

All-New Format!

KING'S QUEST®2

Romancing the Throne

INCLUDES COMPLETE WALK-THRU

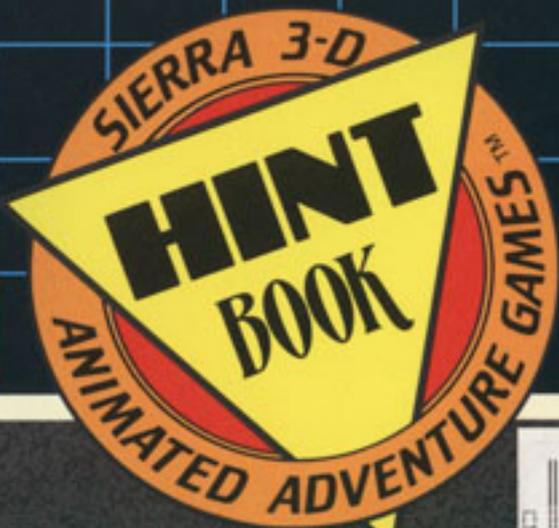
INCLUDES ALL AREA MAPS

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®2

Romancing the Throne

HINT BOOK



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Introduction

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

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 II*. 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 II* is to discover its puzzles and then solve them. However, this might 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 goat, doesn't mean that goats are important in this game, or even exist in this game.*

If you've finished *King's Quest II*

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 enjoy this game, you're sure to like the other animated adventure games from Sierra: the original *King's Quest*, *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 III!*

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?!

Start fresh from the very beginning. Re-boot the disk. Don't touch any key and watch the story that unfolds. It will tell you the plot of the game.

"Look" a lot. Perhaps you'll get a hint. Look for objects lying around and take them with you. *Almost* every object in the game has a purpose, and is used for something.

You are seeking a beautiful girl, possibly near a tower.

You feel sure those magic doors have something to do with it.

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 objects I'm carrying?

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

How do I "drop" objects?

You don't. You're going to need everything you find. (You may, however, "use" things, thus consuming 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.

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

After you have a "saved game" disk, you 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 King Graham put all that stuff he's carrying?

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

To Open the First Magic Door

The Land of Kolyma

Once I start riding the flying turtle, how do I get off?

This is the perfect example of a stupid question. I can't help you to see if you're lost for it. And, you're dead!

Why are you reading this? There's no way to ride the flying turtle!

In fact, there isn't even a flying turtle in this game.

There is a "jumping fish" that jumps around while you swim in the ocean, but you can't ride from either.

This just shows that even lots of answers don't calculate a fair solution.

From now on, you must promise me not to send answers indiscriminately like this. Even a big answer like this one could well be a mine. Even a seemingly logical question may be wrong. Now raise your hand and repeat after me: "No! No! I will not look at answers to questions I don't."

I die whenever I swim too far in the ocean.

That's right, you do. You can only swim for a while while without reaching the shore again.

Swimming dies can be the answer.

No, you're not alive. The jumping fish jumps.

How do I find the mermaid?

One, the first magical door, can read the description.

The mermaid will appear in a rock in the water.

If the rickety old bridge always collapses under me, how will I ever finish this game?

After all, it's a rickety old bridge. It may only be good for a few passages.

It won't always collapse. You're just trying to get off it.

It's good for some more times, but one more (when crossing back) if there's a problem, you can be playing from a saved game that you came from there.

There's also the question of how many times you're allowed to be related somewhere in the center of the bridge. Don't wander around on the bridge, go directly across.

How do I get to the castle in the middle of the poisoned lake.

You can't, but you can unlock the second magic door.

Read the description on the first magic door.

To Open the First Magic Door

The Land of Kolyma

Once I start riding the flying turtle, how do I get off?

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's no way to ride the flying turtle!

In fact, there isn't even a flying turtle in this game.

There *is* a "jumping fish" that flits around while you swim in the ocean, but you can't ride him either.

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 to questions I don't...

I die whenever I swim too far in the ocean.

That's right, you do. You can only swim for a little while without heading for shore again.

Swimming may not be the answer.

But, don't you agree the jumping fish looks cute?

How do I find the mermaid?

Find the first magical door and read the inscription.

The mermaid will appear on a rock at the beach.

If the rickety old bridge always collapses under me, how will I ever finish this game?

After all, it *is* a rickety old bridge. It may only be good for a few crossings.

It won't always collapse. You're just crossing it *too* often.

It's good for three round trips, plus one more (seven crossings total). If there's a problem, you may be playing from a saved game that has some extra trips.

(Insider's hint: the counter for how many times you've crossed is located somewhere in the center of the bridge. Don't meander around on the bridge; go directly across.)

How do I get to the castle in the middle of the poisoned lake?

You can't, until after you unlock the second magic door.

Read the inscription on the third magic door.

There's a grandma in the reality of this story.

How can I make the antique store open?

Perhaps you're too busy. Remember, this game is an ongoing process.

It will open when you are ready for it.

You have to pay. Do you have the Secret Magic Coins?

I can't find anything to steal from the inventory.

You'll find them if you search.

Bad idea.

Instead, you might try doing what normal people do in a real place.

Work on the other one, first.

There's a wolf in Grandma's bed!

When you encounter the wolf in Grandma's bed, remember to look at the inventory. This is where the wolf hides its tail.

There's a grandma in Grandma's bed! (But, I still don't know what to do!)

You don't know what to do, do you? But I can help you figure it out.

What's that Grandma to you?

When did you last see her? Did you see her lately?

Go look in the Grandpa's fireplace.

Let me get an eyebrow wax and take it to Grandma.

How do I get the winged horse to appear?

What was the thing you received from the genie?

When you use the magic lamp a third time, the genie will give you wishes.

There's no limit on the wishes.

All right, I'm getting desperate! I've paid my money! I want to know how to get that door open! And, I want to know **right now!**

Look for a boatman at the south end of the lake.

How can I make the antique store open?

Perhaps you're too eager. Remember, this game changes as you progress.

It will open when you are ready for it.

See hints under, "to Open the Second Magic Door."

I can't find anything to steal from the monastery.

You'd steal from a church?!

Bad idea.

Instead, you might try doing what normal people do in a holy place.

Walk to the altar and "pray."

There's a wolf in Grandma's bed!

When you encounter the wolf in Grandma's bed, leave and try again later. Grandma may be there the next time you enter.

There's a grandma in Grandma's bed! (But, I still don't know what to do!)

You don't *have* to solve this puzzle, but it will help you later in the game.

Notice that Grandma is sick.

What did your mommy feed you when you were sick?

Go look in the dwarf's fireplace.

Get the pot of chicken soup and feed it to Grandma.

How do I get the winged horse to appear?

What was the third gift you received from the genie?

When you rub the magic lamp a third time, the genie will give you a bridle.

Throw the bridle on the snake.

All right, I'm getting desperate! I've paid my money! I want to know how to get that door open! And, I want to know *right now!*

Gosh! Grumpy, aren't we?! Are you sure you want to read this?

The mermaid will return the seahorse if you give her a gift
reason.

OK - OK - I'll do what you

found the inscription on the magic door

File the trident

Give the mermaid one of your tridents. She will answer a
request.

File the seahorse to King Neptune

There is a golden key inside the magic door. This is King
Neptune's

Use the trident to open the door. Take the golden key

Use the golden key to unlock the magic door

Neptune's Kingdom

How can I swim far enough to find King Neptune? How can I
dive deep enough to find King Neptune?

Yes sir? No sir? No sir? No sir? No sir? No sir? No sir?

The mermaid will return the seahorse if you give her a gift
reason.

How can I get that mermaid to take me to King Neptune?

Yes sir? No sir? No sir? No sir? No sir?

Use the trident to open the door. Take the golden key

Use the golden key to unlock the magic door

It's one of your tridents

I'm with King Neptune, but can't do anything but leave.

You need to have something with you

Something King Neptune would like

A trident

King Neptune keeps getting mad at me, very mad!

If you give the trident to the mermaid to get her to answer the
request. Use it.

If you have the trident, you can "wave the trident" to open the
door

Use the golden key to unlock the magic door. Take the golden key

You know this is going to take all of the fun out of this part of the game.

OK, OK! Find the magic door.

Read the inscription on the magic door.

Find the trident.

Give the mermaid one of your treasures. She will summon a seahorse.

Ride the seahorse to King Neptune.

There is a golden key inside the giant clam, next to King Neptune.

Wave the trident to open the clam. Take the golden key.

Use the golden key to unlock the magic door.

Neptune's Clam

How can I wave the trident to find King Neptune? How can I dive deep enough to find King Neptune?

You can't. But you can ride a magic seahorse underwater.

The mermaid will summon the seahorse if you give her a nice present.

How can I get that mermaid to take me to King Neptune?

You can't. But she may know someone...

Befriend the mermaid. Offer her a little something.

No, not dinner and a show! Show a little class.

Try one of your treasures.

I'm with King Neptune, but can't do anything but leave.

You need to have something with you.

Something King Neptune would like.

A trident.

King Neptune keeps yelling mad at me, very mad!

If you gave the trident to the mermaid to get her to summon the seahorse, skip to ↓

If you have the trident, you can "wave the trident" to open the clam.

Just don't give him the trident *after* you've opened the clam.

A good idea, but (after a minute) it's wrong.

You'll never get anywhere with King Neptune unless you have the trident.

Characters you may Encounter around Kolyma

Little Red Riding Hood

What should I do with Little Red Riding Hood?

If you talk to her, you'll give her a clue.

She's looking for her basket of goodies.

The basket is near Grandpa's house.

Inside the bushes.

The Mermaid

There's a mermaid on a rock, but whatever I try, she swims away.

Never will you find her a husband.

She's not a sea nymph.

A treasure, perhaps? Sometimes fishery can be.

The Good Fairy

Why is the Good Fairy here?

Maybe it's your lucky day!

Maybe not.

If you can get close enough to her, she'll sprinkle you with a rather short-lived magic spell that will protect you from certain evil sorcerers.

Even though I've been protected from "certain evil elements," I still can't swim to that island in the center of the poisoned lake.

Evidently, the spell is not one of the "certain elements."

The Good Fairy's magic spell will only protect you from the following things:

Hagatha.

My old sea-hunter.

The diva!

How can I escape from the "bad guys" hanging around Kolyma?

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



A good idea, but (unfortunately) it's wrong.

You'll never get anywhere with King Neptune unless you have the trident.

Characters you may Encounter around Kolyma

Little Red Riding Hood

What should I do with Little Red Riding Hood?

If you talk to her, she'll give you a clue.

She's looking for her basket of goodies.

The basket is near Grandma's house.

Inside the mailbox.

The Mermaid

There's a mermaid on a rock, but whenever I try, she swims away.

Never get too close to a mermaid.

Offer her something.

A treasure, perhaps? (Sometimes bribery works!)

The Good Fairy

Why is the Good Fairy here?

Maybe it's your lucky day!

Maybe not.

If you can get close enough to her, she'll sprinkle you with a (rather short-lived) magic spell that will protect you from "certain evil elements."

Even though I've been protected from "certain evil elements," I still can't swim to that island in the center of the poisoned lake.

Evidently, the lake is not one of the "certain elements."

The Good Fairy's magic spell will only protect you from the following things:

Hagatha,

the evil enchanter,

the dwarf.

How can I escape from the "evil gypsies" hanging around Kolyma?

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

Walk past the edge of the screen. Then, if they were close you can quickly move to another room.

Have I tried a tree of life? (Having a tree of life, one bit of your shows you may be seen.)

Hagatha

How do I stop getting killed by Hagatha?

Stay away from him.

Sometimes the obvious answer is the correct answer.

The Good Fairy's spell will help, but only if you get away.

Is it possible to get that nightingale from Hagatha's sword?

Keep entering her cave until you find that old owl house.

You can then take the owl and get the bird.

The Dwarf

The dwarf keeps stealing stuff from me!

Whenever you allow him to get close to you, he'll take one of your treasures.

The Good Fairy's magic spell will protect you from the dwarf.

It is possible to recover something he takes.

He usually puts his things in his house.

Look inside the house.

I can't figure out what to do after I put on the dwarf's hats.

Put all hats on and tell them how you did it, since it's impossible.

That is exactly what happened.

How can I stop the dwarf from "getting me" while I'm inside his house?

Easy. Walk into his house and he'll get you. It's difficult to get away from him because he's so fast!

The Enchanter

How do I get away from the enchanter?

The Good Fairy's magic spell will protect you from the enchanter.

Other than that, all I could do was run. If you find some other way, why don't you call me?

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

Hide behind a tree or bush. (Insider's hint: if even one bit of you shows, you may be seen.)

Hagatha

How do I stop getting killed by Hagatha?

Stay away from her.

Sometimes the *obvious* answer is the *correct* answer.

The Good Fairy's spell will help, but only outside her cave.

Is it possible to get that nightingale from Hagatha's cave?

Keep entering her cave until you find that she's not home.

You can then take the cage without fear.

The Dwarf

The dwarf keeps making stuff from me!

Whenever you allow him to get close to you, he'll take one of your treasures.

The Good Fairy's magic spell will protect you from the dwarf.

It is possible to recover anything he takes.

He usually puts his booty in his house.

Look inside the chest.

I can't figure out what to do after I put on the dwarf's hats.

Call Sierra and tell them how you did it, since it's impossible!

This is another fake question.

How can I stop the dwarf from "getting me" while I'm inside his house?

Easy. Wait until you enter his house and he's not home. (It's difficult to get away from him because he's so fast!)

The Enchanter

How do I get away from the enchanter?

The Good Fairy's magic spell will protect you from the enchanter.

Other than that, all I could do was run. If you find some other way, why don't you call me!

Does the evil enchanter have any redeeming social value whatsoever?

No, but he makes great frog legs.

To Open the Second Magic Door

The Land of Kolyma

What?! Another door?

Yes! And you're going to need another key!

Be sure to read the inscription on the second door.

But, remember, the game has changed as you've progressed.

New things will happen to help you find key #2.

I can't figure out where to start solving this one!

Remember the famous burger sticker: "When the game gets tough, she tough go shopping!"

Since you read the inscription on the second magic door, the sign in the window of the antique store now reads: "Open."

Go to the antique store.

The antique store puzzles me.

Go to the old lady.

You'll want to buy something from her.

Give her two granules.

She'll give you an old oil lamp.

I've got the old oil lamp from the antique store. Now what?

You might try flying.

You'll need some help.

Did you ever read *The Arabian Nights*?

You need a magic carpet.

Put the genie's lamp and you'll get a free ride.

The Top of the Cliffs

Why did I come up here? All I can do is get killed.

Maybe you could use your sword.

You don't have a sword? I dream of

Does the evil enchanter have any redeeming social value whatsoever?

No, but he makes great frog legs.

To Open the Second Magic Door

The Land of Kolyma

What? Another key?

Yes! And, you're going to need another key!

Be sure to read the inscription on the second door.

But, remember: the game has changed as you've progressed.

New things will happen to help you find key #2.

I can't figure out where to start solving this one!

Remember the famous bumper sticker: "When the going gets tough, the tough go shopping!"

Since you read the inscription on the second magic door, the sign in the window of the antique store now reads "Open."

Go to the antique store.

The antique store puzzles me.

Talk to the old lady.

You'll want to buy something from her.

Give her two treasures.

She'll give you an old oil lamp.

I've got the old oil lamp from the antique store. Now what?

You might try flying.

You'll need some help.

Did you ever read *The Arabian Nights*?

You need a flying carpet.

Rub the genie's lamp and you'll get a free ride.

The Top of the Cliff

Why did I come up here? All I can do is get killed!

Maybe you could use your sword.

You don't have a sword? "I Dream of..."

Roll the lamp again.

Use the sword to lift the frame.

OK, I give up! How do I get that second door open!

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go to the antique store. It's open for business now.

Buy the magic lamp by giving the old lady 100 of your treasures.

Leave the store and run the lamp.

Ride the carpet to the top of the walls.

Roll the lamp again and the genie will give you a magic sword.

Use the sword and the magic sword.

Go past the snake. The second golden key is inside the room on the left side.

Ride the carpet again to return to Kolyma.

Use this golden key to unlock the second magic door.

To Open the Third Magic Door

The Land of Kolyma

I can't even get started. What's changed? What do I do first?

Be sure to read the instructions for the third magic door.

Go to the south shore of the poisoned lake.

Notice there is a wooden structure with six wooden planks here for the first time.

How do I take the rowboat across the poisoned lake?

Give something to the Stranded ghost.

One of your treasures.

Count Dracula's castle

I've crossed the poisoned lake, and landed on that island in the middle. Why bother coming? All I do is die!

Keep trying. It is possible to make it through the thornbush bushes without dying!

Use the great base it was going to be tiny!

Rub the lamp again.

Use the sword to kill the snake.

OK, I give up! How do I get that second door open?

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go to the antique store. It's open for business now.

Buy the oil lamp by giving the old lady two of your treasures.

Leave the store and rub the lamp.

Ride the carpet to the top of the cliffs.

Rub the lamp again and the genie will give you a magic sword.

Kill the snake with the magic sword.

Go past the snake. The second golden key is inside the cave in the hillside.

Ride the carpet again to return to Kolyma.

Use this golden key to unlock the second magic door.

To Open the Third Magic Door

The Land of Kolyma

I can't even get started. What's changed? What do I do first?

Be sure to read the inscription on the third magic door.

Go to the south shore of the poisoned lake.

Notice there's a rowboat (complete with shrouded ghoul!) here for the first time.

How do I take the rowboat across the poisoned lake?

Offer something to the shrouded ghoul.

One of your treasures.

Count Dracula's castle

I've crossed the poisoned lake, and landed on that island in the middle. Why bother coming? All I do is die!

Keep trying. It *is* possible to make it through the bramble bushes without dying!

No one ever said it was going to be easy!

If you have the magic sugar cube, use it. It will prevent the brambles from burning you.

You get the sugar cube from the winged horse after you talked to him.

Does your character? The magic bracelet the winged horse gives you drew the leather bridle on him.

What leather bridle? Why, the one you got by rubbing the oil lamp the third time. (No, of course not, you can't kill the magic with the sword fire!)

Those ghosts always make me walk into the poisoned brambles.

Did you ever see "Risk of Treason"?

Wear a disguise to get into the castle.

The black cloak and zilly ring.

You found them under the bed at Grandma's house. (Dad's your

I've encountered Count Dracula roaming his castle. He always gets me.

Think back to those old movies you used to watch on late night

is something he doesn't like.

They find the silver cross.

So go to town the place in the graveyard.

I keep stumbling in the dark. Where's the flashlight in this game?

There is no flashlight. Using Dracula's horns from level 100.

Where do you keep the candles at your house?

Search through the drawers.

In the bedroom at the top of the west tower.

Now, how do I light this thing?

If you don't have a burning log from Grandma's house, get to

Yes, you're burning the silver candle. (No)

How?

Use the oil lamp.

You should be able to find the oil lamp for lighting the candle in this.

If you have the magic sugar cube, eat it. It will prevent the brambles from harming you.

You got the sugar cube from the winged horse after you talked to him.

Don't you remember? The snake became the winged horse after you threw the leather bridle on him.

What leather bridle? Why, the one you got by rubbing the oil lamp the third time. (No, of course not, you can't kill the snake with the sword first!)

Those ghosts always make me walk into the poisoned brambles.

Did you ever go "Trick or Treating?"

Wear a disguise so they don't recognize you.

The black cloak and ruby ring.

You found them under the bed at Grandma's house. (Didn't you?)

I've encountered Count Dracula running his castle. He always gets me.

Think back to those old movies you used to watch on late night TV.

Try something he doesn't like.

Show him the silver cross.

You got it from the priest in the monastery.

I keep stumbling in the dark. Where's the flashlight in this game?

There is no flashlight. Irving Duracell hasn't been born yet!

Where do you keep the candles at your house?

Search through the drawers.

In the bedroom at the top of the west tower.

Now, how do I light this thing?

If you didn't take a flaming log from Hagatha's fire, skip to *.

You took a flaming log from Hagatha's fire?

How?

This is a fake hint.

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

* Find a map.

The map is in a trunk that you can't open.

On the stairs down from the bedroom where you found the coffin.

I've found Count Dracula's "sleeping area." But...

If the coffin is open, skip to # below.

Open the coffin.

When Dracula awakes, show him the silver cross. He'll leave.

† Reach in his coffin and get the golden key from under Count Dracula's pillow.

I have the key, but I can't get that trunk open in the top of the tower.

You'll need the silver key.

The only way to get the silver key is to kill Dracula while he's sleeping in his coffin.

To kill Dracula, you must have the stake and the mallet.

OK, I give up! How do I get the third magic door open!

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go into the monastery.

Play with the monk. Tell him your name is "Graham." He'll give you a silver cross.

Go to the south shore of the poisoned lake. Find the island.

Give the bishop one of your treasures.

Make your way through the deadly brambles.

Show the cross to the ghosts.

Find the master's bedroom in the castle.

Get a candle from the drawer.

Light it in the flame of the torch on your way down the stairs.

Find Count Dracula's cross.

* Find a flame.

One that's low enough for you to reach.

On the stairway down from the bedroom where you found the candle.

I've found Count Dracula's "sleeping area." But...

If the coffin is open, slip to † below.

Open the coffin.

After Dracula awakes, show him the silver cross. He'll leave.

† Reach in the coffin and get the golden key from under Count Dracula's pillow.

I have the key, but I can't get that trunk open in the boy of the castle.

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To kill Dracula, you must have the stake and the mallet.

OK, I give up! How do I get the third magic door open?

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Go into the monastery.

Pray with the monk. Tell him your name is "Graham." He'll give you a silver cross.

Go to the south shore of the poisoned lake. Find the boat.

Give the boatman one of your treasures.

Make your way through the deadly brambles.

Show the cross to the ghosts.

Find the upstairs bedroom in the castle.

Get a candle from the drawer.

Light it in the flame of the torch on your way down the stairs.

Find Count Dracula's crypt.

It looks like the magic you show had the silver cross.

It looks like the pillow is the coffin.

Take the golden key and use it to open the third magic door.

On the Enchanted Island

I'm stuck on a strange beach.

Search the beach.

Throw the net. Perhaps I will catch something.

What was expected to catch a fish the very first time? (Oh, usually you'd never go fishing with me.)

I'll try again!

I'm stuck on a strange beach with a fish.

Perhaps you don't need a fish.

The fish needs your help as much as you need its help.

You could always throw it back.

Throw the fish into the ocean.

It looks like something like it all for an eye.

It's the fish.

I'm stuck on a strange beach with a *dead* fish.

It's dead. I'm missing the fish. I remember it's not the fish.

Now that I'm on the enchanted island, I realize there's something back in Kolyma that I need. How can I go back?

You can!

You'll have to return to either "saved" place, and try again.

I'm in the tower, but I can't get past the deadly lion.

You need a weapon with some magic.

Use your single sword to kill the lion.

It's the right way to go.

I've found her! But, you know, it just doesn't seem like the game is over. I mean, after all this I was expecting more than just a kiss! Maybe some fireworks, or a fancy message from somebody at Sierra, or...

The game is not quite over. You must get Stamina out of the tower, and return back to Daventry.

If Count Dracula attacks you, show him the silver cross.

Look under the pillow in the coffin.

Take the golden key and use it to open the third magic door.

On the Enchanted Island

I'm stuck on a strange beach.

Search the beach.

Throw the net. Perhaps you'll catch something.

What! You expected to catch a fish the very first try? (Obviously, you've never gone fishing with *me!*)

Try, try again!

I'm stuck on a strange beach with a fish.

Perhaps you don't need a fish.

The fish needs your help as much as you need its help.

You could always throw it back.

Throw the fish into the ocean.

If it offers you something, take it up on its offer.

Ride the fish.

I'm stuck on a strange beach with a dead fish.

Too bad. Try reading the hint immediately before this one.

Now that I'm on the enchanted island, I realize there's something back in Kolyon that I need. How can I go back?

You can't.

You'll have to restore an older "saved game," and try again.

I'm in the tower, but I can't get past the deadly lion.

You need a weapon with great magic.

Use your magic sword to kill the lion.

Or you might ham it up a little.

I've found Lord Eric, you know, it just doesn't seem like the game is over. I mean, with all this I was expecting more than just a hint! Maybe some fireworks, or a fancy carriage from somebody at Siran, or...

The game's not quite over. You must get Valanice out of the tower, and safely back to Daventry.

She started to walk down those stairs. Think of another way.

Remember: Normally, you're not in Kansas!

Remember the answer.

You found it works of the tower. Didn't you?

Thank her.

Happy your wedding!

OK, I give up! How do I finish this game?!

Are you sure you want to read this?

This will take all the fun out of your part of the game.

Find the set for the strange beast.

Get the air until you catch a fish.

Throw the fish back into the ocean.

Hide the fish.

Find the answer.

It's yours in the tower.

Thank the tower.

Get the light with your magic sword.

Enter the room and find Vashara!

Read the answer.

Thank her.

Happy your wedding!

After "The End" of the Game

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...

...make the mermaid summon the seahorse?

I gave her a treasure that I lost while going to the treasure island.

I gave her the bouquet of flowers I got from Red Riding Hood.

She's afraid to walk down those stairs. Think of another way.

Remember, Dorothy: you're not in Kansas!

Inspect the amulet.

You found it north of the tower. (Didn't you?)

Think "home."

Enjoy your wedding!

OK, I give up! How do I finish the game??

Are you sure you want to read this?

This will take all the fun out of this part of the game.

Find the net on the strange beach.

Cast the net until you catch a fish.

Throw the fish back into the ocean.

Ride the fish.

Find the amulet.

It's north of the tower.

Enter the tower.

Kill the lion with your magic sword.

Enter the room and meet Valanice!

Hold the amulet.

Think "home."

Enjoy your wedding!

OK, I give up! How do I finish the game??

Are you sure you want to read this?

Alex "The God" of the Coast

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...?

What is the magical number she talked about?

I gave her a treasure (but I lost points equal to the treasure's value).

I gave her the bouquet of flowers I got from Red Riding Hood.

...get the key from King Neptune?

I warned the riders to cross the strand and warned to

be wise as the sea is deep. I gave King Neptune his best friend

...get the nightingale from Hagatha?

I warned her to be honest and to be kind to me

While Hag was there, I warned her not to be angry, but to be kind
and to be wise, and to be kind, and to be kind, and to be kind, and to be kind

...get past the snake at the top of the cliffs?

I killed him with my magic sword

I threw the magic beads on him. We chased a bit, and when he
gave me a magic sugar cube

...cross the poisoned lake?

I gave the poisoned lake a warning

I disguised myself as Count Dracula by wearing the black cloak
and the red hat

...get through the bramble bushes after landing on Count
Dracula's island?

I just walked right on through

I cut the sugar cube

...get past the ghosts guarding Dracula's door?

I wore the black cloak and the red hat

I wore the silver cross

...stop Count Dracula?

I showed him the silver cross

I wore the silver cross, when he saw it, he turned into a bat and
flew away

I asked him when he lay sleeping to his cousin

...get into Valance's chamber?

I killed the lion with my magic sword

I hid the key in the pocket of my black cloak and the red hat

...get the key from King Neptune?

I waved the trident to open the clam, and swiped it!

He gave it to me -- after I gave him back his lost trident.

...get the nightingale from Hagatha?

I entered her cave when she wasn't home.

While Hag was there, I sneaked behind her to the cage, covered it with the cloth, took the cage, then sneaked out without her noticing me.

...get past the guard at the top of the cliff?

I killed him with my magic sword.

I threw the leather bridle on him. We chatted a bit, after which he gave me a magic sugar cube.

...cross the poisonous lake?

I gave the shrouded ghoul a treasure.

I disguised myself as Count Dracula by wearing the black cloak and ruby ring.

...get through the bramble bushes after hunting on Count Dracula's island?

I just walked right on through!

I ate the sugar cube.

...get past the ghosts guarding Dracula's door?

I wore the black cloak and ruby ring.

I wore the silver cross.

...stop Count Dracula?

I showed him the silver cross.

I wore the silver cross; when he saw it, he turned into a bat, and flew away.

I killed him while he lay sleeping in his coffin.

...get into Valruice's chamber?

I killed the lion with my magic sword.

I fed the lion the smoked ham from Dracula's dining room table.

Did you also try?

aching the openwork? (p. 100)

drinking from the collected lake?

looking at the trees in the woods north and east of the woods?

looking to the sea? (p. 101)

looking at King Neptune?

looking at Hagadah in the oven?

opening the nightgale's cage?

giving the leather bottle to the water?

fixing Singdun?

after seeing Hagadah's grave often? (Singdun's personal life happens, but only rarely)

using the glass bottle? (p. 102)

looking out your window while in Count Dracula's castle basement?

working out the waterfall with a pipe? (p. 103)

asking "What is Arthur's last name?"

asking "What is Arthur's last name?"

Did you also try?

...letting the enchanter "get" you?

...drinking from the poisoned lake?

...looking at the tree in the woods north and east of the trident?

...talking to the seahorse?

...talking to King Neptune?

...talking to Hagatha in her cave?

...opening the nightingale's cage?

...giving the leather bridle to the snake?

...kissing Hagatha?

...approaching Hagatha's cave often? (Sometimes something silly happens, but only rarely!)

...letting the ghosts possess you?

...blowing out your candle while in Count Dracula's castle basement?

...walking into the waterfall on the strange beach?

...asking "what is Graham's last name?"

...asking "who wrote this game?"

Points

How and where earned

Value

Before opening Door #1

Opening the mailbox outside Grandma's house	1
Taking the basket of goodies from the mailbox	2
Giving the basket of goodies to Red Riding Hood	4
Praying in the monastery	2
Getting the silver cross from the monk	2
Wearing the silver cross	2
Looking in the hole (south of the monastery, near the lake)	1
Taking the branch from the hole	3
Getting the bracelet	2
Taking the stake	2
Taking the mallet	2
Taking the trident	2
Taking the necklace	2
Using my wits on the rickety bridge (King's own wits)	1
Giving the bouquet of flowers to the mermaid	2
Giving a treasure to the mermaid (value of treasure)	1
Riding the seaborne	2
Getting the bottle and cloth from King Neptune	4
Getting the key to Door 1	5
Unlocking Door 1	1

Before opening Door #2

Opening the trunk and removing the cloth	2
Covering the nightgale's bridge with the cloth	2
Taking the birdcage	3
Trading the nightgale for the oil lamp at the antique store	6
Trading two treasures for the oil lamp (value of treasure)	1
Getting the flying carpet by rubbing the oil lamp	2
Riding the flying carpet	4
Getting the magic sword by rubbing the oil lamp	2
Getting the leather bundle by rubbing the oil lamp	2
Throwing the leather bundle over the snake	2
Getting the sugar cube by talking to the selected horse	1
Getting the key to Door 2	5
Unlocking Door 2	1

Before opening Door 1

Opening the mailbox outside Grandma's house	1
Taking the basket of goodies from the mailbox	2
Giving the basket of goodies to Red Riding Hood	4
Praying in the monastery	2
Getting the silver cross from the monk	2
Wearing the silver cross	2
Looking in the hole (south of the monastery, near the lake)	1
Taking the brooch from the hole	7
Taking the bracelet	7
Taking the stake	2
Taking the mallet	2
Taking the trident	3
Taking the necklace	7
Each trip across the rickety bridge (limit seven trips)	1
Giving the bouquet of flowers to the mermaid	2
Giving a treasure to the mermaid - (value of treasure)	
Riding the seahorse	2
Getting the bottle and cloth from King Neptune	4
Getting the key to Door 1	5
Unlocking Door 1	7

Before opening Door 2

Opening the bottle and removing the cloth	2
Covering the nightingale's birdcage with the cloth	2
Taking the birdcage	2
Trading the nightingale for the oil lamp at the antique store	6
Trading two treasures for the oil lamp - (value of treasures)	
Getting the flying carpet by rubbing the oil lamp	2
Riding the flying carpet	4
Getting the magic sword by rubbing the oil lamp	2
Getting the leather bridle by rubbing the oil lamp	2
Throwing the leather bridle over the snake	5
Getting the sugar cube by talking to the winged horse	2
Getting the key to Door 2	5
Unlocking Door 2	7

Before opening Door #3

Taking the pot of chicken soup	1
Carrying a treasure to the desert	Value of treasure
Retrieving a mirror fragment from desert's chest	Value of treasure
Taking the earrings	1
Giving the pot of chicken soup to a peasant	5
Finding the black hawk and ruby ring	1
Feeding the black hawk and ruby ring	1
Carrying a treasure to the stranded island	Value of treasure
Reaching the water cube	1
Using the candle	1
Lighting the candle in the torch tower	1
Taking the smoked ham from Count Dracula's table	1
Killing Count Dracula in his coffin	1
Taking the silver key that results	1
Getting the key to Door 3	1
Unlocking the chest in the top of the tower	1
Taking the coin	1
Opening Door 3	1

on the Enchanted Island

Taking the fishing net	1
Catching the golden fish	1
Throwing the golden fish back into the ocean	1
Feeding the golden fish	1
Taking the smelter	1
Feeding the smoked ham to the dove	1
Reaching Valerius' room at the top of the tower	1
Holding the smelter and casting "Dove"	1
Maximum possible score: 18	

Taking the pot of chicken soup	2
Losing a treasure to the dwarf - (value of treasure)	
Retrieving a stolen treasure from dwarf's chest + (value of treasure)	
Taking the earrings	7
Giving the pot of chicken soup to Grandma	2
Finding the black cloak and ruby ring	4
Wearing the black cloak and ruby ring	3
Giving a treasure to the shrouded ghoul - (value of treasure)	
Eating the sugar cube	1
Taking the candle	2
Lighting the candle in the torch flame	1
Taking the smoked ham from Count Dracula's table	2
Killing Count Dracula in his coffin	7
Taking the silver key that results	2
Getting the key to Door 3	5
Unlocking the chest in the top of the tower	1
Taking the tiara	7
Opening Door 3	7

Taking the fishing net	1
Catching the golden fish	2
Throwing the golden fish back into the ocean	3
Riding the golden fish	1
Taking the amulet	3
Feeding the smoked ham to the lion	4
Entering Valanice's room at the top of the tower	5
Holding the amulet and saying "home"	3

Maximum possible score 185

Location of all Objects

Objects **Where found** **Where used**

To open Door #1

Trident	on beach, two weeks south of Star	give to King Neptune
Basket of goodies	beside mailbox outside Grandma's house	give to Red Riding Hood
Ringlet of flowers	from Red Riding Hood	give to Grandma, on large rock in garden
Key to Door 1	inside giant clam, beside King Neptune	use to unlock Door 1

To open Door #2

Enchanted spell	from good fairy, near antique store	prevents death from "bad guys"
Nightingale in cage	inside Hazelle's cave	give to old lady in apothecary store
Magic lamp	from old lady in antique store	can lamp anywhere outside
Flying carpet	from genie inside lamp	ride carpet to top of cliffs and back down
Magic sword	from genie inside lamp	use to kill spider, or kill lion
Leather bridle	from genie inside lamp	throw on snake instead of killing him
Sugar cube	talk to snake/flying horse	prevents death in troubles, outside castle
Key to Door 2	inside cave on Top of Cliff	use to unlock Door 2

To open Door #3

Merlin's Staff	inside a tree, north and south, then rest of large rock in ocean	use with snake below used to kill Oraculo while asleep in his coffin
Dot of chicken soup	in fireplace at Grandpa's house	feed to Grandma
Shiny ring	from Grandma after feeding chicken soup	used with black cloak below
Black cloak	from Grandma after feeding chicken soup	wear to cross lake, fly and pass giant guards
Silver armor on chair	from monk, after praying in monastery	wear to pass giant guards and scare Brando
Candle	inside drawer in castle bedroom	used to fire in dungeon
Black silver key	appears after killing Oraculo in his coffin	unlock trunk in room at top of castle tower
Key to Door 3	under Brando's pillow, inside his coffin	use to unlock Door 3

Location of all Objects

Objects

Where found

Where used

To open Door #1

Trident	on beach, two scenes north of Start	give to King Neptune
Basket of goodies	inside mailbox outside Grandma's house	give to Red Riding Hood
Bouquet of flowers	from Red Riding Hood	give to mermaid, on large rock in ocean
Key to Door 1	inside giant clam, beside King Neptune	use to unlock Door 1

To open Door #2

Fairy spell	from good fair, near antique store	prevents death from "bad guys"
Nightingale in cage	inside Hagatha's cave	give to old lady in antique store
Magic lamp	from old lady in antique store	rub lamp anywhere outside
Flying carpet	from genie inside lamp	ride carpet to top of cliffs and back down
Magic sword	from genie inside lamp	use to kill snake, or kill lion
Leather bridle	from genie inside lamp	throw on snake instead of killing him
Sugar cube	talk to snake/flying horse	prevents death in brambles, outside castle
Key to Door 2	inside cave on Top of Cliffs	use to unlock Door 2

To open Door #3

Mallet Stake	inside a tree, north and south, then east of large rock in ocean	use with stake below used to kill Dracula while asleep in his coffin
Pot of chicken soup	in fireplace in dwarf's house	feed to Grandma
Ruby ring	from Grandma after feeding chicken soup	used with black cloak below
Black cloak	from grandma after feeding chicken soup	wear to cross lake free and pass ghost guards
Silver cross on chain	from monk, after praying in monastery	wear to pass ghost guards and scare Dracula
Candle	inside drawer in castle bedroom	used to see in dungeon
Small silver key	appears after killing Dracula in his coffin	unlock trunk in room at top of castle tower
Key to Door 3	under Dracula's pillow, inside his coffin	use to unlock Door 3

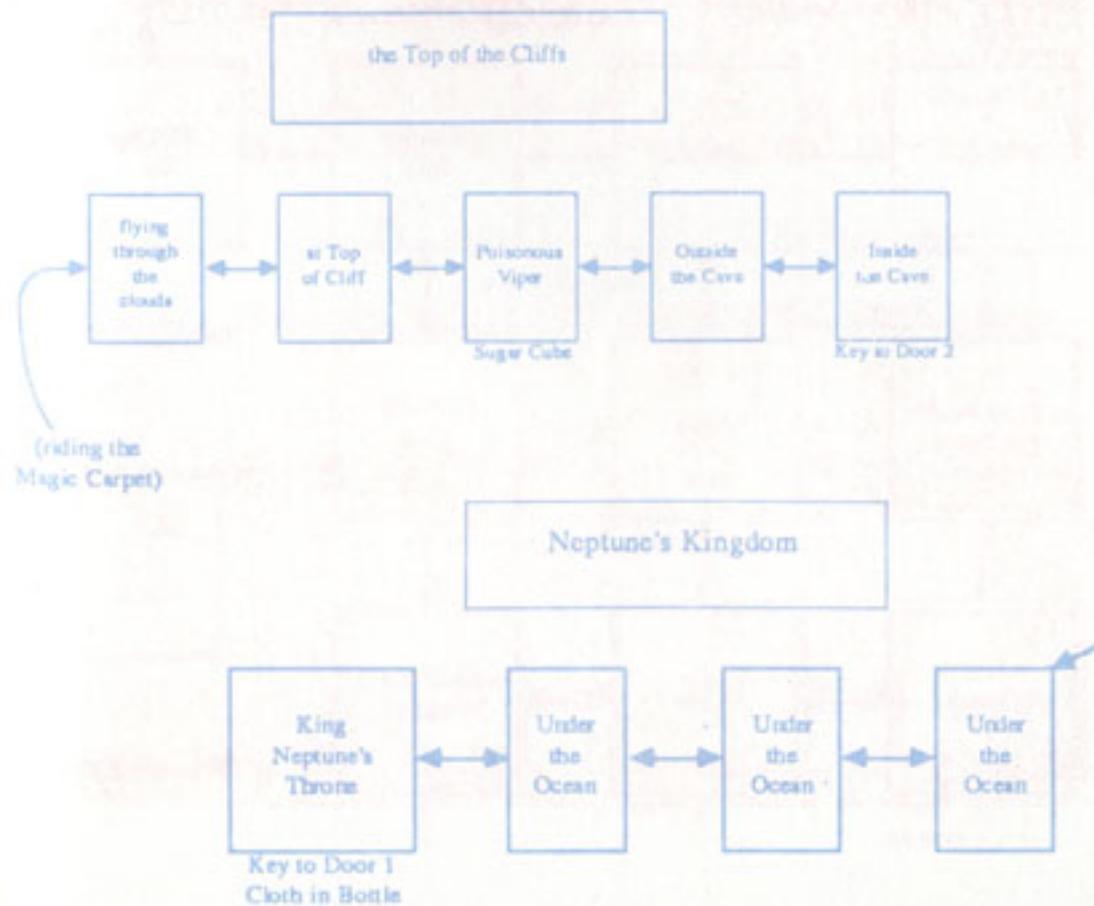
on the Enchanted Island

Site	on Kings Beach, just west north	will be reach ocean
Golden Key	after using the several keys	throw back that side to enchanted island
Wounded Heart	on wizard's dining table	head is down, instead of looking him with sword
Amulet	one stone, really of power	also holding Veronica, head and back, horse

Treasures

Amulet	east of large rock in forest	500 maximum points, but 1000 are at the end
Wardrobe	two, located north of Dandelion's house	
Amulet	inside hole in rock, south of mountain	
Keyrings	inside chest in Dwarf's house	
Clay	inside tent in camp at top of water tower	

King's Quest II Hint Map



on the Redacted Island

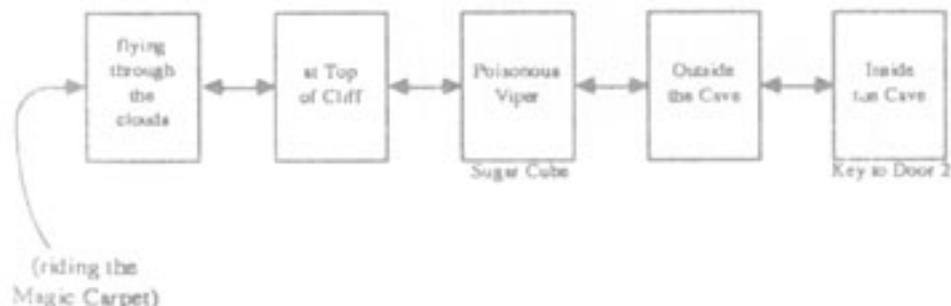
Net	on strange beach, one scene north	fish in rough ocean
Golden fish	after using net several times	throw back, then ride to enchanted island
Smoked ham	on Dracula's dining table	feed to lion, instead of killing him with sword
Amulet	one scene north of tower	after meeting Valanice, hold and think "home"

Treasures

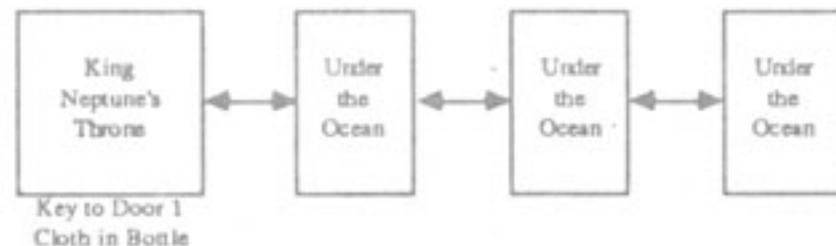
Bracelet	south of large rock in ocean	(for maximum points, don't use any of these)
Necklace	two scenes north of Grandma's house	
Brooch	inside hole in rock, south of monastery	
Earrings	inside chest in dwarf's house	
Tiara	inside trunk in room at top of castle tower	

King's Quest II Hint Map

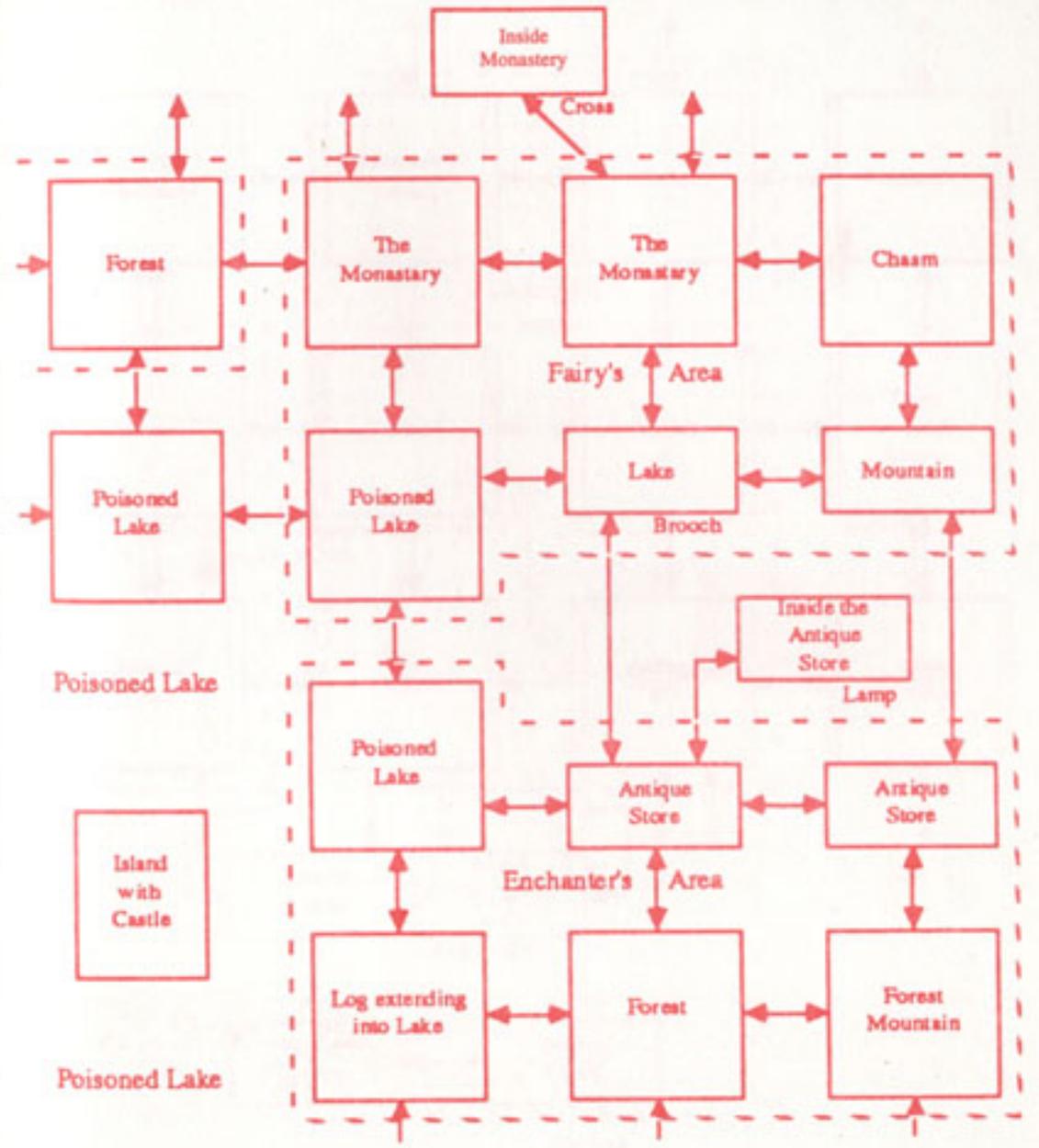
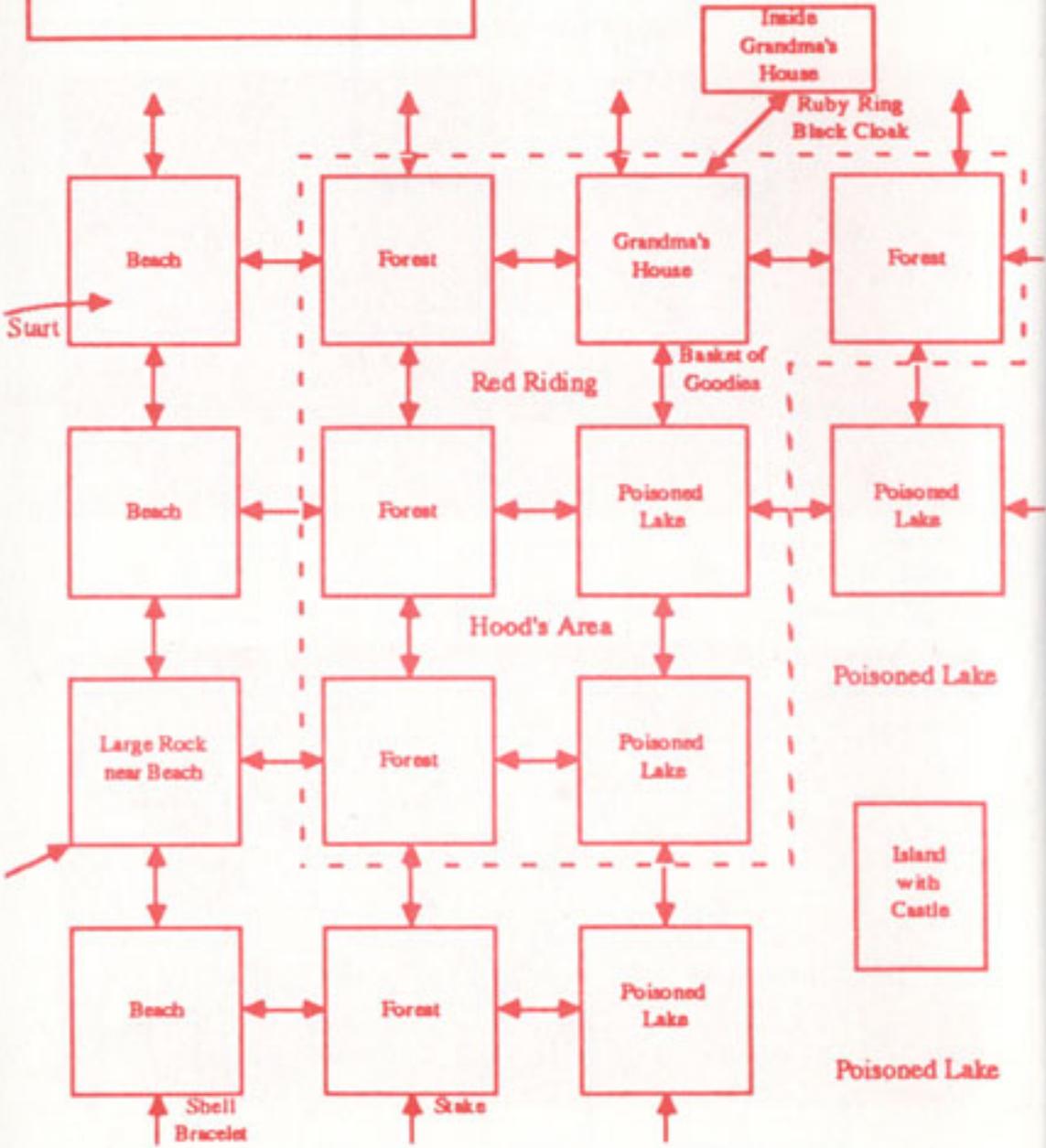
the Top of the Cliffs



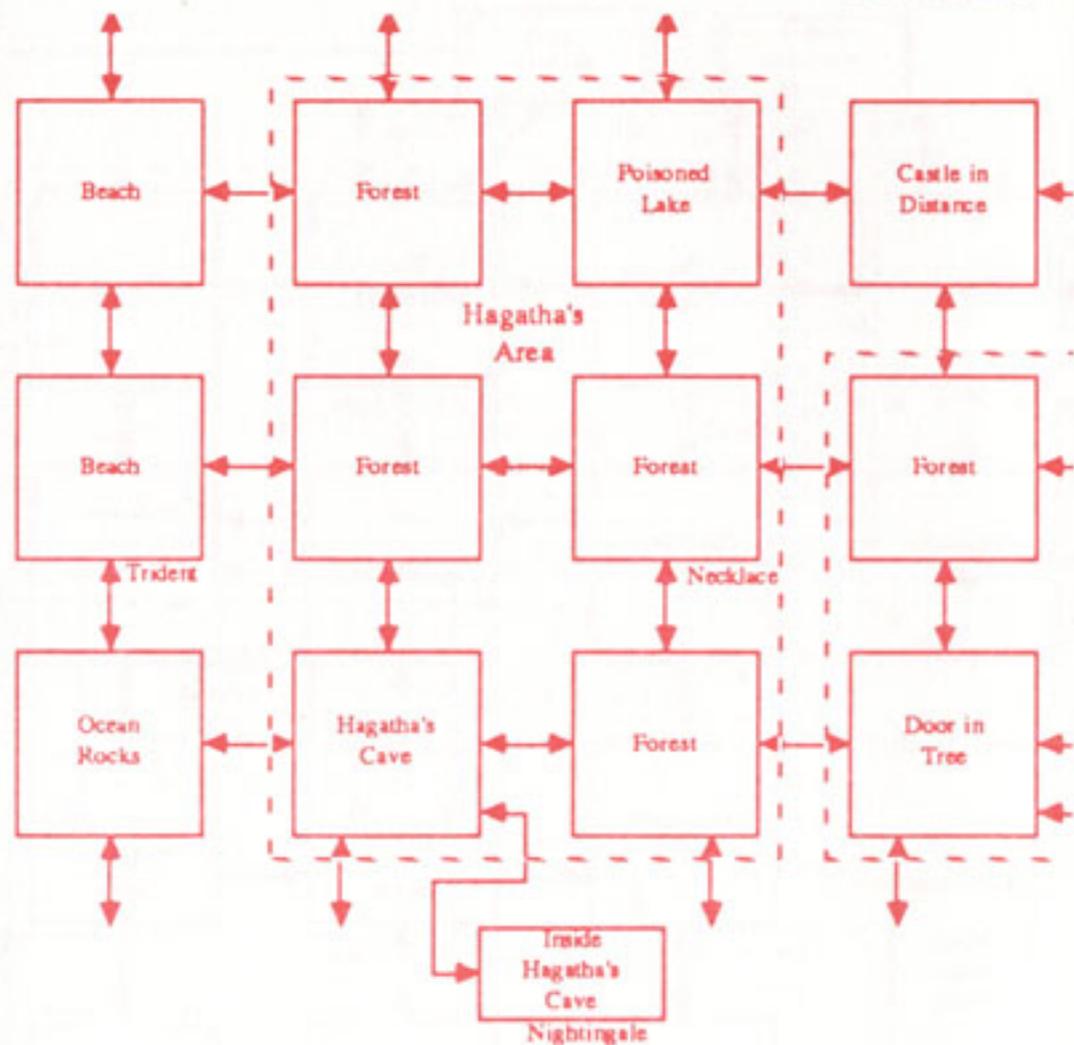
Neptune's Kingdom



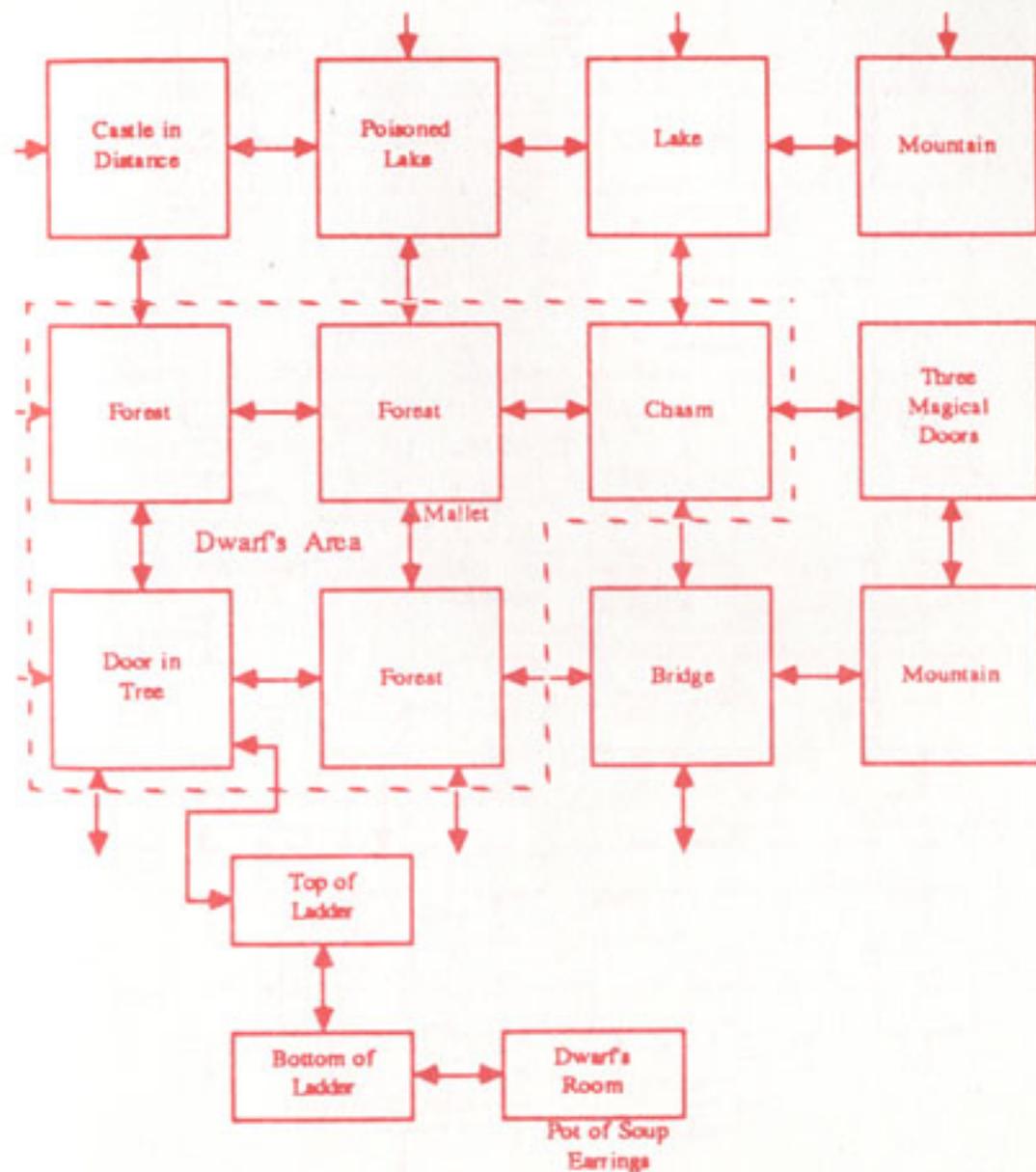
the Land of Kolyma



Poisoned Lake



Poisoned Lake





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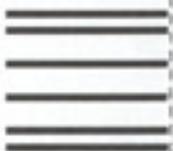
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