you're digging for, buried treasure!

If you had "listened" to the voice "talking" in the hold of the ship, via the magic crab tonight, then you would have learned where the treasure is buried.

The treasure is buried five paces to the east of the lone palm tree on the small beach. Walk an "east" maze to be sure to reach! Count your steps. Then dig!

A pirate is on the beach! Now what do I do?

Nothing, Amy!

At this point there is nothing that you can do but try to get away.

If you had put the pirates to sleep on the ship using the magic "sleep" spell, you would not encounter a pirate here. But there's nothing that you can do about it.

Help! I keep falling off the narrow path in the mountains!

This is another place that you would want to go slower.

Put yourself in "slow mode" by saying to "slow!" Now you will go slower along the path.

Okay! I give up! How do I get past the abominable snowman?

You need magic to accomplish this.

Look at the magic spells and see if any of them might work to help you pass him.

You could try to "wood" past him using your magic alone.

Or, you could try to fly past him by turning yourself into an eagle or a fly.

If you do not have a magic alone, and you used up all your magic from earlier, then you have no way of getting past the snowman. You're stuck!

There is no magic crab in this game! In fact, I've never even heard of a magic crab!

I want to go swimming from the beach. Can I get rid of the shark?

I'm afraid not.

There's no way to get rid of the shark.

But, look on the bright side, there's no reason to swim in the ocean again!

I have a shovel and find that I can "dig" into the beach. What can I be digging for, and where is it?

It shouldn't be hard to figure out what you're digging for...buried treasure!

If you had "listened" to the mice "talking" in the hold of the ship, (via the magic ear dough), then you would have learned where the treasure is buried.

The treasure is buried five paces to the east of the lone palm tree on the small beach. Walk in "slow mode" to be able to easily count your steps. Then dig.

A pirate is on the beach! How wide do I do?

Nothing. Run!

At this point there is nothing that you can do but try to avoid him.

If you had put the pirates to sleep on the ship using the magic "sleep" spell, you would not encounter a pirate here. But now, there's nothing that you can do about it.

Help! I keep falling off the narrow path in the mountain!

This is another place that you would want to go slower.

Put yourself in "slow mode" by typing in "slow." Now you will go slower along the path.

Okay! I give up! How do I get past the abominable snowman?

You need magic to accomplish this.

Look at the magic spells and see if any of them might work to help you past him.

You could try to "poof" past him using your magic stone.

Or, you could try to fly past him by turning yourself into an eagle or a fly.

If you do not have a magic stone, and you used up all your magic rose essence, then you have no way of getting past the snowman. You're stuck!

I keep falling off the cliff with the caves!

As with other tricky maneuvering places, you need to get yourself in "slow mode" to clear these cliffs.

Put yourself in "slow mode" by typing in "slow". This will slow you down. Now, carefully climb down the cliff. Save your game here!

## The Kingdom of Daventry

Characters you may encounter here:

### 1. Gnome

He is an old friend, the gnome, in the original King's Quest game. You will find him nearby. He will tell you what's been happening in Daventry, and what you have to do.

### 2. Three-headed dragon

This is a very dangerous dragon. If you're not prepared to fight, you will be killed. In battle, you can use Princess Rosella, captive. You need to kill the dragon and rescue the girl.

### 3. Princess Rosella

She is only your fairytale princess. The dragon holds her captive. You need to rescue her from the dragon by killing him.

### 4. King Graham and Queen Valanice

King and Queen Graham are the very best of the game. You have a very happy reunion with your long lost parents.

I'm at the foot of the mountains, by a cave entrance. Can I climb back up the mountains?

No. The mountains are too steep here.

Does the old well serve any purpose?

Not any more.

It did in the original King's Quest.

But not in this game.

I met an old gnome in a rocking chair. What do I do with him?

Talk to the gnome.

If you talk to the gnome, he will tell you what's been happening around Daventry.

I've come all this way and now I can't get into the castle; it's locked!

You need to do something first.

You need to rescue your sister, Princess Rosella, first.

You need to kill the dragon and rescue Princess Rosella first.

I keep falling off the cliff with the caves!

As with other tricky maneuvering places, you need to put yourself in "slow mode" to climb down this cliff.

Put yourself in "slow mode" by typing in "slow." This will slow you down. Now, *carefully* climb down the cliff. Save your game first!

### The Kingdom of Davenry

Characters you may encounter here:

#### 1. Gnome

This is our old friend, the gnome, from the original *King's Quest* game. You will find him friendly. He will tell you what's been happening in Davenry, and what you have to do.

#### 2. Three-headed dragon

This is a *very* dangerous dragon. If you're not extremely careful you will be torched to death! He holds your sister, Princess Rosella, captive. You need to kill the dragon and rescue the girl.

#### 3. Princess Rosella

She is really your long-lost sister. The dragon holds her captive. You need to rescue her from the dragon by killing him.

#### 4. King Graham and Queen Valerice

You don't meet them until the *very* end of the game. You have a very happy reunion with your long-lost parents.

I'm at the foot of the mountains, by a cave entrance. Can I climb back up the mountains?

No. The mountains are too steep here.

Does the old well serve any purpose?

Not any more.

It did in the original *King's Quest*.

But not in this game.

I see an old gnome in a rocking chair. What do I do with him?

Talk to the gnome.

If you talk to the gnome, he will tell you what's been happening around Davenry.

I've come all this way and now I can't get into the castle. It's locked!

You need to do something first.

You need to rescue your sister, Princess Rosella, first.

You need to kill the dragon and rescue Princess Rosella first.



I saw the Princess tied to a stake, but I can't get to her! The dragon snarled me to death!

Problem is - the dragon *sees* you.

You have to sneak past the dragon.

Turn yourself invisible by using the invisibility ointment. If you don't have it, then too bad!

Can the dragon be killed - yes or no?

Yes.

Well, I figured out how to get around the dragon, but now I'm awed. How do I free the Princess without him noticing?

You can't free the Princess without him noticing. You have to kill him.

You have to use magic to kill the dragon.

One of the magic spells will kill the dragon.

If you create a storm here, lightning will kill the dragon.

If you don't have the storm brew, then I'm afraid you're out of luck. Without it, you can't kill the dragon and you can't rescue the Princess.

Okay, I've got the Princess and she's following me. Now what?

Now...go home! Go meet the folks! Congratulations!

### The Magic Spells

#### 1. Understanding the language of creatures

Throughout this game you will encounter pairs of animals. If you have prepared this magic spell, then you will be able to understand their "talk." They will tell you important information about yourself and the game.

#### 2. Flying like an eagle or a fly

You will encounter instances where it would be handy to be an eagle or a fly. It could be useful to avoid bad characters, or to escape from somewhere. Hint - did you know that eagles *hate* spiders? Beware - you only have enough magic essence for transforming three times!

#### 3. Teleportation at random

Or, as it's known around Sierra, the "poofing spell." You can use this spell to escape quickly from a bad situation. It might help you get past the abominable snowman. NOTE: this spell will only "poof" you around the region you are currently in.

#### 4. Causing a deep sleep

This spell will only work in one place, and it has to be a dank, dark place. Hint - the cargo hold of the pirate ship is a dank, dark place. When you perform this spell, you will put others around you to sleep.

## 5. Transforming another into a cat

To turn another creature into a cat, you need to get the individual to eat four "cat snacks". The only one who will do that is the wizard. The first you need to find it in some other land of the land.

## 6. Brewing a storm

To brew a stormy sky, it can be done if you do it in the windy desert. If you do it to create a storm, you will die. To do it to create a storm for the ship, you will die. But where exactly should you go? There is only one possible option.

## 7. Becoming invisible

This is probably the most important thing you can do in the game. There's a lot of things you can do, but you only have enough for one application. If you use it to 2 wrong places, you will die.

## After the End of the Game

**CAUTION:** Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

make all the magic spells?

take all the food from the wizard?

find the magic ring? (It's in the wizard's bedroom, in the closet behind the doors.)

overboard the barrels, avoid the skeletons of their halibut in the ocean, the 100 in the tower.

By into the hole at the bottom of the big red box, as a fly?

find the shovel in the ship? (It's lying right next to the lifeboat.)

find the buried treasure? (First, you need to "brew" the rain, "talk" about it, second, you need to put the pieces to sleep with the "sleep spell," and third, you need to have the shovel.)

escape the pirate ship by turning yourself into a cat, or a dog, popping off the ship, or making the pirates to sleep with the "sleep spell"?

get into the abandoned mansion by "turning" just that using the magic stone, or flying over him as an eagle or a fly?

look behind the tapestry in the wizard's hallway?

"talk" to the black cat after the magic dough is in your shoes?

be drawn in Baby Bear's bed?

sit in Baby Bear's chair?

### 5. Transforming another into a cat

To turn someone else into a cat, you need to get that individual to eat your "cat cookie." The only one who will do that in this game is the wizard. But first, you need to hide it in some other kind of food.

### 6. Brewing a storm

Be careful creating storms. It can be fatal if you do it in the wrong place! If you try to create a storm *inside*, you will die. If you try to create a storm on the ship, you will die. Anywhere *outside* should be okay. Use it to kill a formidable opponent.

### 7. Becoming invisible

This invisibility ointment only works in a place where there's both fire and mist. You only have enough for *one* application. If you use it in a wrong place, you will waste it.

## After the Red of the Glass

**CAUTION:** Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

make *all* the magic spells?

take *all* the food from the kitchen?

find the magic map? (It's in the wizard's bedroom, in the closet, behind the clothes.)

overhear the bandits reveal the whereabouts of their hideout in the tavern? (Be a fly in the tavern.)

fly into the hole at the bottom of the big oak tree as a fly?

find the shovel on the ship? (It's lying right next to the lifeboat.)

find the buried treasure? (First, you need to "hear" the mice "talk" about it; second, you need to put the pirates to sleep with the "sleep spell;" and third, you need to have the shovel.)

escape the pirate ship by: turning yourself into an eagle or a fly, jumping off the ship, or putting the pirates to sleep with the "sleep spell?"

get past the abominable snowman by: "poofing" past him using the magic stone, or flying past him as an eagle or a fly?

look behind the tapestry in the wizard's hallway?

"talk" to the black cat after the magic dough is in your ears?

lie down on Baby Bear's bed?

sit in Baby Bear's chair?



## Give and where earned

## Number of points

Obtaining the cup . . . . .	1
Obtaining the spoon . . . . .	1
Obtaining the knife . . . . .	1
Obtaining the mutton . . . . .	1
Obtaining the fruit . . . . .	1
Obtaining the bread . . . . .	1
Obtaining the bowl . . . . .	1
Obtaining the fly wings . . . . .	1
Obtaining the mirror . . . . .	1
Finding the brass key . . . . .	3
Obtaining the rose petal essence . . . . .	1
Finding the magic map . . . . .	7
Finding the magic wand . . . . .	4
Discovering the lever in the wizard's study . . . . .	5
Obtaining the saffron . . . . .	1
Preparing magic rose essence spell . . . . .	10
Obtaining the porridge . . . . .	2
Obtaining the mistletoe . . . . .	1
Overhearing the bandits in tavern as a fly . . . . .	3
Fly in hole at bottom of oak tree as a fly . . . . .	5
Pulling on the rope in the oak tree . . . . .	3
Finding the bandits' hideout . . . . .	2
Finding the coin purse . . . . .	4
Buying the lard in the store . . . . .	1
Buying the salt in the store . . . . .	1
Buying the pouch in the store . . . . .	1
Buying the fish oil in the store . . . . .	1
Obtaining the dog hair . . . . .	1
Obtaining the cat hair . . . . .	1
Obtaining the mandrake root powder . . . . .	1
Preparing the "cat cookie" spell . . . . .	10
Discovering hiding place under Gwydion's bed . . . . .	4
Turning wizard into a cat . . . . .	12
Obtaining the thimble . . . . .	1

Obtaining the dew . . . . .	1
Obtaining the acorns . . . . .	1
Turning Medusa to stone . . . . .	5
Obtaining the cactus in the desert . . . . .	1
Obtaining the snakeskin . . . . .	1
Obtaining a spoonful of mud . . . . .	1
Obtaining a cupful of ocean water . . . . .	1
Obtaining the eagle feather . . . . .	2
Killing the spider . . . . .	4
Obtaining the amber stone . . . . .	3
Obtaining the chicken feather . . . . .	1
Obtaining the fish bone powder . . . . .	1
Obtaining the nightshade juice . . . . .	1
Obtaining the toadstool powder . . . . .	1
Obtaining the toad spittle . . . . .	1
Preparing the magic dough spell . . . . .	10
Preparing the magic stone spell . . . . .	10
Preparing the sleep powder spell . . . . .	10
Preparing the storm brew spell . . . . .	10
Preparing the invisibility ointment spell . . . . .	10
Giving the money to the pirates . . . . .	3
Boarding the ship . . . . .	2
Finding your way out of the hold . . . . .	2
Finding your stolen possessions on the ship . . . . .	3
Obtaining the shovel . . . . .	1
Escaping the pirate ship . . . . .	5
Finding the buried treasure . . . . .	7
Getting past the abominable snowman . . . . .	4
Killing the dragon . . . . .	7
Rescuing the Princess . . . . .	3
Entering the castle at end of game . . . . .	4

Maximum possible score is 210.

## Location of All Objects

Objects	Where found	Where used
Chicken feathers	On a chicken	Ingredient in 1st spell
Dog hair	On a dog	Ingredient in 1st spell
Smoked air	In desert on ground	Ingredient in 1st spell
Powdered fish bones	In wizard's lab	Ingredients in 1st spell
Thimble	In Three Bears' house	To put dow in
Dew	In Three Bears' garden	Ingredient in 1st spell
Magic dough pieces	Product of 1st spell	To "hear" animals talk
Eagle tail feather	In Clawfoot on ground	Ingredient in 2nd spell
Elf songs	In wizard's tower	Ingredient in 2nd spell
Saffron	In wizard's lab	Ingredient in 2nd spell
Rose petal	In wizard's bedroom	Ingredient in 2nd spell
Magic rose essence	Product of 2nd spell	To "fly" as magic or fly
Salt	In the store	Ingredient of 3rd spell
Mistletoe	In tree south of town	Ingredient of 3rd spell
Amber stone	In orac's cave	Ingredient of 3rd spell
Magic stone	Product of 3rd spell	To "pass" Tom slinger

Nightshade juice	In wizard's lab	Ingredient of 4th spell
Acorns	Under oak tree/ground	Ingredient of 4th spell
Empty pouch	In the store	Ingredient of 4th spell
Witch powder	Product of 4th spell	To put others to sleep
Marble coin	In wizard's lab	Ingredient of 5th spell
Carrot	On a cart	Ingredient of 5th spell
Fish oil	In the store	Ingredient of 5th spell
Cat rooster	Product of 5th spell	To turn someone into a cat
Ocean water	In the ocean	Ingredient of 5th spell
Mud	In the stream	Ingredient of 6th spell
Leadstone	In wizard's lab	Ingredient of 6th spell
Empty jar	Empty shelf in jar	Ingredient of 6th spell
Wagon wheel	Product of 6th spell	To create a storm
Toad spittle	In wizard's lab	Ingredient of 7th spell
Lard	In the store	Ingredient of 7th spell
Kettle	In wizard's kitchen	Cat cactus in 7th spell
Cactus	In desert by big rock	Ingredient in 7th spell

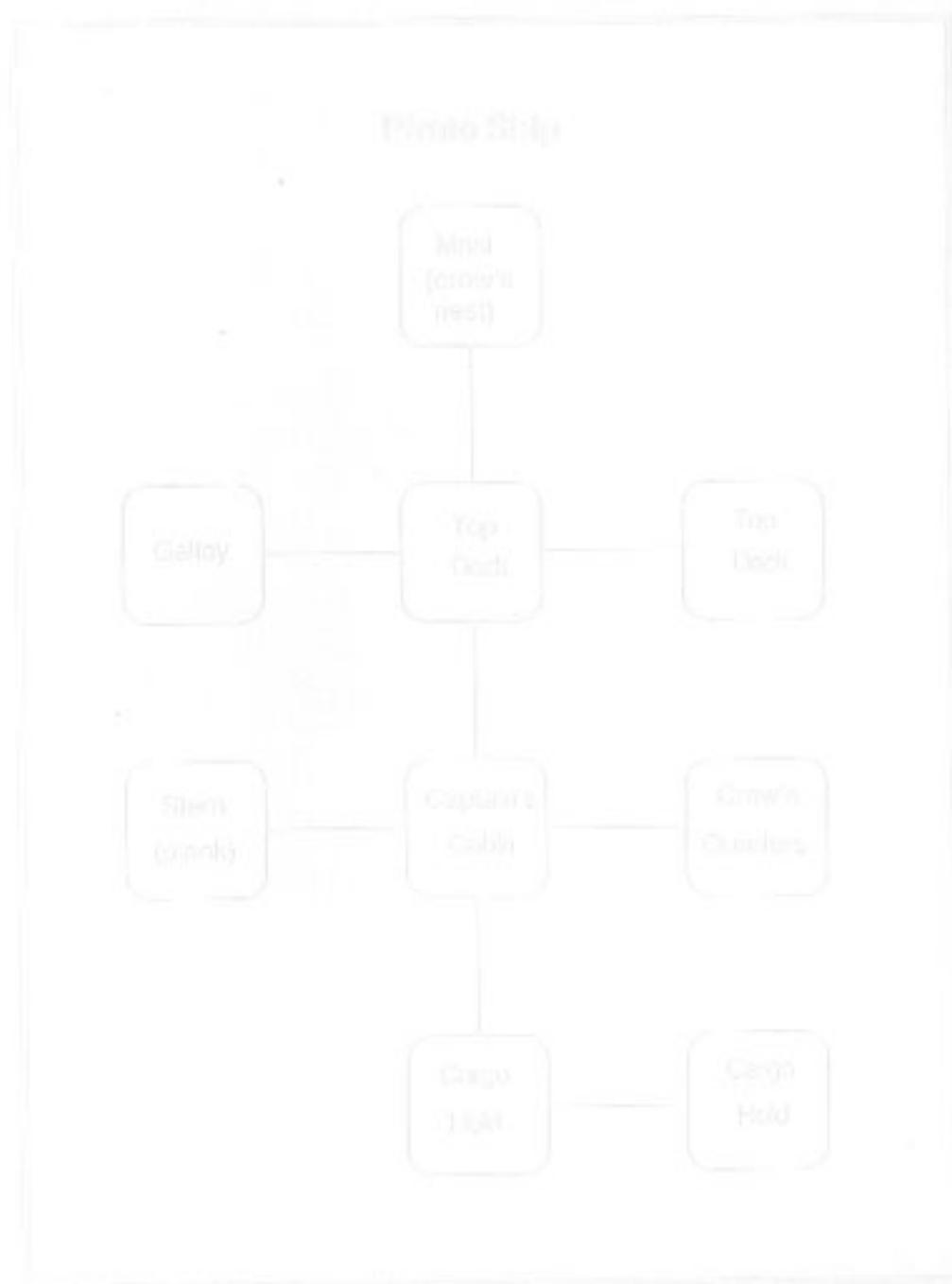
Location of All Objects

Objects	Where found	Where used
Chicken feather	On a chicken	Ingredient in 1st spell
Dog hair	On a dog	Ingredient in 1st spell
Snakeskin	In desert on ground	Ingredient in 1st spell
Powdered fish bone	In wizard's lab	Ingredients in 1st spell
Thimble	In Three Bears' house	To put dew in
Dew	In Three Bears' garden	Ingredient in 1st spell
Magic dough pieces	Product of 1st spell	To "hear" animals talk
Eagle tail feather	In Llewddor on ground	Ingredient in 2nd spell
Fly wings	In wizard's tower	Ingredient in 2nd spell
Saffron	In wizard's lab	Ingredient in 2nd spell
Rose petal	In wizard's bedroom	Ingredient in 2nd spell
Magic rose essence	Product of 2nd spell	To "fly" as eagle or fly
Salt	In the store	Ingredient of 3rd spell
Mistletoe	In tree south of town	Ingredient of 3rd spell
Amber stone	In oracle's cave	Ingredient of 3rd spell
Magic stone	Product of 3rd spell	To "poof" from danger

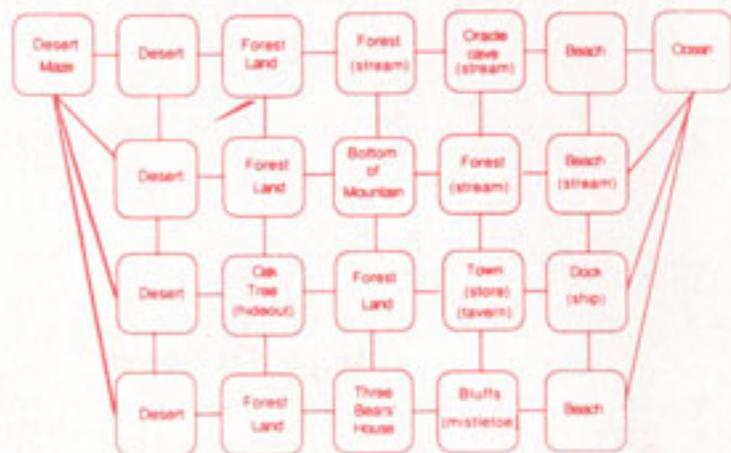
Nightshade juice	In wizard's lab	Ingredient of 4th spell
Acorns	Under oak tree/ground	Ingredient of 4th spell
Empty pouch	In the store	Ingredient of 4th spell
Sleep powder	Product of 4th spell	To put others to sleep
Mandrake root	In wizard's lab	Ingredient of 5th spell
Cat hair	On a cat	Ingredient of 5th spell
Fish oil	In the store	Ingredient of 5th spell
Cat cookie	Product of 5th spell	To turn someone into a cat
Ocean water	In the ocean	Ingredient of 6th spell
Mud	In the stream	Ingredient of 6th spell
Toadstool	In wizard's lab	Ingredient of 6th spell
Empty jar	Empty fish oil jar	Ingredient of 6th spell
Storm brew	Product of 6th spell	To create a storm
Toad spittle	In wizard's lab	Ingredient of 7th spell
Lard	In the store	Ingredient of 7th spell
Knife	In wizard's kitchen	Cut cactus in 7th spell
Cactus	In desert by big rock	Ingredient in 7th spell



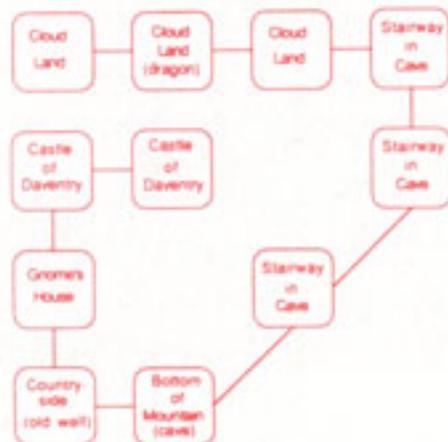
Invisible ointment	Product of 7th spell	To turn invisible with
Magic wand	Wizard's study/cabinet	Need with magic spells
Brass key	Wizard's bedroom/closet	To unlock cabinet/study
Bowl	In wizard's kitchen	To mix spell ingredients
Spoon	In wizard's kitchen	To get mud with
Cup	In wizard's dining room	To get ocean water with
Mirror	In wizard's bedroom	To kill Medusa with
Coin purse	In bandits' hideout	To buy things with
Bread	In wizard's kitchen	To feed to wizard
Fruit	In wizard's kitchen	To feed to wizard
Mutton	In wizard's kitchen	To feed to wizard
Bowl of porridge	In Three Bears' house	To put cat cookie in
Poisoned porridge	Has cat cookie in it	To feed to wizard
Shovel	By lifeboat on ship	To dig for treasure
Treasure chest	On small beach/dig	Bonus points
Magic map	Wizard's bedroom/closet	To map your way and to instantly transport you



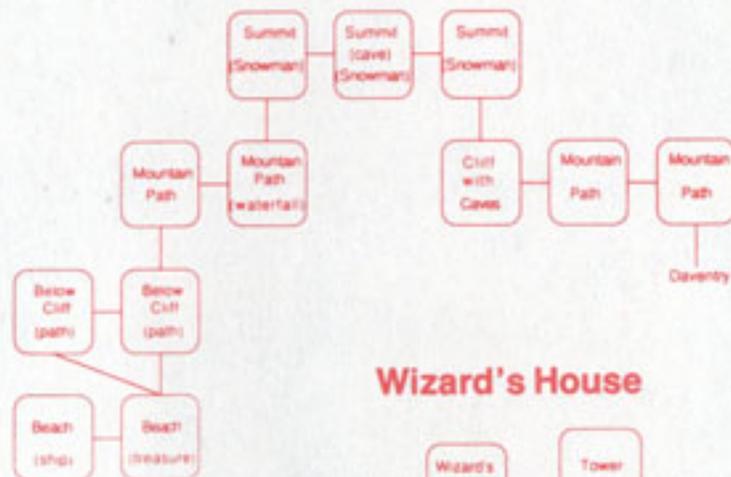
## Countryside of Llewddor



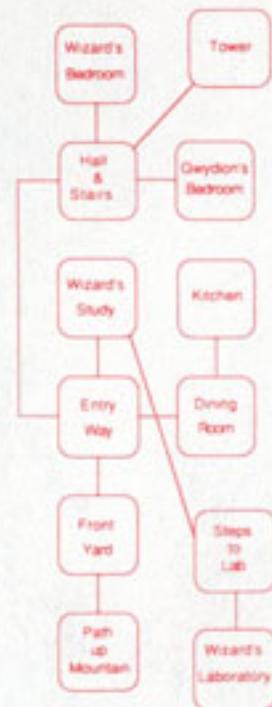
## Kingdom of Daventry



## Small Beach and Mountain Range



## Wizard's House





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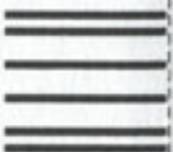
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