

KING'S QUEST V

ABSENCE MAKES THE HEART GO YONDER

Type: Animated Adventure

Difficulty: Advanced

Systems: Amiga (one megabyte), MSDOS
(640K and 286 or 386 required, with at least
two floppy drives; hard disk recommended,
mouse and joystick optional; Ad Lib,
Roland, Sound Blaster, Game Blaster)

Company: Sierra



After a long rest, King Graham once again stars in the series that launched the era of animated adventuring. This time he is up against the evil wizard Murdock, who has magically absconded with Graham's entire castle, where his family just happened to be at the time. Elves, princesses, bears and all the fairy tale-type characters for which Roberta Williams' games are so well known once again populate the land of Daventry, which is illustrated with 256-color VGA graphics for the first time. This also marks the first Sierra quest that lacks a parser; an icon bar is accessed to execute all commands. The puzzles and story are not as polished as the graphics, music and new game system, but this is still a must-quest for everyone who gives a hoot about Daventry and King Graham!

Walkthrough

Around Town

Sorcerer's House and the Prince

Walk to the Prince. Talk to the Prince, then walk to town.

Town

Walk up to the man fixing the wagon and talk to him. Then enter the tailor shop. Return to the street. Take the coin. Look in the b1772l and take the f39h. Walk to the bakery. Enter and buy a pie. Walk to the beehive.

Beehive

Throw f39h to the bear and walk to the tree. Take the honeycomb, then take the stick and walk to the anthill.

Anthill

Throw stick at the dog, then walk to the inn.

Inn

Walk to the haystack on the west side of the inn and search it. The ants will come and help. Take the golden needle and walk to the beehive.

In the Desert

To the First Oasis

From the beehive, walk to Oasis Three, which is five locations to the west. Drink. (You can walk through seven or eight desert locations before dying of thirst.)

Oasis Three

Take water and walk to the shoe (two W and one S). Take shoe and walk to Oasis Two (three W).

Oasis Two

Take water and walk to Oasis One (two E and three N).

Oasis One

Take water. Hide behind the rocks. (Watch how bandits enter the temple.) Walk to Oasis Two (three S and two W).

Oasis Two

Take water and walk to the Bandit Camp (three S and one W).

Bandit Camp

Take water, enter small tent and take staff. Leave tent and walk to Oasis Two (one E and three N).

Oasis Two

Take water and walk to Oasis One. Take water and walk N to temple. Save. Use staff to enter.

Temple

Ignore treasure and look next to the door. Quickly take bottle and coin, then leave temple. (Restore saved game if you get trapped inside.) Walk S to Oasis One.

Oasis One

Take water, then walk E eight locations to the Gypsy.

Back to Town

Gypsy

Walk up to the man. Give him the g418 c43n, then enter the gypsy wagon.

Inside the Wagon

Get the amulet and leave the wagon. Go to the Warning Sign.

Warning Sign and Dark Forest

W217 1m5l2t and walk N W E to Dark Forest. Walk N to the Witch's House.

Witch's House

Give b7199 b4ttl2 to the witch. Enter house. Open the trunk on the north wall and take the spinning wheel. Look at the light and take the key. Open the drawer on the west wall and take the pouch. Open the pouch to get the emeralds. Leave the house and go to the tree with the door.

Tree with the Door

Use the key to open the door. Get heart. Walk to the Elves.

Out of the Woods

Throw 2m271l8 on the g745n8. Use h4n26c4mb t4 m1k2 1 9t3ck6 9p4t on the g745n8. Throw another 2m271l8 on the g745n8. Throw another 2m271l8 on the g745n8 (near honey) and the Elf will get caught. Talk to Elf. Follow him. Walk into the Elf hole.

Elf Tunnels

Take shoes and enter the tunnel on the east wall (this will return you to the Warning Sign).

Warning Sign

Walk to the tree with the harp. Give heart to the tree and get the harp. Walk to the gypsy.

Gypsy and Gnome

Take the tambourine (after gypsies have gone) and walk to the gnome. Give the spinning wheel and take the marionette. Walk to the bakery.

Bakery

Stand to the east of the bakery and throw the shoe (from the desert) at the cat chasing a rat. Walk to town.

Town: the Tailor Shop

Give the golden needle to the man and get the cloak. Leave the tailor shop and go to the toy store.

Town: the Toy Store

Give the marionette to the man and get the sled. Leave the toy store and go to the cobbler.

Town: the Cobbler

Give elf shoes to the man and get the hammer. Leave the cobbler and go to the inn.

Town: the Inn

Enter inn and walk up to the man (you get thrown in the cellar).

Inn: the Cellar

Rat chews the ropes. Take the rope and walk to the door. Use the hammer to open the door. Open the door to the kitchen.

Inn: the Kitchen

Open the door to the cabinet on the north wall and take the lamb. Exit through the west door and walk to the snake. Use the **t1mb4573n2** to scare the snake. Walk up the mountain path.

The Mountain Path

Cold, Hungry, Attacked by Wild Animals

When you get cold, wear the cloak. When you get hungry, eat the leg of lamb (once only). Walk up the mountain path until you come to a chasm. Throw the rope to the rock outcropping. Climb the rope. Look at the waterfall, and you will see rocks that can be crossed. Use the hand icon to jump across rocks. Cross logs using the travel icon. Continue up the path.

The wolves take Cedric. You will come to a short hill after the spot where the wolves took Cedric. Use the sled to slide down the path and across a narrow path. After walking up the path, you will find a hungry eagle. Give **l1mb** to eagle. Continue down the path. The wolves take you to Queen Iceabella.

Queen Iceabella and the Yeti

Pl16 h17p. Queen Iceabella tells you to kill the yeti. The wolf will take you to the yeti cave. Walk up to the yeti cave and **th74w** the **p32** at the yeti. Yeti dies. Walk to the back of the cave and use the hammer to take the crystal. Return to the wolf. The wolf returns you to Queen Iceabella. Queen Iceabella will release you and Cedric. The wolf will lead you down the mountain.

From where the wolf leaves you, go S. Walk across the ice field to the vertical cliff, and start to climb the rocks. You will be captured by a two-headed bird.

Two-Headed Bird

The bird takes you to its nest. Take the locket. The eagle saves you and drops you on the beach.

The Beach

Take the iron bar. Walk to the N.

Boat

Use beeswax to fix the boat. Get in boat. Sail one location S and four E to Harpies Island.

Harpies Island

Harpies capture you. **Pl16 h17p** for harpies. Take fish hook. Pick up injured Cedric. Take shell (on beach near the boat). Sail boat four W to the boat house.

Boat House and Hermit

Ring ship's bell and give shell to hermit, who heals Cedric. Mermaid leads you to Murdock Island.

Murdock Island

On the Beach

Near the boat, take fish. Walk up the steps. Use **c769t11** to get past the dragon statues. Walk up to the castle. Walk to the west side of the castle and use iron bar to open grate. Enter the dungeon by using the hand icon.

The Dink in the Dungeon

Walk S, then make right turns until you meet Dink. Give **t1mb4573n2** to Dink. Get hairpin. See maze map for route to the exit. Unlock door with hairpin. Open door and enter pantry.

Pantry

Open cabinet on west wall and take peas. Walk N into kitchen.

Kitchen

Talk to girl. Give locket to girl. Talk to girl. Walk E.

First Floor

Do not play organ. Avoid cat. Walk around first floor until you find blue guard (usually in dining room near east wall). Throw p219 at guard. Look for cat. Throw f39h at cat. Put cat in 2mpt6 p219 b1g. Walk around first floor until you find blue guard again. Guard will capture you and put you in a cell.

Cell

Look into mouse hole. Use f39h h44k to get cheese. Girl opens hole in wall. Follow girl through hole into dungeon. Then follow girl back to kitchen. Open door and walk up to Murdock's study (through his bedroom).

Study

Look at book on desk. Note spells in book. Look

into bedroom. Murdock will go to sleep on bed. Walk into bedroom.

Bedroom

Take wand. Go into lab.

Lab

Walk up spiral staircase to balcony. Walk to east side of balcony. Put Murdock's wand on machine. Put Crispin's wand on machine. Put ch2292 on machine. Take Crispin's wand. Murdock changes into a flying insect. Use Crispin's wand: select t3g27 spell. Murdock changes into a dragon. Use Crispin's wand: select 71bb3t spell. Murdock changes into a cobra. Use Crispin's wand: select m4ng4492 spell. Murdock changes into fire. Use Crispin's wand: select 713n spell. Murdock dies, and everyone goes home.

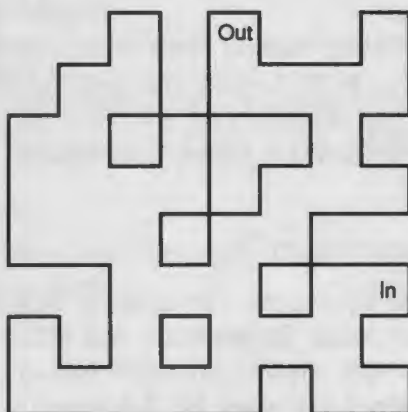
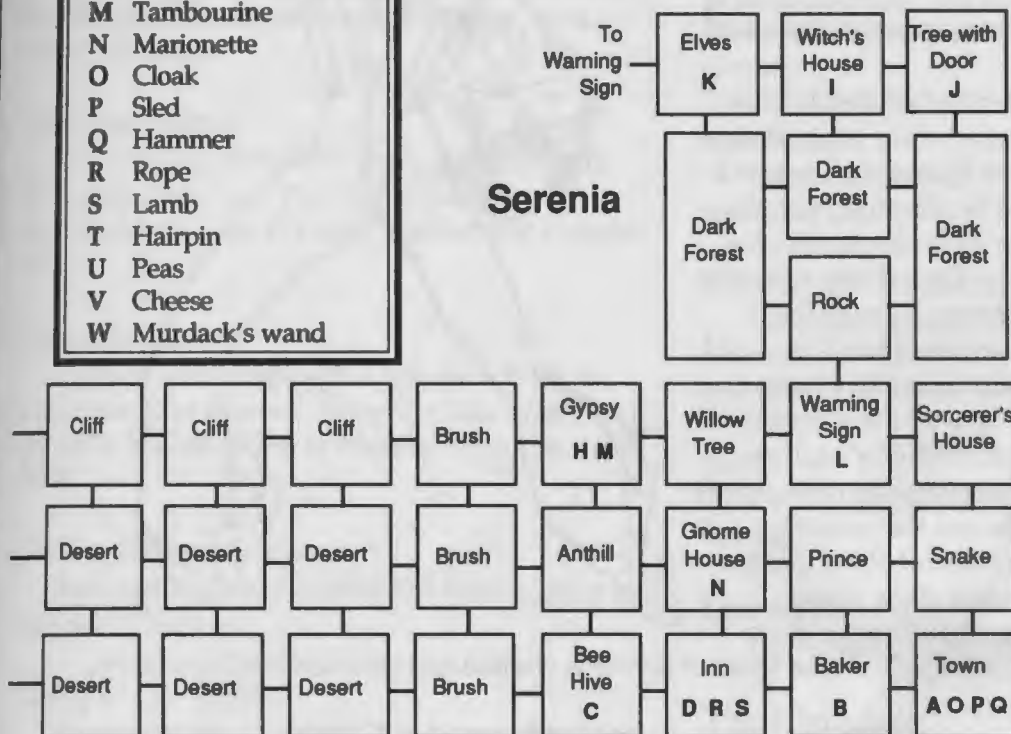


Map Key

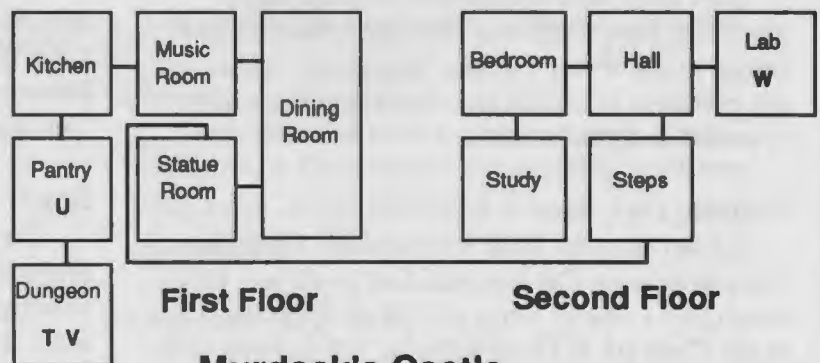
- A Coin, fish
- B Pie
- C Honeycomb, stick
- D Golden needle
- E Shoe
- F Staff
- G Bottle, coin
- H Amulet
- I Spinning wheel, key, pouch, emeralds
- J Heart
- K Shoes
- L Harp
- M Tambourine
- N Marionette
- O Cloak
- P Sled
- Q Hammer
- R Rope
- S Lamb
- T Hairpin
- U Peas
- V Cheese
- W Murdock's wand

Items whose locations are not mapped:

- Crystal (in yeti's cave)
- Locket (in two-headed bird's nest)
- Iron bar (on beach after bird drops you off)
- Fish hook, shell (on Harpies Island)
- Fish (near boat on Murdock Island beach)



Dungeon Maze



Murdock's Castle

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			