

ROBERTA WILLIAMS

King's Quest V

HINT BOOK



 SIERRA



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HINT BOOK

by

Roberta Williams

INTRODUCTION



elcome to **KING'S QUEST V:**
“Absence Makes the Heart Go Yonder.”

KING'S QUEST V continues with the saga of the King Graham family who reside in the Kingdom of Daventry. In “Absence Makes the Heart Go Yonder,” King Graham must rescue his kidnapped family from the clutches of an evil wizard, Mordack, who has whisked them and their castle to a faraway land in revenge for his brother, the Wizard Manannan, who had suffered a humiliating defeat at the hands of Graham's son, Alexander (as seen in KING'S QUEST III: “To Heir is Human.”).

With the magical help of a know-it-all owl by the name of Cedric, Graham is transported to the land of Serenia where he is introduced to Cedric's kind, but doddering, employer, the wizard Crispin. Crispin, being a bit out of practice, can only offer Graham limited help; an old wand, the ability to converse with animals, and his owl friend Cedric to guide Graham to Mordack's castle where his family is held captive.

From Crispin's house, Graham and Cedric set off on a perilous mission to cross the great mountains edging Serenia, and from the other side find their way to Mordack's island stronghold. Will they survive the dangers of the mountains? Will they be able to locate the evil wizard's island in the vast ocean on the other side? Will Graham discover the reason for his family's abduction? And the biggest question of all: will Graham be able to overcome the powerful Mordack and bring his family home in safety?

This is indeed a dangerous quest and the two companions are going to need all the help they can get! So put on your adventurer's hat and supply Graham and Cedric with all the aid and encouragement that you can muster to bring them all home safely.

To play an adventure game is to enter a world of fantasy where YOU can control the main hero or heroine. You can pretend to be King Graham. You will guide him. You will think for him. He will be totally dependent on your actions and decisions. You can bring him to a successful conclusion. But, if you are not careful... you can also cause his unhappy death.

As Graham, throughout the game, 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 outright answer! Hopefully, if you're stumped, this hint book will put you back on track again.

HOW TO USE A HINT BOOK:

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover a reply to a question, simply place the see-through red "adventure window" over the first answer. Seemingly by magic it will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint (the first answer). **ONLY** if you're really stumped should you go for the absolute answer (the last answer in the series).

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 know that you actually played and solved the game **WITHOUT** ever looking at this book! That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem.

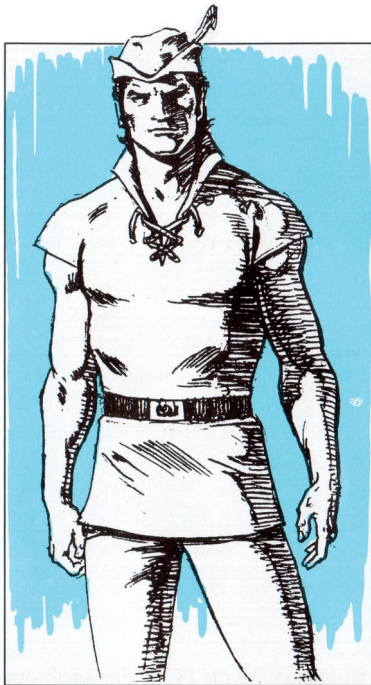


Art designer's first concept for the house of the witch who lives in the Dark Forest.

If You've Finished KING'S QUEST V:

If you've "won" the game and your score was not the maximum (260), 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 260. This section will tell you which items you might not have found, 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.



"An older man, yet very stout..." was the art direction which led to this final model of King Graham.

If you have enjoyed this game, I'm sure that you will like KING'S QUEST V's predecessors: KING'S QUEST I, II, III, and IV. Good luck on your adventure, and I truly hope you enjoy KING'S QUEST V!

Roberta Williams

The World of KING'S QUEST: A Brief History of Daventry

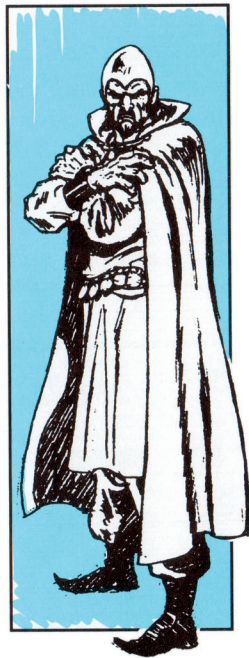


one stormy night
no, no, just kidding!

efore we start with the real reason for this book, namely the hints to KING'S QUEST V, allow me to give you some background on King Graham, his family, and how they came to rule the Kingdom of Daventry. It all began in a small log cabin where this fantastic idea struck me...

Actually, in early 1983 a big company called IBM contacted my husband Ken Williams, President of Sierra On-Line, to have us design and program an adventure game for their then top-secret computer, the PC Junior. They wanted a game that would show off its sixteen colors, its three-voice sound, and would take advantage of its 128K of memory. It had to have colorful graphics, animation, music, and sound effects, and, even more...it had to be done within a year to coincide with the PC Junior's roll-out date!

My wonderful, loving husband came to yours truly with this "plum" project. He was very excited about it; I was very nervous. Imagine having to come up with a game that could help make or break IBM'S new home computer...and possibly your own fledging software company as well! It was a huge task. I immediately set to work trying to come up with ideas as I only had a week or two to think of something. As a young girl, I had had a passion for fairy tales, reading them over and over again, and it was to this old interest that I turned in my desperate hour. And so...the land of Daventry was born.



KING'S QUEST I: "Quest for the Crown":



came up with a character called Sir Graham, who lived in the enchanted land of Daventry. He was the favored knight of Daventry's monarch, King Edward the Benevolent. As King Edward was getting on in years, was in poor health, and had no heirs, he decided to call for his favorite knight one fine spring day with a special pronouncement. He informed Sir Graham of his dilemma of having no heirs, and thus no one to replace

him should he die, and which in his weakened condition could be soon. He told of three treasures belonging to the kingdom of Daventry, which had been stolen in times past by some less than agreeable characters: a magic mirror, which foretold the future; a magic chest, perpetually filled with gold coins; and a magic shield, which would protect its bearer from any harm. But since the disappearance of these treasures, Sir Graham was informed, Daventry has weakened, and may soon crumble and die along with its old monarch.

This was terrible news indeed, but King Edward had a solution to his problems: if Sir Graham could find, and return, the three lost treasures of Daventry, he would be crowned king after King Edward's death. Saddened by the thought of the old king's death, but heartened by the possibility of helping Daventry, Sir Graham bravely set out to recover the stolen treasures. After various adventures and altercations, Graham successfully retrieved the three treasures and brought them back in triumph to his king. Soon thereafter, though, King Edward died and Sir Graham was indeed crowned King of Daventry.



BEGIN - EXT. SIR GRAHAM'S HOUSE
GOING SOUTH -



GOING SOUTH - TO FATHER'S PATH
INTO THE GREAT MOUNTAINS



ENTER TOWN - AFTER TOWN
GO WEST -

The finalized storyboard, a portion seen here, was the foundation for all movement and scene design. A well-constructed storyboard is essential to visualizing a game.

KING'S QUEST II: "Romancing the Throne":



everal years later, King Graham being popular and respected, and Daventry having regained its peacefulness and prosperity, the future seemed bright indeed. There was one small problem, however; King Graham was very lonely. He wished for a wife to bring him love and happiness. He wished for heirs for his kingdom. But there didn't seem to be a suitable candidate in the immediate Daventry area. What to do?!

One day, while gazing into the magic mirror hanging on the wall near his throne, King Graham happened to see a vision of a beautiful girl imprisoned within a quartz tower in the faraway land of Kolyma. Her lovely face captivated him, her plight intrigued him, and her obvious courage under such dire circumstances attracted him. She seemed to be looking at him, calling for him. King Graham was impelled to go to her; to rescue her from her prison. Would she love him? Would she consent to be his queen? He didn't know the answer to those questions, but he had to try nevertheless.

King Graham subsequently went on a journey to the land of Kolyma wherein he discovered a door standing up all by itself in mid-air, at the foot of a mountain range. Curiously he studied it. It just looked like a plain door, leading to nowhere. He walked around to the back of it. Nothing there but the back of the door. He tried opening it. It was locked. Just then he noticed an inscription written on the door. The inscription suggested that this could be a magic door, and offered a clue to where a possible key could be found. Thus enlightened, King Graham set out to search the land of Kolyma for an elusive key to the magical door.

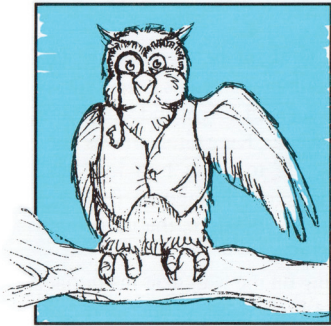


BAKE HOUSE - AFTER BAKE -
GO NORTH



AFTER SIGN - GO WEST

Another section of completed storyboard. This pan plots the movement from the Bakehouse through a section of forest (where Graham was originally supposed to meet a peddler) and onto the edge of the dark wood.



Art designer's completed concept for Cedric

After an exhaustive search, and many adventures, King Graham eventually discovered not only one door, but THREE doors, one right behind the other, which required THREE keys to be found. Once through the three magical doors, Graham found himself on an enchanted island in a wild sea, where he discovered the quartz tower and successfully rescued the beautiful girl. As soon as King Graham saw her he fell instantly and deeply in love with her, and she with him. Her name was Valanice and she told him she had been imprisoned

in the tower by a jealous witch. And yes, she agreed to become his wife. After returning to Daventry, in a beautiful wedding ceremony, Valanice became King Graham's wife, and Queen of Daventry.

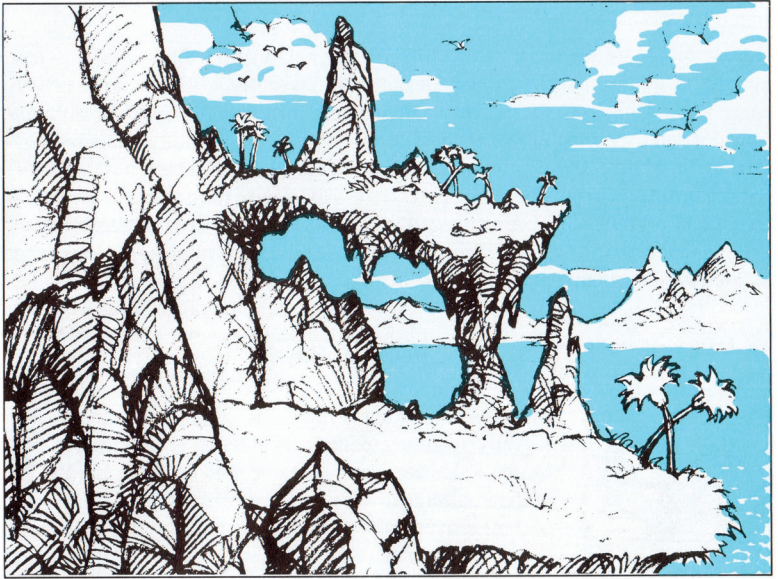
🦉 KING'S QUEST III: "To Heir is Human":



year after the wedding of King Graham. and Queen Valanice, twins were born to the happy couple; a dark-haired boy, and a golden-haired girl. The boy was named Alexander, and the girl, Rosella. One morning about six months later, Queen Valanice looked into the nursery and found it unattended with Alexander's crib empty and Rosella crying uncontrollably. The castle was scoured high and low, and every inch of Daventry was searched,

but there was never any sign of the little boy. The entire kingdom sank into a deep depression that never lifted, and as a direct result, was unable to defend itself when a terrible dragon moved into the area and caused mass destruction. Through it all, the big question remained like a brick upon the breast of Daventry: what HAD happened to little Prince Alexander?

Eighteen years later finds an unhappy lad by the name of Gwydion searching desperately for a way to escape the slavery enforced upon him by the evil wizard Manannan. Manannan and Gwydion lived in a house high upon a mountain peak



An artist's early concept of a 'surface detail' of Harpy Island. The drawings and paintings following this concept became the art we now see in the game.

in the center of Llewddor, a land far across the sea from Daventry. The poor boy knew not whence he came from, or how he got to be there; all he knew was that he'd lived his entire life with the cruel wizard. For as long as Gwydion could remember, the wizard had treated him cruelly and very rarely let him out of his sight.

Manannan was very keen and noticed anything out of the ordinary, so the boy needed to be very careful with any escape plans. Gwydion decided to fight fire with fire; that is, to fight Manannan with his own magic. When the wizard wasn't looking, Gwydion would sneak to the laboratory and learn magic spells and would secretly gather the materials needed to cast them. One day he got the break he needed; when Manannan's attention was diverted, Gwydion was able to turn the wizard into a cat, who ran away vowing he would get even. But Gwydion wasn't worried, he was too happy about his newfound freedom.

During his subsequent travels around Llewedor, Gwydion discovered his true identity; that he was really Prince Alexander of Daventry. With this news he was eager to find his way there, and later managed to cross the vast sea dividing Llewedor and Daventry. From the coast he next needed to cross the great mountains surrounding Daventry, whereupon he discovered a dragon which had been terrorizing Daventry for years . Using his fledgling magical skills Gwydion... oops!...Alexander managed to overpower it, and save his captive sister Rosella in the process. From there, the brother and sister went on home to a joyful reunion with their anxious, but loving, parents.

👑 KING'S QUEST IV: "The Perils of Rosella":



Prince Alexander and Princess Rosella were tearfully and joyfully reuniting with their parents, King Graham and Queen Valanice, who had feared they had now lost BOTH of their children to devious circumstances, when the stress of it all proved too much for King Graham. He was about to pass his old adventurer's hat on to his two children, when he was suddenly struck with a severe heart attack. As he doubled over in pain and fell to the floor, dropping the hat in the process, his wife and children rushed to him in a panic. The hat was quite forgotten and left lying on the throne room floor in the ensuing uproar.

As King Graham lie, near death, upon his bed, his wife and two children hovering worriedly over him, Princess Rosella was suddenly overcome with emotion at the terrible thought of her dear father dying. Sobbing, she ran from her father's chamber and into the throne room where she knelt at his throne and wept uncontrollably into its cushioned seat, staining it with her tears. As she was thus preoccupied, a vision of a beautiful fairy suddenly appeared in the magic mirror hanging on the wall near the throne. The fairy spoke to Rosella, through the mirror, and told her of a magical healing fruit which grew in the faraway land of Tamir, where she herself lived. The fruit, Rosella was assured, would indeed cure her father and bring him back to full health.



This is an early artist's conception of the dark wood (the original name of the Dark Forest). It served as the basis for all the Dark Forest designs that followed it.

Of course eager to help her father in any way she could, Rosella learned that the fairy could magically transport her to Tamir, where she could find the healing fruit. But before returning home, she also learned, she would first need to help the beautiful fairy, whose name was Genesta, with a slight problem SHE had. Rosella immediately agreed to it; anything to help her dying father. She had no sooner assured the fairy of her help than she suddenly felt herself being magically transported from the throne room in her castle to a balmy beach in a strange land. The fairy Genesta appeared in person and informed Rosella of her need to have her talisman returned to her from her archenemy, the evil fairy Lolotte. Without it, Genesta would die in twenty-four hours. As it was, she was already becoming very weak.

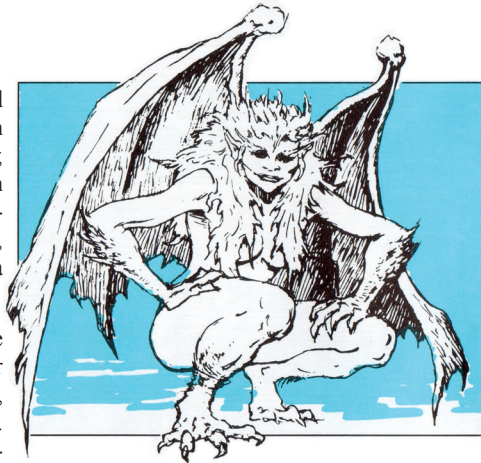
Rosella's tasks were thus set. Not only must she save her father by obtaining a magical fruit, but she must also save the life of Genesta by obtaining a talisman from an evil fairy; and she had to do it all within twenty-four hours! Of course Rosella, being a very resourceful girl, managed to successfully avoid the various perils thrown in her path while travelling throughout Tamir. She was victorious in

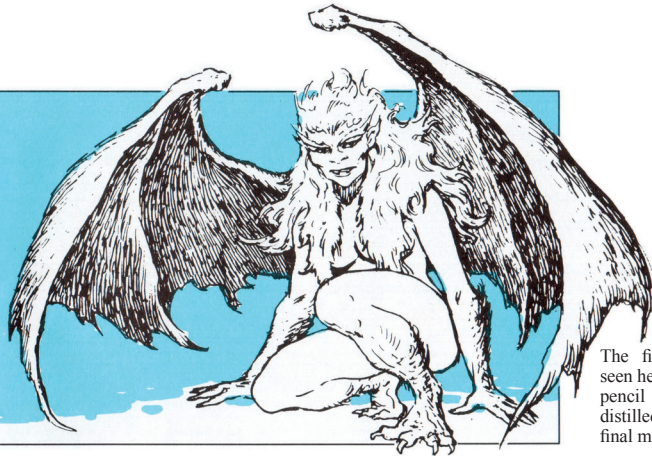
her quest for the fruit; she managed to extricate the talisman from Lolotte and thus save Genesta's life; and she found a possible true love in the person of Edgar, Lolotte's kind-hearted son. True to her promise, the grateful fairy then sent Rosella immediately back to Daventry.

Upon her magical return to the throne room, Rosella picked up her father's hat still lying on the floor, and then rushed to his bed chamber.

After giving King Graham the healing fruit which indeed restored him to perfect health, she proudly placed his old adventurer's hat upon his head, proclaiming that he was not yet ready to give it up; that he had many years and adventures still left in him. There were hugs all around, and the future looked very bright, for themselves and for Daventry.

And life in Daventry continues....





The finalized Harpy designs seen here are a product of many pencil variations which, once distilled, ultimately led to a final model.

GENERAL QUESTIONS

All I do is wander around!

There must be more to an adventure game than this!

Yes, there is. You're not observing what's around you. **LOOK** at everything, especially something that catches your eye or looks unusual or conspicuous. Look under things, or on top of things. Try to **TALK** to other characters. **USE** the exploration process to your advantage.

This is the time to explore and map your world. Imagine that you are Lewis and Clark (the great American explorers) and are discovering the great American West for the first time. Lewis and Clark didn't know their way around; they had to map their way as they went and **OBSERVE** what was going on around them. **YOU** are like Lewis and Clark. Adapt your thinking to the land you are currently walking around in. What **WOULD** you do if you were really here?

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

Most of Sierra's animated adventure games have the capability to speed up or slow down. In this particular game, look at the icon bar and choose the "slider bar" icon. Once you have done this, a choice will come between choosing "speed control," "volume control," or "detail control." Choose "speed control."

You can then use the slider bar to set a comfortable “traveling” speed. It is helpful to be able to “speed up” or “slow down” in various game situations.

How do I “see” the items I’m carrying?

In this game, look at the icon bar and choose the icon that looks like a satchel or purse. This will bring up a screen showing detail pictures of all the items you’re carrying. From here, you will also be able to SELECT an inventory item for use in the game, or to perhaps MANIPULATE the object (for instance, to open a pouch) by clicking the “hand” cursor on it. You can also get a detailed description of the item by clicking the “eye” cursor on it.



The first concept for the Ice Witch’s Dwelling. It would later become the Ice Queen’s Castle.

How do I “drop” items?

Once you acquire an object, it’s not necessary to “drop” or “let go” of it; you never know when you may need it. However, items may “go away” as you use them up or give them away.

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?

One mistake people make all the time is to not SAVE THEIR GAMES! That is the first lesson to learn. Save your game OFTEN!

What some people call a failure others call a learning experience. How can you learn unless you sometimes fail? Use your mistakes to your advantage.

Learn from them. You cannot always know what will work or not work unless you take risks.

Before going into a questionable situation, **SAVE YOUR GAME!** In fact, it doesn't hurt to save your game periodically as you never know when something unexpected may happen. While playing an adventure game, you **NEED** to sometimes fail. Your mistakes are what help you to learn and advance in the game. Fortunately for you, you have the option of saving your game before making mistakes. Use this option ... **OFTEN!**

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

The same place Clark Kent puts his clothes when he changes into Superman!



Walk Through by Region: The Woods and Town of Serenia Character Introduction

CRISPIN

An aging, kind-hearted wizard. He tends to be a bit forgetful at times and sometimes messes up his magic spells. Cedric the owl is his trusty friend and companion. Crispin offers some help and guidance to Graham.

Dink is the kind of silly, good-natured character who, during the course of the design, produced more than a few good laughs for the crew of King's Quest V.



CEDRIC

Actually, Cedric accompanies Graham through most of the game; first as a pesky guide, later as a friend. Cedric is the owl companion of the wizard Crispin. Though he does provide SOME assistance to Graham, he usually manages to wind up in some sort of trouble...and then needs Graham's help to get out of it.

POISONOUS SNAKE

Just south of Crispin's house, Graham will encounter a venomous snake which is blocking his path eastward. Graham will need something to scare it away.

MAN FIXING BROKEN WAGON

In the town, Graham will run across a man fixing a broken wagon. Though Graham offers to assist him, the man declines his help. Perhaps later, though, the man will inadvertently help Graham when he leaves something behind that Graham can use.

TAILOR

There is a prosperous tailorshop in town where Graham can meet a tailor who tries to sell him various items of clothing. There is only one thing that Graham is interested in, though, IF he can figure out the means to obtain it.

TOYMAKER

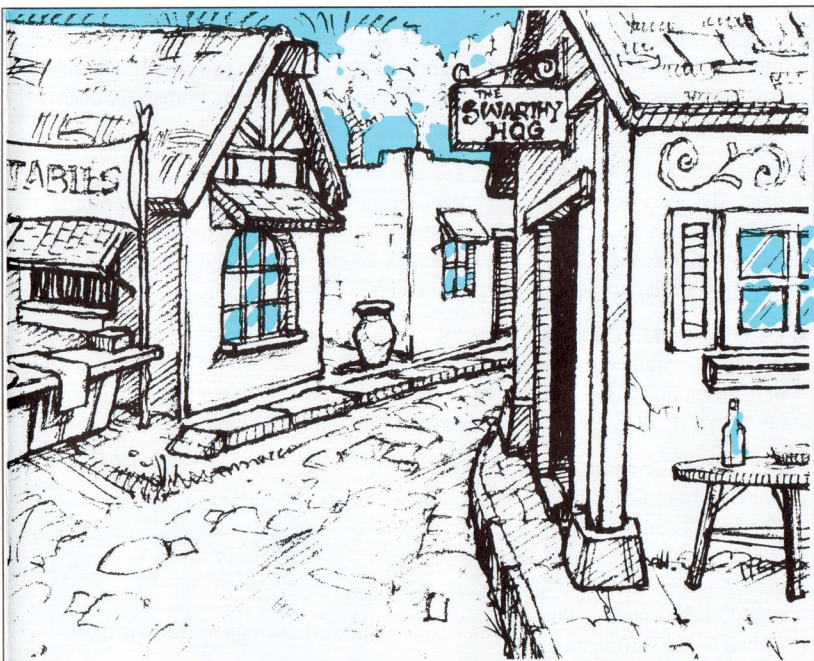
Also in town there is a cute little toyshop. A friendly old toymaker runs it while taking care of his small granddaughter. Graham finds something he wants in there, but needs to find a way to obtain it.

SHOEMAKER AND WIFE

Around the corner from the toyshop there is a run-down shoeshop. An old shoemaker and his wife run it, but unfortunately don't have a single pair of shoes to sell. Graham feels very sorry for them, and would like to find a way to help them. If he can do that...perhaps they could help him in return.

CAT AND RAT

One time, while walking past the town bakehouse, Graham notices a mangy old cat chasing a poor defenseless rat. Graham would like to find a way to save the rat from the cat, but how?



The drawing was to set the character of the Swarthy Hog Inn and town. It was later decided to separate the Inn from the town for logistical reasons.

THE BAKER BROTHERS

The Baker brothers run the town bakehouse. These two are big, burly fellows who have delicious custard pies for sale. Graham's mouth waters when he sees them, and would love to buy one; if he could only find the means!

PRINCE HERBERT

Sitting on a log in the woods, Graham runs across a young prince in a search for his lost fiancée who has been stolen by a jealous old witch. Perhaps Graham can help find her.

WEeping WILLOW TREE

In another part of the woods, Graham sees a weeping willow tree strumming sadly on her harp. Poor thing, she was a princess who was turned into a tree by an evil witch. Graham can help her, IF he can find her stolen heart which the witch turned to gold and hid somewhere.

OLD GNOME AND GRANDSON

An old grandfather gnome and his young grandson live in the woods just south of the weeping willow tree. A marionette that the young one plays with captures Graham's attention. Perhaps Graham can find a way to obtain it.

INNKEEPER AND PALS

Near the river lies a rustic country inn. The innkeeper is, however, not quite so charming. Neither are his hooligan buddies. Graham can find himself in big trouble if he tangles with this bunch, so he had better be prepared!

BEES AND BEAR

Just downstream from the inn, Graham runs across a beehive in a rotted old tree. He had better be careful, though; bees can be very vicious when their beehive is threatened! It sure would be nice to have a chunk of honeycomb, though. A big old bear might help the situation, IF Graham is careful!

This sketch served as the final guide for designing the Genie.



ANTS AND DOG

Graham comes upon a large anthill just north of the beehive, but there doesn't seem to be anything to do here. A snarly old dog may unintentionally come to Graham's aid, though.

GYPSIES

In another part of the woods, Graham sees a gypsy wagon, which houses a fortune teller. Unfortunately, a gypsy man demands the price of one gold coin before Graham can see her. Where can he get that kind of money?



Art designer's first concept of Crispin's house and yard. Although some changes occurred in the final color version, the basic concept remains intact.

Questions and answers

Once I leave Crispin's house at the beginning of the game, can I ever go back in again?

Yes, once.

You may go back into Crispin's house one more time, but he'll just send you back outside again, telling you that he has done all that he can. He also tells you that he will be gone for awhile. After that, his door is locked.

Is there anything I can do outside of Crispin's house? I noticed a funny gadget there.

It may be a funny gadget but it has nothing to do with you.

This is a private home! You shouldn't snoop around here.

In all seriousness, there is nothing to be done around Crispin's house. It's best to move on.

What sorts of things does Cedric do to "help" me.

Not much, really. He's more like Graham's pesky sidekick.

He offers a few hints. He'll tell Graham which direction to go to get to different places around Serenia.

At first, Cedric helps Graham become familiar with the local area. He will warn Graham about dangerous places. Once they enter the mountains, though, Cedric becomes less useful in that particular way, but then starts to become Graham's friend, from a "story" point of view.

How can I get past the poisonous snake?

You need to scare him away.

You need something to scare him away with.

You need something to make a lot of noise.

You need to find a tambourine somewhere.

The gypsies leave behind a tambourine when they go. Use it to scare the snake away. Sometime after seeing the fortune teller, go back to their area to find it.

In town, am I supposed to help the man fix his wagon? Currently, he refuses any help.

No, he doesn't need your help.

He's got it under control. Thanks anyway.

He might leave something behind when he goes. Look carefully around the area after he's gone.

The man leaves behind a silver coin. You'll notice it on the street near the broken wagon.

Is there anything I can do with the broken wagon?

Nope.

The wagon is really just an obstacle to logically keep you from going down the small side street. It's just a prop.

Besides the tailorshop, the toyshop, and the shoeshop, is there anything else I should pay attention to in the town?

Look carefully at the picture of the town. Do you see anything of interest? There are a couple of things to do here.

Do you see the barrel on the corner?

Do you see a small glint near the broken wagon (AFTER the man fixing it has left)?

Look in the barrel on the corner. You will find a smelly old fish in there.

Look on the street near the broken wagon AFTER the man has gone. You will find a silver coin he left behind.

I see a cloak I want in the tailorshop! How can I get it?

The tailor has lost something he treasures.

The tailor lost something near the country inn.

There is something that belongs to the tailor in the haystack by the country inn.

By helping the ants with their “dog” problem, they will in turn help you find the tailor’s lost golden needle in the haystack by the inn. Return the golden needle to the tailor.

I saw a wonderful little sled in the toyshop! I’d love to buy it.

First, you need to find something that the toymaker would like in exchange.

The toymaker is always interested in unusual new toys.

Go visit the gnomes. Do you see the marionette that the boy gnome is playing with?

The toymaker would love to have the marionette! He would gladly exchange the sled for it.

By returning something that belongs to the old gnome, you can obtain the marionette from his grandson. Take that to the toymaker who will give you the sled in return.

There are no shoes for sale in the shoeshop. What do I do there?

You need to give them something that they’d love to have!

The shoemaker is always interested in fine shoes.

You can obtain a pair of fine shoes from an elf who lives in the dark forest. Take them to the shoemaker who will give you his cobbler’s hammer in return.

I saw a cat chasing a rat outside the bakehouse! Should I do something here?

Yes. Save the rat from the terrible jaws of the cat!

You need to throw something at the cat in order to save the rat.

You can throw either the old shoe, or the stick at the cat. Either of those will hit the cat and chase it away. Be quick, though! You’ll have ONE chance to do this!

There are custard pies for sale in the bakehouse, but I need a silver coin. Help!

You will find a silver coin in the town.

The man fixing the wagon in the town will drop a silver coin in the street when he leaves.

Visit the town once and notice the man fixing the wagon. Leave. Come back. You will notice that the man is no longer there. However, near the broken wagon you will see a small glint. That is a silver coin that he dropped. Use it to buy a custard pie at the bakehouse.

I met a sad prince in the woods. Is there something I can do for him?

Sort of...indirectly.

Actually, the one you want to help is the weeping willow tree. When you help HER, you will automatically help HIM.

The weeping willow tree needs her heart back. Where can I find it?

In the dark forest.

You need to conquer the witch in the dark forest first.

It's in a tree in the dark forest behind a locked door. But you can't get it until you've conquered the evil witch.

I came across two gnomes in the woods. The younger one was playing with a marionette. Tell me what to do to get it!

You need to give something to the grandfather gnome first.

The grandfather gnome has lost something. If you return it to him he'll let you have his grandson's marionette in exchange.

The grandfather gnome has lost his spinning wheel that spins straw into gold. The evil witch took it and hid it in the dark forest. If you can return it to him he will be so grateful that he'll let you have his grandson's marionette. And, no! You cannot use the spinning wheel yourself!

Whenever I enter the inn I keep getting hit on the head and thrown in the cellar where I find myself tied up in a rope...and I die! How can I get out of this?!

Someone needs to help you out of this situation. Notice the rat hole in the cellar?

The rat will save you by chewing through the rope if you save her from the cat first.

Look at the question about the cat chasing the rat near the bakehouse. If you save the rat from the cat, the rat will then save you by chewing through the rope.

Okay, I managed to get free of the rope in the inn's cellar, but now I can't get OUT of the cellar because the door has a padlock on it!

I hope you have something to break the padlock.

Do you have the shoemaker's hammer?

If you have the shoemaker's hammer, you can use it to break the padlock and let yourself out of the cellar.

Is there anything to get in the inn's cellar while I'm here?

Look on the floor. Do you see anything of interest?

Get the rope!

The rope is the only thing of interest in the inn's cellar.

Is there anything I need in the country inn's kitchen?

Do you see a cupboard in the back of the room?

There is a leg of lamb inside the cupboard. Get it.

Can I ever do anything with the innkeeper besides getting hit on the head?

Nope.

I think there's something important with the haystack by the inn. Am I right?

Right you are!

There's something in the haystack that you need.

But you can't find it yourself. You need help.

The ants will help you with the haystack, but you need to help them first.

Look at the question about the ants.

I found a beehive in an old tree! But now, how do I get to the hive without the bees killing me?

You need to make friends with them first.

You need to save the bees from a big old bear first.

The bear will come if you're carrying the fish that is found in the barrel in town.

Throw the fish at the bear. He will take the fish and walk away with it. The bees will be so grateful that they'll let you take a honeycomb from the hive.

I see an old bear pawing at the beehive in the old tree! Is there anything I can do with him?

Aren't you carrying a fish?

Throw the fish at the bear. He would rather have that than honey.

Okay, I got the honeycomb from the beehive. Before I go, is there anything else of importance around here?

Look on the ground by the tree. Do you see anything interesting?

Do you see a stick lying on the ground at the base of the old tree? Get it. You'll need it later.

I found a huge anthill! Can I do anything with it or the ants?

You can't ever really do anything with the ants themselves. Later on you'll see someone bothering their anthill and you'll be able to help them with that problem.

Later on, you'll see that a snarly old dog is digging at the anthill. If you can get rid of the dog, the ants will be very grateful and will do something to help you in return.

A dog is pawing at the anthill! Can I stop it from doing that?

You need to provide the dog with another source of interest other than the anthill.

The dog loves to chase after old shoes or sticks.

If you have an old shoe, or a stick...the dog will chase after it if you throw it. He will then leave the anthill alone. The ants will be so grateful that they'll promise you to help you later on.

There is a fortune teller inside the gypsy wagon, but the man outside won't let me in without a gold coin! Where do I find one?

There is a gold coin somewhere in the desert.

In the desert there is a temple. Inside the temple is a gold coin.

All right, I finally got in to see the fortune teller. She gave me a magic amulet and told me it would stop all but the most powerful magic. Where can I use it?

In the dark forest.

Use it against the witch in the dark forest.

Is there anything else I can get from the gypsies besides a magic amulet?

Yes. Go back there again.

Yes. When they leave, they leave behind a tambourine. Go back there and get it.

Walk Through by Region: The Desert

Character Introduction

1. Bandits

Graham can run into the bandits in two places in the desert. By the temples, and at their camp. He needs to be careful around them and try to hide as much as he can. They are very vicious and think nothing of violence. If Graham is very observant by the Temple, he may watch them and learn something very important.

Questions and answers

I keep dying from thirst in the desert. How can I find my way around it without dying or getting lost?

First of all, save your game right before entering the desert. Most important! (The brushland is safe.)

Save the game in the brushland, and have a piece of paper and a pencil ready. As you proceed through the desert, map it.

There are oases in the desert. When you find one, you can quench your thirst. Map your way through the desert.

There are five oases, and one clay jar of water in the desert. When you map the desert with a pencil and paper, you can find them. Make sure you save your game before entering the desert, and at each oasis you find. There is also a temple and a bandit encampment you need to locate.

As a last resort you can always refer to the desert map at the back of the book.

Is there any reason to go in the desert at all?

There sure is!

There are things you NEED in the desert!

There is a temple you need to find with two important objects inside it, and somewhere in the desert is a bandit encampment with another thing you need.

I found a temple in the desert! Problem is, a couple of bandits come riding in on horses and kill me! What do I do?

You need to hide from the bandits.

You need to hide and observe the bandits when they go up to the temple door.

Hide behind one of the large rocks to the right of the picture when the bandits are approaching. Then watch as they go up to the temple door, you might learn something important!

I saw a bandit opening the temple door, but when I try it...it seems there's something missing. What's missing?

Did you notice if the bandit had anything in his hand?

Did you see the staff that the bandit was carrying? Did you see him hit the staff on the door?

The bandit had a staff in his hand which he hit on the temple door. It's a magic staff, and you need it to open the door. You can find the staff at the bandits camp in the desert.

I found a skeleton in the desert! Is there anything to be done with him or is he just a "decorative" piece?

Well...it's too late to do anything with HIM!

However, there may be something of interest nearby.

There is an old shoe next to the skeleton. Get it.

I ran across a couple of seemingly empty tents in the desert, but whenever I try to enter the larger one, a bandit kills me! Is there anything to do here, and can I enter the larger tent?

No, you cannot ever enter the larger tent. And yes, there IS something to do here, but not yet.

When the tents are empty, that means that you need to do something else first. Once you have done this other thing, then the tents will no longer be empty and what you need to do will then be more apparent.

You need to OBSERVE the two bandits at the temple first. Once you have done that, the bandits tents will no longer be empty.

Hide behind the rock at the temple and OBSERVE the two bandits at the temple door. Once you've done that the bandits tents will no longer be empty. Go into the smaller tent and find the staff that the one bandit used on the temple door. Get it. Oh...and don't forget to drink water from the water jar before leaving!

I enter the smaller tent at the bandits' encampment and see a sleeping bandit. Is there anything I need in here?

Yes, there is. Look around the tent more carefully.

Do you see a staff at the back of the tent?

Carefully and quickly go around the sleeping bandit WITHOUT touching him, and grab the staff. Then hurry up and leave.

The sleeping bandit inside the smaller tent keeps waking up and killing me! What am I doing wrong?

You're either taking too long, or you're touching him, or talking to him.

You don't have much time once you enter the smaller tent, so you need to hurry. Also, be very careful not to touch him as you go toward the back of the tent. Above all, don't talk to him!

Okay, I finally entered the temple and saw piles of glittering treasure! But whenever I try to get any of it I always die! Help!

Aren't you being just a bit greedy?

Greediness killed the cat, you know...or was it curiosity?

Anyway, did you see anything else besides treasure in here? Look around carefully, but don't take too long!

Do you see a brass bottle near the temple door? Do you see a glinting coin next to it?

Quickly, grab the brass bottle, and then the gold coin next to it. Then leave... quickly!

The door to the temple keeps closing and trapping me inside! How can I keep this from happening?

You can't keep this from happening. You just need to hurry!

Hurry up and get the brass bottle and the gold coin near the door. Then leave...quickly!

I got a brass bottle from inside the temple. How do I open it or look inside it?

Go to the inventory screen and click the “hand” cursor on it.

Bring up the inventory screen and then select the “hand” cursor. Click the “hand” cursor on the picture of the brass bottle. That will “open” the brass bottle for you. (You might want to save your game before doing this, though.)

Every time I open the brass bottle, I die at the hands of a genie! How can I open the bottle without this happening? Can I ever get rid of him, or use him in any way?

Yes, there will come a time when you can use him. But, not by YOU opening the bottle!

There will come a time when someone else will open the bottle and get taken care of by the genie. However, YOU should never open the bottle (and if you, save your game first!).

Walk Through by Region: The Dark Forest

Character Introduction

1. Old Witch

Graham encounters a wicked old witch in the dark forest. Unless he's adequately protected she will always immediately turn him into a toad as she doesn't like trespassers in her forest. Once he's protected she can still be quite annoying; doing things like preventing him from entering her house, or leaving the dark forest. It would help if he could find a way to get rid of her.

2. Elf

Once Graham has conquered the witch, he can meet a little elf. This elf will show Graham the way out of the forest IF he can catch him first! The elf will also give Graham something very useful.

Questions and answers

I know it's dangerous to enter the dark forest. What things do I need before entering it?

Something from the fortune teller. Something from the bees. And something from the temple in the desert.

You need to WEAR the amulet you get from the fortune teller. You need to have the honeycomb from the beehive. And you need the brass bottle from the temple in the desert.

The old witch keeps turning me into a toad! How can I stop that?

You need something to protect you from the witch's magic.

You need to get something from the fortune teller to protect you from the witch's magic.

Once you've gotten in to see the fortune teller, she will give you a magic amulet which will protect you from the witch's magic. Don't forget to WEAR it, though (do that by clicking the "amulet" cursor on Graham).

Now that I can safely walk around the dark forest without the witch turning me into a toad, I still can't seem to DO anything here! She keeps getting in my way! Also, how can I leave the dark forest?

First of all, you need to get rid of the old witch before you're able to accomplish anything in the dark forest. And, unless you get rid of her, plus have some other objects in your possession, you won't be able to leave the dark forest.

The first thing you need to do is get rid of the witch. If you have the brass bottle, give it to her. The genie inside will take care of her! Once she's gone, you can enter her house and find some other objects.

Get rid of the witch by giving her the brass bottle. The genie inside it will take care of her! (Hopefully, you're carrying the honeycomb.) Enter her house and gather up three objects she's got inside there. Use a combination of the honeycomb and one of the objects inside her house to escape the dark forest.

I'm pretty sure there are things I need to get inside the witch's house. Can you tell me which items I should get there?

You need to get THREE things inside the witch's house.

You need to get a leather pouch, a little spinning wheel, and a small key inside the witch's house.

You will find a leather pouch in a drawer, a spinning wheel in a trunk, and a small key in an incense burner hanging from the ceiling inside the witch's house.

I found a spooky old tree with a little door in it! Problem is, the door is locked. How can I open it?

You need to have a key to unlock the little door.

You can find a little key in the witch's house to unlock the little door.

There is a little key in the incense burner inside the witch's house. Use it to unlock the little door in the tree. Inside you will find a little gold heart. Take it.

Once I got rid of the witch I suddenly saw several pairs of eyes staring at me in one part of the forest! Is this significant?

Yes, it is. Those “eyes” are your key to getting out of the forest.

Those “eyes” are actually shy little elves staring at you from the safety of the thick foliage. You need to catch one of them. Once you’ve done this, the elf will show you the way out of the forest.

I found a leather pouch in the witch’s house, but I don’t know how to open it. Help!

Just bring up the inventory screen and click the “hand” cursor on it.

Go to the icon bar and select the inventory screen. Then select the “hand” cursor and click on the picture of the leather pouch. This will open the pouch and reveal its contents to you. This action will also cause the contents of the pouch to be separated from the pouch as separate picture of its own, so that you will then be able to “use” the contents as you would any of the other inventory items.

I managed to entice a little elf out of his hiding place behind the bushes, but I can’t seem to catch him! What am I doing wrong?

Obviously you were smart enough to use the emeralds that you found in the leather pouch with the elf. Good work! But now, you need to be able to catch him while he comes to get the emerald. He’s awful quick, though! You need to use something that will slow him down.

Perhaps if the elf got his feet stuck in something...like honey! Maybe squeezing the honeycomb on the ground would help slow him down when he runs after the emerald.

Squeeze honey from the honeycomb on the ground first. This will make a little puddle of honey. THEN throw the emeralds on the ground one at a time. The last emerald will land in the puddle of honey and when he takes it his feet will get stuck. You will be able to catch him in this way. Then he’ll show you the way out of the forest.

The little elf gave me a fine pair of shoes. What do I do with them?

Did you meet the shoemaker in town?

The shoemaker and his wife might appreciate them.

Walk Through by Region: The Great Mountains

Character Introduction

1. Wolves

The wolves are the pets and servants of the Ice Queen. They love and rever her and will do whatever she wants. If she doesn't like Graham then...she'll sic her dogs on him.

2. Eagle

Graham will encounter a straving eagle near the Ice Queen's palace. Maybe there is a way that Graham could help the poor thing.

3. Queen Icebella

The Ice Queen lives in the coldest reaches of the mountains in a cold, icy palace. She is very possessive of her territory and doesn't like it when Graham and Cedric trespass without her permission. Since she has such a cold, stony heart the situation doesn't look very good. Maybe Graham can find a way to soften her heart...just a little bit.

4. Yeti

Queen Icebella is even less fond of the yeti who has invaded her territory than she is of Graham and cedric. She might give Graham a chance to save his and Cedric's life...IF he can somehow remove the yeti from her realm.

5. Roc

What is a "roc," you say? A roc is a giant, two-headed bird. This particular roc sees Graham walking through the mountains and thinks he is the perfect meal to feed to its baby just hatching from its giant egg. Graham gets a free ride to a huge nest...just in time to face the hungry mouth of the baby roc!

Questions and answers

I keep dying of the cold in the mountains! What can I do about this?

You need to find something to keep you warm.

You need to find a piece of clothing that will be keep you warm.

Look in the tailorshop. Perhaps there's a warm piece of clothing there.

There is a cloak in the tailorshop. That would keep you warm in the mountains. Give the golden needle to the tailor in exchange for the cloak. Then wear the cloak by clicking the “cloak” cursor on Graham. (See the question about getting the cloak from the tailorshop.)

I’m at a dead-end in the mountains. The path ends at a frozen waterfall and I don’t know where to go from here. Help!

Unless you have a rope, you’re not going to go beyond this point.

You need the rope from the country inn to get you past this point. If you have it, throw it up to the rock overhang above you. Then climb up it. (Look at the questions about the country inn.)

I throw my rope up to the tree branch, but it always breaks whenever I start to climb up the rope! What am I doing wrong?

You’re throwing the rope up to the wrong place. Look at the picture again and look for another place where you could throw the rope.

Don’t throw the rope to the tree branch! Do you see the rock overhang to the right of the tree branch...?

There is a rock overhang to the right of the jutting tree branch, instead of throwing the rope to the tree branch, throw the rope to the rock overhang. The rock overhang will hold and you will be able to climb up the rope successfully.

Okay, I finally climbed up the rope to an upper ledge. Here the ledge ends at a frozen waterfall. On the other side of the frozen waterfall I see a fallen log crossing a chasm. How can I get over to the fallen log?

Do you see any rocks crossing the frozen waterfall...?

There are some small rocks crossing the frozen waterfall. If you use the “hand” cursor on the small rocks Graham will jump to them.

Important: SAVE your game here! Then use the “hand” cursor on the small rocks crossing the frozen waterfall. This will cause Graham to jump to the small rocks thereby crossing over to the other side. However some of the rocks are not stable and may break, causing Graham to fall to his death, hence the need to save your game first.

A wolf came and stole Cedric! Where is he? Will I ever see him again?

Yes, you will see him again. In fact, you'll have a chance to save his life.

He's a prisoner of the Ice Queen in her icy palace. If you do the right thing she will give you a chance to save his life and continue your journey.

I keep dying of hunger in the mountains! Is there some food I can eat?

Yes, actually there are two kinds of food that you COULD eat, but only one kind that you SHOULD eat.

There is a custard pie that you can obtain in the bakehouse, and a leg of lamb that you can obtain in the country inn's kitchen. BOTH the pie and the leg of lamb will satisfy your hunger. However, you should eat only ONE of them, and not the other!

You can obtain a custard pie in the bakehouse, and a leg of lamb in the country inn's kitchen. DON'T eat the custard pie, even though it will satisfy your hunger, as you'll need to use it later in the game. EAT the leg of lamb...but only HALF of it, not ALL of it!

I have come upon a wide crevasse in the snowy path which I can't seem to cross without falling to my death! What can I do about this?

You need to be carrying an object to help you cross. Did you see anything interesting in the toyshop...?

Did you get the sled from the toyshop? That will help you cross the crevasse. Just "use" the sled in the picture prior to the one with the crevasse.

I met a hungry eagle in the mountains. Is there anything I can do for him?

Well, he's HUNGRY, isn't he? Feed him something?

Actually, the eagle will eat either the custard pie from the bakehouse OR the half of the leg of lamb you have left over from the country inn. One of those is the wrong thing to feed him, though.

Feed the half leg of lamb that you got from the country inn to the eagle. DON'T feed him the custard pie as you'll need it later in the game.

As I near the icy castle a couple of wolves capture me and take me in to see Queen Icebella. She doesn't like me, though, and keeps having her wolves kill me! There must be something I can do here!

Queen Icebella is a lover of music.

She would love to have some nice music played to her, preferably "harp" music.

Did you get the harp from the weeping willow tree? If so, play it to the Ice Queen.

If you have gotten the harp from the weeping willow tree, then AS the wolves start to come toward Graham to kill him, quickly select the harp from the inventory screen and "click" it on either Graham or the Ice Queen. This will cause Graham to play beautiful music on the harp which will soften her icy heart. She will call off her dogs and give you a chance to continue on with your quest.

Well, I finally got in Queen Icebellas good graces (I think), but NOW she wants me to conquer a ferocious yeti for her! How can I possibly do that?

If you were successful at the bakehouse, and didn't eat the resulting goods, you have the perfect weapon to conquer a yeti!

There's nothing like an old pie in the face!

Throw the custard pie, which you wisely didn't eat, at the yeti, it will hit him in the face causing him to stumble around and accidently fall over the edge of the cliff. Good shot!

I see a crystal in the Ice Queen's crystal cave that I would LOVE to get, but I can't break it with my bare hands! How can I get it?

You are already carrying a very useful object in your inventory. Look and see if you're carrying anything that might help you here.

You are carrying a cobbler's hammer. Use it on the crystal to break it.

After Queen Icebella let Cedric and I go, we encountered a giant bird who carried me off to her huge nest! Unfortunately her giant egg hatched and the baby bird ate me! How could I have avoided this situation, and is there anything to do here?

If you had been nice to the hungry eagle you meet earlier, you wouldn't have ended up as "baby food."

If you had fed your remaining half leg of lamb to the hungry eagle, he would then come and rescue you from the giant bird's nest.

There is a gold locket in the nest you need to get (notice the glint?). And if you had fed your remaining half leg of lamb to the hungry eagle he would then come and rescue you at the last minute.

Walk Through by Region: Beach, Ocean, and Harpy Island

Character Introduction

1. Old hermit

On the beach, Graham runs into a strange little house made of parts of wrecked ships where lives an ancient-looking hermit. The hermit would be able to help Graham...if only he could HEAR him! Perhaps Graham can find an object which will help communications with the old man.

2. Earpies

Upon discovering an island in the ocean, Graham and Cedric also run into a group of vicious harpies who inhabit it. The harpies, terrible creatures with a womans head and body and a bird's wings and claws, love nothing more than a good man...to eat! Can Graham find his way out of this one!

3. Sea monster

A huge monster lives in the ocean and doesn't like to be bothered by passing boats. Graham would be well advised to stay out of his way!

Questions and answers

I found a boat on the beach! Unfortunately it has a hole in it. How can I fix it?

You already have the right object in your inventory. What do you think might be appropriate to fixing a small hole in a boat?

You need something to plug up the hole. You're already carrying an object that can do this. How about a piece of wax?

You're carrying some beeswax. Use this to plug up the hole in the bottom of the boat.

I met an old hermit on the beach but he doesn't seem to be able to hear me! Will I EVER be able to communicate with him?

Eventually you will be able to...IF you find an object which would be able to amplify sounds.

There is an object which can amplify sounds on Harpy Island.

On the beach of Harpy Island you can find an object which will enable the old hermit to hear.

There is a conch shell on the beach of Harpy Island. Using the conch shell as an amplifier when he holds it to his ear, the old hermit will thus be able to hear and then help Graham.

I finally fixed the boat and was able to sail with it into the ocean. Now...how do I keep from getting lost, or eaten by sea monsters? What am I looking for?

If you sail straight out to the east from either beach below where you found the boat, or from the hermit's house, you will run into a little island that you need to find after four changes of "ocean" scenes. Don't go any other direction but east from those two "beach" areas. From where you FOUND the boat, go south ONCE or TWICE and then go east to run into that same little island.

Once you have found the little island by going east from either the beach below where you found the boat, or from the hermit's house (or south once or twice from where you found the boat and THEN east), when you're ready to leave the little island, go back EXACTLY opposite the way you came; in other words, directly west.

The only thing to find in the ocean is the little island. That's all. If you were off the path I told you about in the prior two answers, you will just get eaten by a sea monster. The sea monster is merely a "fence" to keep you within a small territory of the ocean.

As a last resort you can always refer to the ocean map at the back of this book.

I got captured by a bunch of harpies and NOW they want to eat me! How can I get out of this?

The harpies like music.

The harpies like the same kind of music the Queen likes.

Play the harp to the harpies. This will divert their attention from you to the harp.

Well, I managed to get rid of the harpies. Is there anything I might need around here before I go?

Do you notice any suspicious-looking “glints” in the area?

If you see an occasional “glint,” it is a fishhook you need to get.

I saw Cedric lying on the ground, wounded. I suppose this is a dumb question...but should I pick him up and take him with me?

You’re right, it IS a dumb question! OF COURSE you should pick him up and take him with you!

If you just leave him there, he’ll die. That would make you feel pretty guilty wouldn’t it?

Actually, if you DON’T pick him up you can go on ahead and get to the very end of the game, but then, just as you think you’re about to “win”, something will happen that will kill you, but had Cedric been alive, he would saved you. Therefore, NOT picking Cedric up is an eventual “death” at the end of the game. If you DON’T pick Cedric up and take him with you, then at the very end of the game, Mordack will automatically kill you with a deadly “zap” from his wand when you’re in his laboratory. Had you SAVED Cedric, then he would fly in at the very instant and the “zap” would hit HIM instead of YOU, but that would give you time to save yourself. But, poor Cedric! Would he be dead for sure this time? For the answer to that one, I’ll have you win the game first.

Cedric is wounded! Where should I take him? How can I help him? Before I leave Harpy Island, is there anything I might have forgotten?

You need to get three things from Harpy Island before you leave.

You need to get a fishhook, wounded Cedric, and a conch shell.

Walk Through by Region: Mordack's Island and Castle

Character Introduction

1. The wizard Mordack

Mordack is a very powerful, very evil wizard who has stolen Graham's family and castle, miniaturized them, and imprisoned them in a glass bottle in his laboratory. In order to rescue his captive family, Graham must first locate Mordack's island stronghold, and then fight the all-powerful wizard himself. That is a very dangerous undertaking; one that Graham may not...survive.

2. The cat Manannan

Mordack has a pet cat...who is not really his pet at all, but is really his brother Manannan turned into a cat by Graham's son some time back (look at the story description for King's Quest III: "To Heir is Human"). Mordack would like to see Manannan restored back to his old wizard self, but only Alexander can do that, who doesn't know how. Meanwhile, Manannan roams Mordack's castle, a very mean, bad-tempered cat whom Graham should try to avoid at all costs.

3. Blue beast

A huge blue beast acts as a guard in Mordack's castle; as if Mordack really needs a guard! Anyway, this beast should be avoided...for the most part. There is ONE time that Graham SHOULD get caught by it, in order to retrieve something in another part of the castle; but only ONE time!

3. Dink

In the labyrinth lives a big, dumb beast called Dink (named by Princess Cassima...probably having to do with his manner of speech). Dink isn't a bad beast; he's just big and dumb, and doesn't know his own strength. Graham should be very careful around him; perhaps there's something that Dink would like to play with....

Questions and answers

I crashed my boat on Mordack's island! Am I stuck here now? Is there anything I need to do before following the trail upwards?

I'm afraid you are! And yes, there's something to get here.

Yes, you are. You'll just have to brave it to the very end now! Also, don't forget to get the old dead fish at the bottom of the stone stairs before you leave.

I see two stone serpents but they keep killing me by shooting lethal rays at me from their eyes! How can I get past them?

Did you get an object from the cave in the mountains?

If you are carrying the crystal from the cave in the mountains then you're in business. Use it with the stone serpents.

Can I ever enter or leave the castle through the front door?

Nope.

Unfortunately it's inaccessible...throughout the game.

I found a grate by the side of the castle, but it's rusted shut! Is it possible to open it?

Yes, it's possible...IF you have the right implement.

Did you see anything of interest on the beach above the old hermit's house?

Hopefully you picked up the iron bar on the beach above the old hermits house. If you did, use it here. If you didn't...tsk, tsk.

I can't find my way through the labyrinth maze! Help!

If you click the "eye" cursor on the outside of the labyrinth "picture," meaning the black part of the screen, then a compass will appear indicating which direction you are currently facing. This will help you map the labyrinth.

Besides using the compass, which appears when you click the "eye" cursor on the outside of the labyrinth "picture," make sure you have a paper and pencil and very carefully MAP your way through it.

If you're not in the mood to MAP your way through the labyrinth yourself, just look at the back of this book for the "labyrinth map." Follow it, keeping in mind that whenever you turn a corner you will be facing a new direction. If you're not sure which direction you're facing, click the "eye" cursor on the outside of the labyrinth "picture" which will bring up a compass indicating your current direction.

I found a huge beast in the labyrinth who has a one-word vocabulary of "dink." He seems harmless enough, but if I get too close to him he grabs and crushes me! Should I bother with him at all?

He's useful, all right. He's got something you need...on top of his head.

Dink has a tuft of hair on top of his head with a hairpin around it. You need to get the hairpin from Dink.

The hairpin on top of Dink's head is important. In order to get it, you need to give him something you're already carrying.

Dink, being very childlike and prone to excitability, will leap happily in the air when you give him the tambourine losing his hairpin in the process. The hairpin will fall to the ground and when he leaves with the tambourine, you will be able to retrieve it.

I found a door in the labyrinth, but unfortunately it's locked. Now what?

You need to find Dink in the labyrinth.

Search in the labyrinth until you find a big, bulking beast. He has the "key" to your problem.

There is a huge beast in the labyrinth who has a hairpin on top of his head. You need to get this hairpin and use it to open the door. (Look at the prior question about "Dink.")

I finally made it to the pantry in the wizards castle. Is there anything I need here?

Yes, look at the closed cupboard.

There is a bag of dried peas you need to get from inside the closed cupboard.

I found a beautiful girl scrubbing the floor in the kitchen. Can I help her in any way? Can she help ME in any way?

The answer to both questions is “yes.” But to get things started you need to win her trust first.

Did you take anything of interest from the giant roc’s nest?

Did you take the golden locket from the giant roc’s nest? If you did, give it to her. If you didn’t, well...too bad.

Give the golden locket, which you hopefully took from the giant roc’s nest, to the girl. This will cause her to trust you and to help you when you later get yourself caught in a “confining” situation.

I ran into a black cat in the castle, but I don’t think he’s very friendly. What, if anything, can I do about him?

Try to avoid him if you can. He’ll run and tell Mordack you’re in the castle if he sees you.

Even better...if you can “bag” the cat with the empty bag that once held the dried peas, you won’t have to worry about him any more, and you’ll gain a few extra points to boot!

To “bag” the cat, you need to have an empty “pea” bag (to find out how to get an empty “pea” bag, look at the upcoming question about the big blue beast) and you need to have the old dead fish from the wizard’s beach.

Give the old dead fish to the cat who will immediately lose all interest in you and begin greedily eating it. While he’s thus preoccupied, “bag” him with the empty “pea” bag. This action will give you a few extra points, along with not having to worry about him anymore.

Can I do anything with the organ in the downstairs hallway?

You can, but you don’t want to.

You can play the organ but all that will accomplish is to call undesired attention to yourself. If you do it, SAVE your game first!

A big blue beast keeps chasing me in the castle! How can I avoid him?

Actually, there’s ONE TIME you want to get caught by him, but not until you’ve made friends with Princess Cassima, the beautiful girl in the kitchen.

Once you've made friends with Princess Cassima (look at the prior question about the beautiful girl in the kitchen), you NEED to get caught ONCE by the beast...but only ONCE! The beast will throw you in an underground cell where you can then get something you need. Cassima will save you from the cell...but only the FIRST time. After that, you're on your own if you get caught again.

When you're in a situation where you DON'T want to be caught by the beast, if you have the bag of peas you can use it to save yourself ONE TIME. As the beast nears you, "click" the bag of peas on him. This will make Graham throw the dried peas on the floor which will cause the beast to slip and slide on the peas and eventually fall and knock himself out. Now you have an empty "pea" bag which can be used against the cat.

A big blue beast threw me into a dungeon cell! How can I get out of here?

You must not have made friends with Princess Cassima (the beautiful girl in the kitchen), otherwise you wouldn't be asking this question.

If you had made friends with Princess Cassima (the beautiful girl), she would come and save you...the FIRST TIME only! The next time, you're dead. Therefore, take care of her first BEFORE getting caught by the beast (but only get caught by the beast ONCE).

I noticed a piece of cheese in the mousehole in the dungeon cell. Unfortunately I can't quite reach it with my fingers. How can I get it?

You need something to help extend your reach.

Preferably with a hook on the end.

How about a fishhook?

Hopefully you got the fishhook when you were on Harpy Island.

If you took the fishhook when you were on Harpy Island, then use it with the mousehole to retrieve the cheese.

I went into Mordack's bedroom, but couldn't find anything to take or do. Is there anything to do in here?

Right now, there's nothing to do here. Later there will be.

For now, there's nothing for you to do here. Instead of hanging around his bedroom, go south to the library. You'll find something to do there.

Go south to Mordack's library. There you'll find something to do. If you hang around long enough in Mordack's library he'll suddenly appear in his bedroom and go to sleep in his bed. THEN you'll find something to do in his bedroom!

Once Mordack has gone to sleep in his bed (which will happen when you hang out in the library to the south), you will be able to take his wand which lies glowing on his bedroom table.

What is there to do in the wizard's library?

Do you see an interesting book lying on a desk...?

Actually, there are two things to do here. First you need to look in his spell book lying on the corner desk. Next you need to wait around here until you see Mordack appear through the open doorway to his bedroom and go to sleep in his bed. At that point, go back into his bedroom and take his wand which you will see lying on his bedside table.

I found some magic spells in a spell book! What do I do with them?

At this point, nothing. Once you need them, they will make themselves apparent.

You won't need to "use" the magic spells until the very end of the game when Graham and Mordack engage in a deadly battle of magic. At that time, the magic spells will automatically appear when Graham selects Crispin's newly-energized wand to use against Mordack.

Is there anything I can do to keep Mordack from killing me whenever he finds me in the castle?

Nope.

Just try to keep him from finding you!

The only time you can keep Mordack from killing you is at the very end of the game when he encounters you in his laboratory, AFTER you have re-energized Crispin's wand. At that time, Graham and Mordack engage in a magic battle where ONE of them is destined to die.

I entered Mordack's laboratory and saw my family imprisoned in a large glass bottle! How can I save them?

There's nothing you can do for them right now.

Actually there's never anything YOU can do for them. Once you've won the game (by killing Mordack in the magic battle), Crispin will appear in the final cartoon, restore them back to normal size and send everyone home where they belong.

I found a strange machine on the upper level of the laboratory. What is it? How do I turn it on?

It's a power transfer machine. It transfers power from one item to another. It needs a certain ingredient to start it up.

It's a power transfer machine which Mordack uses to transfer power or energy from one item to another. In order to start it up, you need to drop a key ingredient in it, namely cheese.

What items, if any, do I use with Mordack's strange machine in the laboratory?

You need to use the cheese you found in the dungeon cell to start it up.

You need to place Crispin's powerless wand on one of the iron platters.

You need to place Mordack's glowing wand on the other iron platter.

First, place both Crispin's and Mordack's wands on the two iron platters. Then drop the cheese into the machine's basin. The cheese is the missing ingredient to start up the power transfer machine. It will transfer the power of Mordack's wand, which won't work for Graham, to Crispin's wand, which will.

Oh, no! Mordack poofed into the laboratory after I de-energized his wand with the strange machine. Am I a goner for sure?

Not if you had grabbed Crispin's newly energized wand first.

Hopefully you had removed Crispin's newly energized wand from the iron platter before Mordack appeared. If so, now is the time to try to "use" the wand against Mordack.

Mordack turned himself into a horrible flying beast! How can I combat this?

Use Cripin's newly energized wand against him.

When you select Cripin's newly energized wand, the magic spells that you had seen in the book in Mordack's library will appear (IF you had looked in the book). Select the spell which looks the most like a tiger to combat him.

Now Mordack has turned into a huge dragon! Now what?

Again, use Cripin's wand against him and select the spell which looks the most like a rabbit.

Mordack has now transformed into a cobra! What should I do?

Use Cripin's wand and select the spell which looks most like a mongoose.

Now what? Mordack has turned himself in a ring of flames which is about to burn me to death! Is this the end?

Not if you select the right magic spell to use here. There's only one left which you haven't used yet.

Use Cripin's wand and select the spell which looks the most like a raincloud. This will kill Mordack and will be the end of him! Now the final cartoon will begin.

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...

- ...talk to the man fixing his wagon in town?
- ...give the golden needle to the tailor in the tailorshop?
- ...give the gold coin to the gypsy man?
- ...throw either the stick OR the shoe at the cat?
- ...talk to the prince in the woods?
- ...walk too close to the anthill and do the “BUG-a-loo”?
- ...throw either the stick OR the shoe at the dog?
- ...open the brass bottle yourself (SAVE your game first!)?
- ...revisit the elves’ underground area after leaving the dark forest?
- ...map the whole desert and find all the oases?
- ...map the whole labyrinth and find all the places that Dink could hide?
- ...play the organ in Mordack’s castle (SAVE your your game first!)?
- ...get the bag of dried peas from the cupboard in the wizard’s pantry?
- ...throw the dried peas at the big blue beast in Mordack’s castle?
- ...bag the black cat with the empty “pea” bag?

Location of All Objects

Objects	Where found	Where used
Cripin's wand	From Crispin	At end of game in magic battle
First fish	In barrel in town	Throw to bear
Silver coin	Left on street in town	Buy pie with it
Custard pie	In the bakehouse	Throw it in yeti's face
Honeycomb	In the beehive	Honey on ground in dark forest
Stick	On ground by beehive	Throw to dog at anthill
Staff	In bandit tent in desert	At temple door in desert
Brass bottle	In temple in desert	Give to witch in dark forest
Gold coin	In temple in desert	Give to gypsy man
Old shoe	In desert by skeleton	Throw at cat chasing rat
Magic amulet	From fortune teller	Magical protection from witch
Tambourine	Left behind from gypsies	With snake AND with Dink
Gold needle	In haystack by inn	Give to tailor for cloak
Emerald pouch	In witch's house	Throw emeralds to elf "eyes"
Spinning wheel	In witch's house	Give to gnome for marionette
Small key	In witch's house	Open tree door in dark forest
Golden Heart	In tree with small door	Give to weeping willow tree
Pair of shoes	From elf	Give to shoemaker for hammer
Harp	From weeping willow tree	With Ice Queen AND harpies
Marionette	From gnomes	Give to toymaker for sled

Location of All Objects

Objects	Where found	Where used
Hammer	From shoemaker	Inn's cellar AND crystal cave
Sled	From toymaker	Sled across icy crevasse
Cloak	From tailor	Use to keep warm in mountains
Rope	In inn's cellar	Climb up ledge in mountains
Leg of Lamb	In inn's kitchen	Eat half of it in mountains
Half leg of lamb	Left after eating half	Give to hungry eagle
Crystal	In crystal cave	With stone serpent gate
Gold locket	In roc's nest	Give to girl in wizards castle
Iron bar	On beach above hermit	Use to pry open rusted gate
Beeswax	Left after honey is gone	Use to fix hole in boat
Fishhook	On ledge of Harpy Island	Get cheese in mouse hole in cell
Conch Shell	On beach of Harpy Island	Give to hermit as hearing aid
Second fish	On beach of Wizards Isle	Give to cat to distract him
Dink's hairpin	In labyrinth from Dink	Use to unlock labyrinth door
Bag of peas	In castle's pantry	Throw dried peas at blue beast
Empty pea bag	Left after peas are gone	Use to "bag" the cat
Moldy cheese	In mousehole in cell	Use to startup strange machine
Spells	From spell book	Use in magic battle with wizard
Mordack's wand	From Mordack's bedroom	Use with machine in laboratory

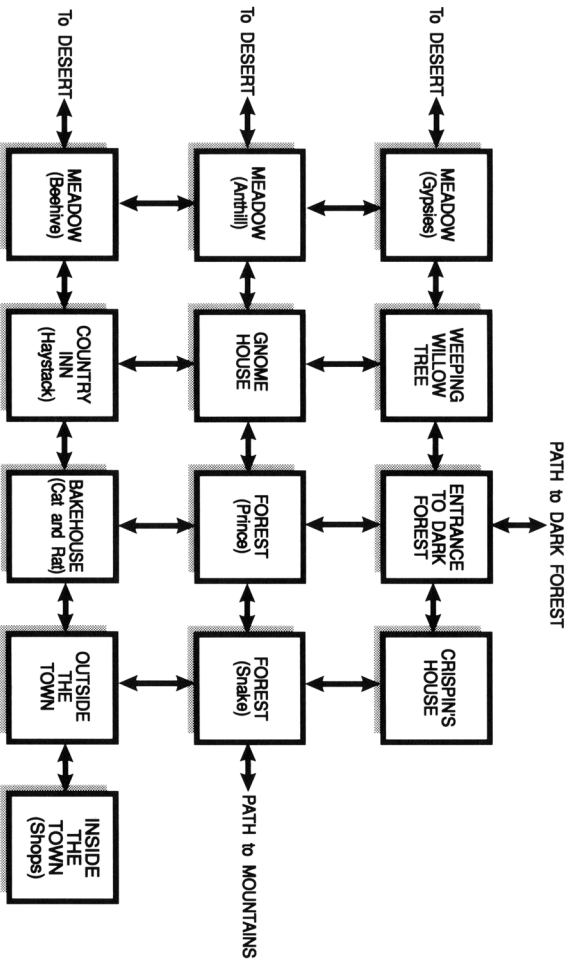
Points

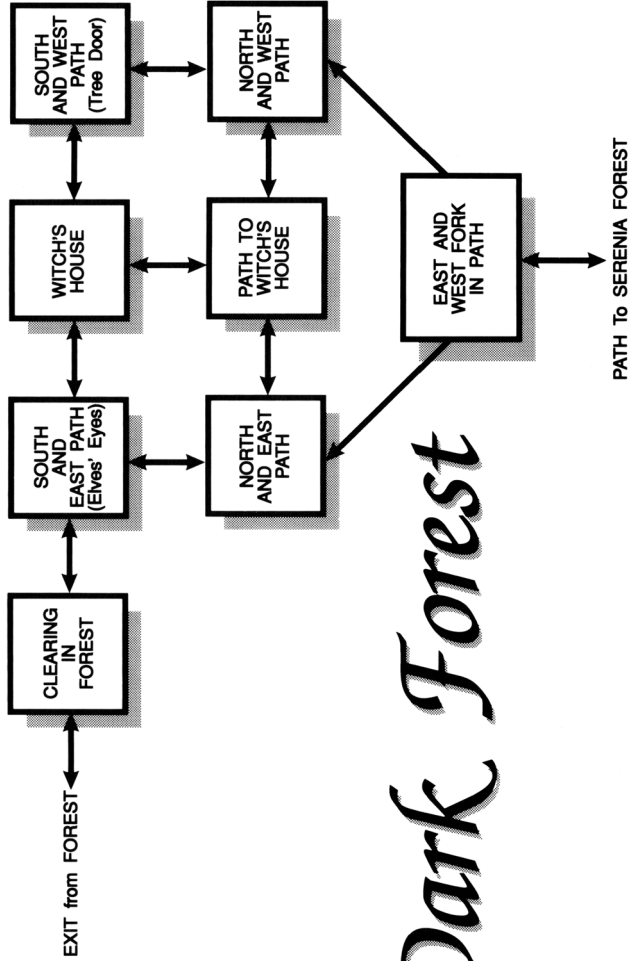
How and where earned	Number of points
Obtain fish in barrel in town	2
Find silver coin on street in town AFTER man fixing wagon leaves	2
Buy custard pie with silver coin	2
Throw fish at bear pawing at beehive to get him to leave.	4
Take honeycomb from hive AFTER making friends with bees.	2
Obtain stick from ground near beehive tree	2
Throw either stick OR shoe at dog pawing at anthill	4
Drink water at an oasis in the desert (FIRST time only)	2
Discover the temple in the desert (FIRST time only)	3
Hide behind rock and observe bandits opening temple door with staff.	2
Discover bandits' tents in desert (FIRST time only)	3
Obtain staff from inside smaller tent in bandits' camp	2
Use staff to open temple door	2
Obtain brass bottle from inside temple	2
Obtain gold coin from inside temple	2
Obtain old shoe from desert near skeleton	2
Give gold coin to gypsy man to see fortune teller.	3
Obtain magic amulet from fortune teller	2
Find tambourine on ground after gypsies leave	2
Throw either shoe OR stick at cat chasing rat, thereby saving rat	4
Obtain gold needle from haystack AFTER ants found it for you	2
Enter dark forest (FIRST time only).	2
Give the brass bottle to witch in dark forest to get rid of her	4
Obtain pouch of emeralds from inside witch's house	2
Obtain small spinning wheel from inside witch's house	2
Obtain small key from inside witch's house.	2
Unlock and open small door in tree in dark forest with small key	3
Obtain golden heart from inside the small door in the tree	2

Squeeze honey from honeycomb on ground near “eyes” in dark forest	4
Throw first emerald toward elf in dark forest	2
Throw second emerald toward elf in dark forest	2
Drop third emerald (in puddle of honey near Graham’s feet) for elf	2
Follow elf through hive of tree (FIRST time only)	2
Obtain pair of shoes from elf	2
Give golden heart to weeping willow tree.	4
Obtain harp AFTER willow tree has turned into princess and left	2
Give spinning wheel to grandfather gnome and recieve marionette	4
Give pair of shoes to shoemaker and recieve cobbler’s hammer	4
Give marionette to toymaker and recieve sled	4
Give gold needle to tailor and recieve cloak	4
Obtain rope in the inn’s cellar AFTER rat has freed Graham from it.	2
Break lock on cellar door with cobbler’s hammer	4
Obtain leg of lamb from the inn’s kitchen.	2
Shake tambourine at snake to scare it away	3
Throw rope to rock overhang in mountains to climb to upper ledge	5
Jump on rocks to cross frozen waterfall (FIRST tiem only)	2
Wear cloak in mountains to keep warm	4
Eat HALF of the leg of lamb to combat hunger in mountains	4
Ride on sled to cross crevasse in mountains	5
Give other HALF of leg of lamb to hungry eagle in mountains	3
Get captured by wolves and taken to Ice Queen	2
Play harp to Ice Queen to soften her heart and make her nicer	4
Throw custard pie in yeti’s face to make him fall over cliff	4
Use hammer to break off the piece of crystal in the crystal cave	4
Get captured by the giant roc and taken to its nest	2
Obtain the golden locket from the roc’s nest	2
Obtain the iron bar from the beach above the hermit’s house.	2
Fix the hole in the boat with the beeswax	5
Discover Harpy Island in the ocean (FIRST time only).	3

Play the harp to the harpies to get rid of them	4
Obtain the fishhook from Harpy Island	2
Pick up wounded Cedric from Harpy Island	3
Obtain the conch shell from the beach on Harpy Island	2
Give the conch shell to the hermit to use as a hearing aid	4
Land (or crash) on the beach of Mordack's island	3
Obtain the fish on the beach of Mordack's island	2
Use the crystal with the stone serpents to get past them	5
Use the iron bar to pry open the rusty grate outside castle	4
Play tambourine for Dink who grabs it excitedly and loses hairpin	3
Obtain Dink's hairpin from labyrinth floor	2
Unlock labyrinth door with Dink's hairpin	4
Obtain the bag of dried peas in the pantry cupboard	2
Give the gold locket to girl in the wizard's kitchen	4
Get captured by a blue beast and thrown in cell (FIRST time only)	2
Use fishhook to obtain piece of cheese in mousehole in cell	4
Throw the dried peas at the blue beast to knock him out	3
Use empty pea bag to "bag" the cat after distracting him with fish	2
Read the spells in the spell book in the library	3
Obtain Mordack's wand from bedroom when he's sleeping	3
Place Mordack's wand on platter of the power-transfer machine	4
Place Crispin's wand on platter of the power-transfer machine	4
Put the moldy piece of cheese in the machine to start it	5
Use Crispin's re-energized wand to to fight Mordack in magic battle	4
Choose the "tiger" spell first in magic battle	4
Choose the "rabbit" spell second in magic battle	4
Choose the "mongoose" spell third in magic battle	4
Choose the "raincloud" spell fourth in magic battle	4
<hr/>	
All total	260

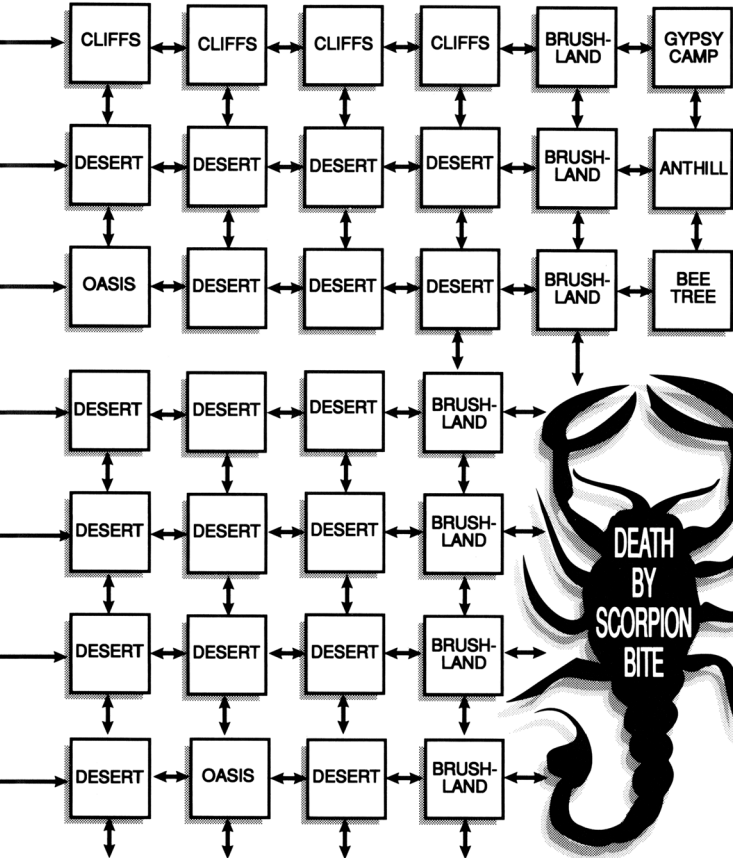
Town and Forest of Serenia





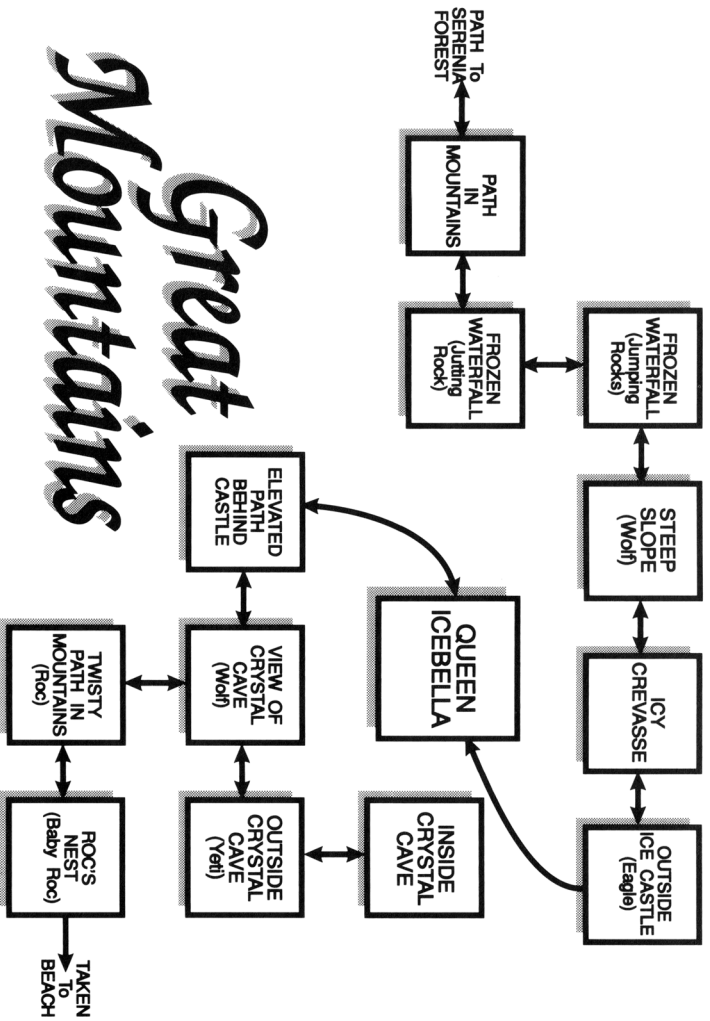
Dark Forest

Desert

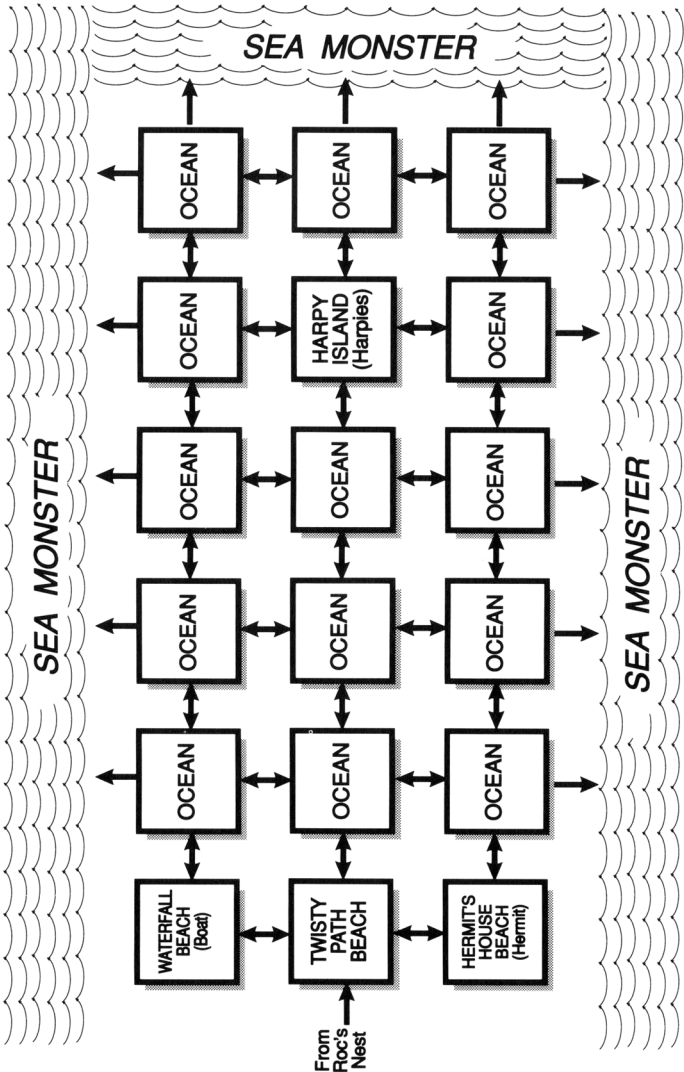


D E S E R T

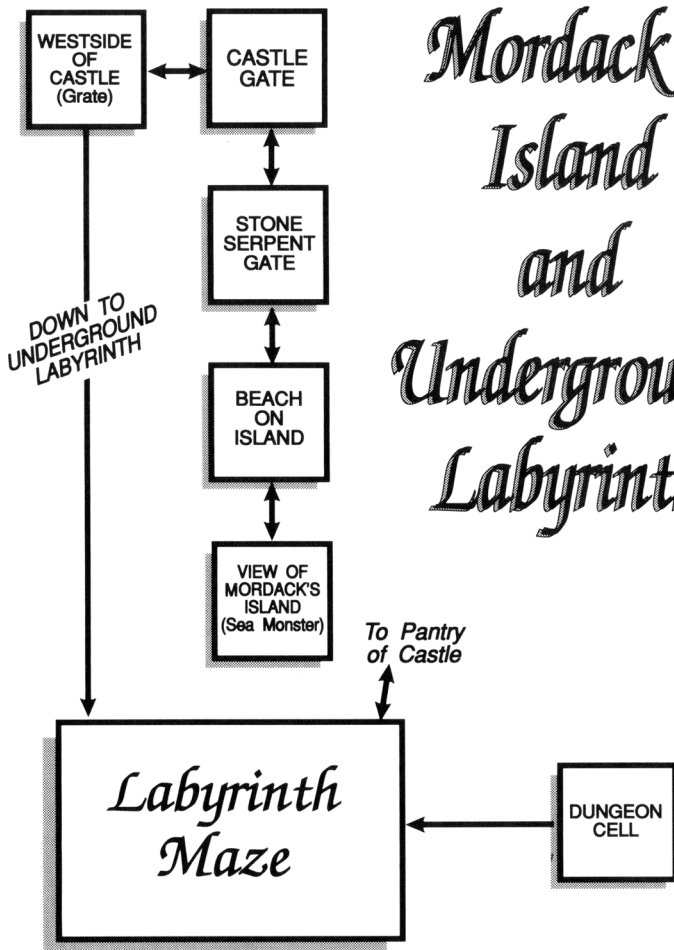
Great Mountains



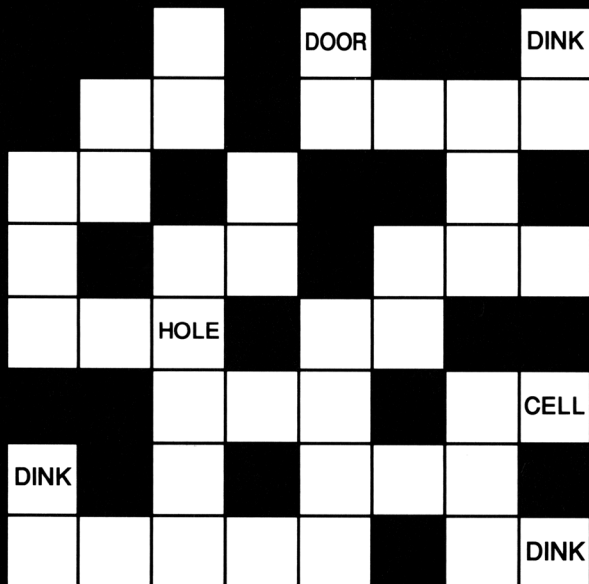
Beach and Ocean



Mordack's Island and Underground Labyrinth

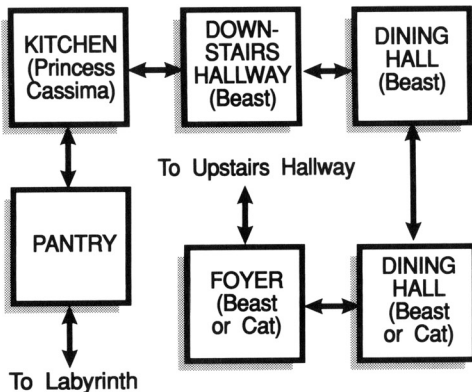


Labyrinth Maze

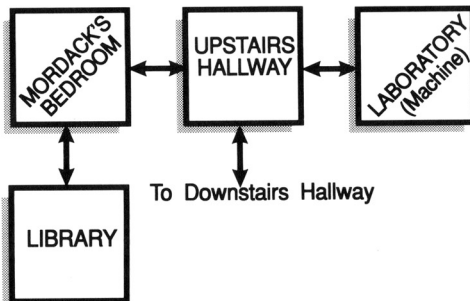


Inside Mordack's Castle

FIRST LEVEL



SECOND LEVEL



Notes

Notes

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