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# **KING'S QUEST® 3**

*To Heir is Human*

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**INCLUDES ALL AREA MAPS**

**LIST AND LOCATION OF ALL OBJECTS**

**ALL SOLUTIONS REVEALED**

**HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED**

**THE PERFECT GAME ACCESSORY**



# KING'S QUEST®3

*To Heir is Human*

## HINT BOOK



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## Introduction

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

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

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

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

### How to use a hint book

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

### How NOT to use a hint book

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

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

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



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

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

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

Roberta Williams

## General Questions

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

"I wish I did. Perhaps you'll get a hint. Look for a person being kidnapped and negotiating with evil. There's one more clue." Get it? Well, get it? No. And is that all to be said?

None whatsoever. By the way, the screenshot is a screenshot of *Clayton*.

Read the right-hand column at the back of the book's chapter 11, *Clayton*. They include a list of ingredients to find and make.

Now look at the "What's in the Bag" and "Cook" when he is "Cook" use the time to experiment. Save and quit as you wish. When the program returns, make sure you're not alone. Try to find the ingredients for the right (or left) formula.

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

On older computers, you can type `slow` or `medium` into the "What's in the Bag" screen. On the newer ones, you can type `slow` or `medium` into the "Cook" screen. When the program returns, make sure you're not alone. Try to find the ingredients for the right (or left) formula.

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

Look at the "Cook" and the "What's in the Bag" screens.

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

Notice opportunities to explore the surrounding countryside of Llewddor.

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

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

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

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



How do I "drop" items?

**Malchance:** You're going to drop everything you find. However, if "using" items makes you feel they increase or decrease them.

Am I the only one who keeps failing in my quest? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

**Malchance:** Every game "fails" a lot in video game games. That's the reason I'm starting to finally believe me. Your problem is you don't "save" your game as you progress. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

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

Once you know how to "save" a game, keep it in mind. Especially right before you think something might happen to you, or you think you're in a dangerous place. The more "saved games" you have, the more you can go back to.

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

**Malchance:** The same place. Superhero puts his stuff down where he finds

## The Wizard's House

Characters you may encounter here:

### 1. The wizard Manannan

He controls your character. He knows all the secrets of the game. He can help you with the "wizard" menu. Sometimes he gives you hints to the next puzzle you're stuck on. You must go away and then be able to solve the puzzle.

### 2. The black cat

This is Malchance's pet cat. You can use it to help you find out where the black cat is. Usually, he's on the roof. He can be found in the black cat. If he gets the black cat, just "look" him. You can catch him if you want to.

### 3. The chickens

The chickens are the black cat's pet. You can't take them out of it. You can catch them if you want to. If you see the black cat in your cat, you can "look" him. Talk to each one. They may have interesting information for you.

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

**Malchance:** This is an example of a magic shoe. I put it here to see if you'd find it. And, you did!

Why are you asking this? I told you that this was a magic shoe.

**Malchance:** I put a pair of magic shoes in the house.



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

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

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

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

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

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

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

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

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

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

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



Are you sure that you're not confusing this work with the Wilson et al. (1997) study?

That just shows that even lots of answers don't contain a full answer.

you can provide is not as useful as you'd like. The answer is that there is no one answer. The answer varies with the player. Even experienced logical players can be young, inexperienced, young, or old, and so on. And so on.

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

And he's certainly making his mark. Look? To that, we're to

And, as you can tell, it's a very tough task. The DHS said, "We want to know what you're doing." The challenge is to get the information that we need to do this.

You may be carrying items that bother your dog. "Started" items, or you may have been picking things up where your animal is or around him or her and then, particularly if you've been having fun, carried on a piece of clothing and you're not

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

That's almost impossible. If you ask me, just, sometimes, what did he say when he punished you? He usually told you what you did wrong.

The wizard will punish you if you don't fix a crime. (You'll have electricity). But it may take time to fix.

The wizard will punish you if he feels like you're wandering off into

He will definitely punish you, in this case, if you are not cherishing "eternal" things. If you are, then he will tell you!

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

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When the wizard conjures to tell that he is going on a journey, or he is going to die, use this time to thoroughly explore his world of fantasy and gather useful items. Make sure you have gotten the items.

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

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

12. *Journal of the American Medical Association*, 2000; 283: 2689-2695.

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

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

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

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

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

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

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

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

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

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

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

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

Yes, you can.

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

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

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



I'm tired of the wizard giving me chores!

The best way to get rid of him is to send the wizard!

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

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

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

When the wizard goes away he's leaving, and the time on the clock at the top of your screen. When he returns, that's how long he's been gone. When he goes away again, that's how long he's been gone. How long was he gone?

The wizard is "home" for 7 minutes in all. If you had a clock at the top, he will be "gone" for 23 minutes, giving you plenty of time to explore. And back at the time on your running clock.

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

There is one place, other than the wizard's kitchen, that you can find more food. The Six Bears' house.

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

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

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

Yes, there is a way.

You need to use magic.

Look at the wizard spells. Do you see one that says "Send the wizard away"?

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

Yes, there is a way, if you use the wizard's magic.

A single wizard spell used to turn the wizard into a cat.

You need to get the wizard to say that "cat" spell. That will turn him into a cat.

But first, you need to use the "cat" spell, so you need to get the wizard to say it.

Remember the "cat" spell, as the wizard's magic. The wizard will not make it and will not be hungry. He will turn into a cat, forever!

Can I do anything with the black cat?

The black cat has something that you can use.

If you use "cat" the cat, you can get some food. You need to use a single spell.



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

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

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

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

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

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

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

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

Yes, there is a way.

You need to use magic.

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

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

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

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

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

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

The black cat has something that you can use.

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



More, most in the jet and the jet "must" have been that have an  
no secreted under before you entered. The secret but the jet is a  
flight over.

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

Yes, looking. Some, with other than, looking for a jet, other and

Are the chickens of any use?

You, the chickens have a right to know.

The chickens have something that you know.

Of course, "chick" is a chicken, and the "chick" is a chicken. The result  
and the "chick" is a chicken.

More, there is a chicken and the "chick" is a chicken. You may have to  
be, there is a chicken and the "chick" is a chicken. The result  
and the "chick" is a chicken.

Of course, "chick" is a chicken and the "chick" is a chicken. The result  
and the "chick" is a chicken. The result  
and the "chick" is a chicken.

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

Yes, looking.

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

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

If you "look" at the books in the wizard's study, you will  
discover a magic level behind one of them. Above the book, you  
will see the level and the other happens.

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

Obviously, a key exists.

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

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

Can I ride the magic broom?

Yes, I can be again. You just tell for another "chick" boy!

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

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



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

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

Yes, the chickens have a couple of uses.

The chickens have something that you can use.

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

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

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

Right you are!

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

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

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

Obviously, a key exists.

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

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

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

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

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



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

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

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

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

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

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

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

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

Once the magic map begins to reveal places that it hasn't yet (not the wizard's house), you can use it to instantly transport yourself to those areas. The map serves a dual purpose. It can keep track of your movements for you, and it also transports you around. Finally, the magic map only reveals the areas within your current area.

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

Begin by reviewing the magic spells at the back of your King's Crown III booklet. Note the ingredients and ingredients you need to perform. Study the instructions for preparing the spells. Using your experience, try to determine which spell could be best.

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

Study the magic spells carefully. Review all the ingredients and ingredients that you need. The magic spells can only be done as a magical spell in the wizard's laboratory. The only way to learn a spell is by "learning" the spells. A single mistake can ruin a spell.

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

The magic spells at the back of your King's Crown III booklet are the only spells that can describe how to use the magic spell book. Review the magic materials at the bottom of the pages.

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



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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

Be more careful! Go slower.

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

## The Countryside of Llewddor

Characters you may encounter here:

### 1. Medusa

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

### 2. Bandits

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

### 3. Oracle

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

### 4. The Three Bears

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

### 5. Friendly storekeeper

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

### 6. Pretty barmaid

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

### 7. Mariners

Eventually, a ship comes in the sea near the town. You can meet the captain in the tavern. If you have money, you can take a ride across the ocean on their ship. Better hurry, though. The ship will leave.

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

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

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

Be more careful! Go slower.

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

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

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

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

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

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

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

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



## 8. Big spider

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

## 9. An eagle

Sometimes you can make an eagle fly by using the key. It may find something that you need. Was it a treasure?

## 10. Various creatures

Throughout the story, you may meet pairs of creatures. They consist of female birds, animals and fish. If you have the magic drugs in your bag, you will be able to "hear" them talk in each other. They may reveal interesting information to you.

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

The wizard answered: "Never!"

Obviously, she doesn't see herself.

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

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

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

Yes, you can.

Sometimes your possessions are taken. Look for any unusual places where they could be.

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

The wizard's hideout is hidden in the oak tree with the broken branch.

Bandits can be found at the base of the oak tree, and you will find a key that is hidden inside. A good bandit will climb down. Change it to the wizard's hideout.

How can I avoid the bandits?

The best way to avoid the bandits is to stay at the edge of the desert for a while, waiting until you're sure they won't appear. Later in the game, you can show your magic power to avoid them.

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

There's no such thing you can do with them in the tavern.

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



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

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

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

You need to turn *her* to stone!

Somehow, she needs to *see* herself.

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

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

Yes, you can.

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

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

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

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

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

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

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

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



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

Don't give up. Keep trying.

Sometimes the bandit sleeps.

If you're lucky, you can catch the small asleep in the hideout. Besser luck, though. He might wake up!

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

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

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

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

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

Don't worry, you're young.

You can go to the tavern and borrow.

You will find a coin purse with gold coins in the bandit's hideout. If you spend all your money in the tavern, that's enough to let!

How do I know what to buy in the store?

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

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

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

I'd be partial to them, wouldn't I? I am you! Aye, they can help you, heheh.

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

"Talk" to the sailors.

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

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

The bandit possesses money.



Don't give up. Keep trying.

Sometimes the bandit sleeps.

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

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

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

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

The bandits possess money.

You need to find the bandits' hideout.

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

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

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

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

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

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

"Talk" to the sailors.

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

The bandits possess money.



You need to find the bandits' hideout.

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

If you spend all your money, then spend less!

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

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

You will never get past him.

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

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

You need magic help.

One of the magic spells can help you.

You need to turn into an eagle.

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

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

You have to keep your eyes peeled for eagles.

Remember, an eagle will fly across the picture.

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

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

The answer is "no" to both questions.

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

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

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

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

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

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

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

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



You need to find the bandits' hideout.

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

If you spent all your money, then tough luck!

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

You will never get past him.

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

You need magic here.

One of the magic spells can help you.

You need to turn into an eagle.

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

You have to keep your eyes peeled for eagles.

Occasionally an eagle will fly across the picture.

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

The answer is "no" to both questions.

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

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

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

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

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

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



How can I get the mud from the stream?

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

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

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

Well, Mama Bear likes to sew.

Where do you usually find dew?

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

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

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

Yes, it is possible to cross the ocean.

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

Look for a ship.

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

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

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

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

Yes, indeedly, there is.

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

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

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

There is a cactus that you can get.

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

I can't find mistletoe *anywhere*!

Mistletoe grows on trees.



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

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

Well, Mama Bear likes to sew...

Where do you usually find dew?

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

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

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

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

Look for a ship.

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

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

Yes, indeedy, there is.

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

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

There is a cactus that you can get.

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

Mistletoe grows on trees.



The wizard is on a long island, not on the island.

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

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

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

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

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

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

No. That won't help.

The wizard will find you.

You need to get rid of the wizard first.

## The Ship

Characters you may encounter here:

### 1. Pirate captain

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

### 2. Various other pirates

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

### 3. Mice

You will notice a couple of mice in the cargo hold of the ship. Hopefully you have the magic dough in your cave, for then I give you some very important information. **TAKE IT TO THEM!**

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

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

Your possessions are in the captain's quarters.

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

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

Be patient! Keep trying.

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

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

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



The mistletoe is on a tree below the seaside town.

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

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

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

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

No. That won't help.

The wizard will find you.

You need to get rid of the wizard first.

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

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

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

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

Your possessions are in the captain's quarters.

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

Be patient. Keep trying.

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

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



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

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

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

By avoiding them!

Specially, that's the answer! You need to avoid them whenever possible. Make sure you have a couple of "sneak games" left.

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

Keep trying. Sometimes he may not be there.

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

Can I ever explore the galley?

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

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

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

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

No, never.

There's nothing of interest in there, anyway.

I keep falling off the rope ladder!

Oh, please, my dear. Take your time.

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

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

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

Don't jump off the ship until you get within 100 land miles or less.

It's not safe to jump off the ship until you get within 100 land miles. Otherwise, it's just a bad idea. You'll drown in the middle of the ocean. Even when you look at the "ocean" screen, look at the ship.

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

Oh, my dear! I hate mopping!



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

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

By avoiding them!

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

Keep trying. Sometime he may not be there.

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

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

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

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

No, never!

There's nothing of interest in there, anyway.

Go slower, my dear. Take your time.

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

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

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

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

Gotcha again! Trick question!



Edmund: But, you & father did: made you men the boys that what they needed did to what?

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

**DISCLAIMER: THIS IS NOT A MEDICAL DEVICE**

You will find the pattern itself "Lap and" that is how you will know that you assume him. A little later, you will hear "Hear nothing." Thus you know you are there.

It was here, the stage that, indeed, was as much a gift as any, and not exclusively "his" as it had been for a while, with Thomas's death, the living being in some sense dead. When the day came to leave the MGM, the two men

How can I escape the pirate ship?

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

Another way is to take yourself into an eagle's eye, and fly over the plain.

The sure way is to put the points in lines going from south-west to north-east, as the sun.

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

They will want each other. But they're important.

It is important to note that "Liquor" is not listed as an

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

When you "hear" the voice "calling," do your spirit dwell with you in a blessed measure. Then you will not only know it, but it will be in you, as you "hear" the voice that says, "I am with you, and I am blessing you."

### Small Beach and Mountain Range

Characters you may encounter here:

### 1. Pirate on the beach

If you entered the ship without putting the turbine in gear, that means the engine "blew apart." There's a wall out 100 yards (100 m) on the back. The only thing you can do is go to the

## 2. Shark

There really is any kind of "right" or "wrong" to a love affair. I would like to see the world through it. I would love it.

### 3. Abominable snowman

You will need an additional 100 mg of the following:

### What does the magic crab do?

What might cause the rise in the price of oil?

That's right. You do. I agree. You feel my message. Take care, now.



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

Yes. Eventually, it will come to land.

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

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

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

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

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

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

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

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

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

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

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

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

What magic crab? Is there a magic crab?

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



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

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

I'm afraid not.

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

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

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

It couldn't be hard to figure out what you're digging for, looking around!

If you had "listened" to the waves "talking" in the kind of the claps over the magic and thought, then you would have learned where the treasure is buried.

The treasure is buried five paces to the east of the lone palm tree on the beach. Walk in "first circle" to be able to easily count your steps. Good luck!

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

4080x 1000

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

If you had put the money to sleep on the ship using the magic sleep spell, you would not encounter a pirate here. Can you think of anything that you can do about it?

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

This is another place that you would want to be alerted.

Put yourself in "first circle" by saying in "slow" mode you will go slower along the path.

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

You need magic to accomplish this.

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

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

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

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



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

I'm afraid not.

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

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

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

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

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

Nothing. Run!

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

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

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

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

You need magic to accomplish this.

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

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

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

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



I keep falling off the cliff with the caves!

As with most 1950s mid-century modern pieces, you need to see it in person to know what it's all about. In this case, the design is

That is, instead of "slow motion," the tapping is "slow." This will sound very strange. First, carefully listen to the shift. Does it just *move* the foot?

## The Kingdom of Daventry

Characters you may encounter here:

## 1. Gnome

When you're out there, the phone, even the drugstore, have a "checkmate" sign. You sell that. You should. The sell off you want a sign hanging in the window, and what else to do it.

## 2. Three-headed dragon

There is just a minutes' change. If you're not, visitors to a night out will be treated to death in bold, your same. Follows Roselle, captive. You need to kill the prince and crown the girl.

### 3. Princess Rosella

She is really quite a beautiful girl. The doctor told her, "You need to break her from the dream by telling her."

#### 4. King Graham and Queen Valanice

What can I under there with the two last of the game. The tape is  
 very heavily stained with your own and others.

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

## NEW! THE NEW YORK TIMES BESTSELLER

Does the old well serve any purpose?

NEW DVD MUSIC

It's not an overstatement to say that

501-2804, 10, 046, 01210

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

Table 10.10 continued

It just took to the ground. We didn't see what was happening around the house.

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

You need to be watching East

The report is available for review. Please e-mail: [info@nrc.ca](mailto:info@nrc.ca)

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

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

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

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

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

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

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

No. The mountains are too steep here.

Not any more.

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

But not in this game.

Talk to the gnome.

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

You need to do something first.

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

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



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

### Problem 11.11

You have to speak with the dragon.

I am grateful to you for doing the excellent research. If you don't have it, then too bad.

Can the dragon be killed - yes or no?

245

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

You can't live the iPhone® without this. And now, you can't live with it.

You have to see right to kill the dragon.

One of the authors (K. H. W.) is grateful to the Deutsche Forschungsgemeinschaft for financial support.

If you choose a silver hero, lightning will kill the dragon.

If you don't have the stars here, then I'm afraid you're out of luck. Without it, you can't kill the dragon and you can't recover the dragons.

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

See [my interview](#) to explore the links between autism and

## The Magic Spells

### 1. Understanding the language of creatures

Thank you for your e-mail. I'll answer your questions. I will now prepare the next issue. Then you will be able to subscribe again. I'll let you know when the subscription will be sent to the press.

## 2. Flying like an eagle or a fly

So, with thousands of dollars' worth of cash in hand, he set out to make a few bucks for himself. He started with a small amount of money, but he kept adding more and more until he had a large sum. He then used this money to start a business, and he was successful. He had a lot of money, and he was happy. He was a rich man.

### 3. Teleportation at random

On 24 July 2006, the *Journal of the American Medical Association* published a study by the National Cancer Institute (NCI) that found that the use of tamoxifen in breast cancer patients with a history of blood clots was associated with a higher risk of blood clots. The study found that the risk of blood clots was 1.5 times higher in patients who had taken tamoxifen for at least 12 weeks compared to those who had not. The study also found that the risk of blood clots was higher in patients who had taken tamoxifen for at least 12 weeks and had a history of blood clots compared to those who had not. The study was a retrospective analysis of data from the NCI's Surveillance, Epidemiology, and End Results (SEER) database, which is a national cancer registry that tracks cancer incidence and mortality in the United States. The study included data from 1973 to 2001 and focused on breast cancer patients who had been treated with tamoxifen. The researchers found that the risk of blood clots was higher in patients who had taken tamoxifen for at least 12 weeks compared to those who had not. The risk was also higher in patients who had taken tamoxifen for at least 12 weeks and had a history of blood clots compared to those who had not. The study was a retrospective analysis of data from the NCI's Surveillance, Epidemiology, and End Results (SEER) database, which is a national cancer registry that tracks cancer incidence and mortality in the United States. The study included data from 1973 to 2001 and focused on breast cancer patients who had been treated with tamoxifen. The researchers found that the risk of blood clots was higher in patients who had taken tamoxifen for at least 12 weeks compared to those who had not. The risk was also higher in patients who had taken tamoxifen for at least 12 weeks and had a history of blood clots compared to those who had not.

#### 4. Causing a deep sleep

[illegible]



Problem is - the dragon *sees* you.

You have to sneak past the dragon.

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

Yes.

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

You have to use magic to kill the dragon.

One of the magic spells will kill the dragon.

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

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

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

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

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

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

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



## 5. Transforming another into a cat

To turn someone else into a cat, you need to get that individual to eat four "cat stools." The only one who will do that is the game's first wizard. The first, you need to find it in some other land or realm.

## 6. Brewing a storm

To create a brewing storm, it can be done if you use it in the wizard's spell. If you are to create a storm, you will need to use the wizard's spell in the wizard's spell. You will also need to use the wizard's spell in the wizard's spell. You will also need to use the wizard's spell in the wizard's spell.

## 7. Becoming invisible

To become invisible, you need to use a magic spell. You will need to use the wizard's spell in the wizard's spell. You will also need to use the wizard's spell in the wizard's spell. You will also need to use the wizard's spell in the wizard's spell.

## After the End of the Game

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

Did you...

make all the magic spells?

take all the food from the kitchen?

find the magic spell in the wizard's spellbook in the wizard's spellbook?

overhear the family across the hallway of their mother in the wizard's spellbook in the wizard's spellbook.

By into the wizard's spellbook in the wizard's spellbook.

find the magic spell in the wizard's spellbook in the wizard's spellbook.

find the magic spell in the wizard's spellbook in the wizard's spellbook.

escape the wizard's spell in the wizard's spellbook in the wizard's spellbook.

get past the wizard's spellbook in the wizard's spellbook in the wizard's spellbook.

look behind the wizard's spellbook in the wizard's spellbook.

only to the wizard's spellbook in the wizard's spellbook in the wizard's spellbook.

the wizard's spellbook in the wizard's spellbook in the wizard's spellbook.

at the wizard's spellbook in the wizard's spellbook in the wizard's spellbook.



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

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

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

make *all* the magic spells?

take *all* the food from the kitchen?

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

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

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

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

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

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

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

look behind the tapestry in the wizard's hallway?

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

lie down on Baby Bear's bed?

sit in Baby Bear's chair?



[illegible][illegible]

Maximum possible score is 210.



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

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



# Location of All Objects

Objects	Where found	Where used
Chicken Salty	In a chicken	Ingredient in 1st spell
Dog tag	On a dog	Ingredient in 1st spell
Sinkhole	In desert on ground	Ingredient in 1st spell
Powdered fish bone	In wizard's lab	Ingredients in 1st spell
Thorn	In Three Bears' house	To put down to
Dew	In Three Bears' garden	Ingredient in 1st spell
Magical dough	Product of 1st spell	To "bake" magical herb
Eagle tail feather	In Clawfoot on ground	Ingredient in 2nd spell
Flu sponge	In wizard's tower	Ingredient in 2nd spell
Saffron	In wizard's lab	Ingredient in 2nd spell
Rose petal	In wizard's bedroom	Ingredient in 2nd spell
Magical rose essence	Product of 2nd spell	To "fly" as magic
Salt	In the store	Ingredient of 3rd spell
Mindstone	In tree south of town	Ingredient of 3rd spell
Amber stone	In Oracle's cave	Ingredient of 3rd spell
Magical dough	Product of 3rd spell	To "plant" down slinger

Lightning juice	In wizard's lab	Ingredient of 4th spell
Antennae	Under roof, over ground	Ingredient of 4th spell
Longy branch	In the store	Ingredient of 4th spell
Witch powder	Product of 4th spell	To put others to sleep
Starfruit bark	In wizard's lab	Ingredient of 4th spell
Carrot	On a cart	Ingredients of 5th spell
Flu oil	In the store	Ingredient of 5th spell
Cat comb	Product of 5th spell	To turn someone into a cat
Ocean water	In the ocean	Ingredient of 5th spell
Wax	In the store	Ingredient of 5th spell
Headstone	In wizard's lab	Ingredient of 6th spell
Worm fat	Worms that eat fat	Ingredient of 6th spell
Green mud	Product of 6th spell	To create a storm
Toad saliva	In wizard's lab	Ingredient of 7th spell
Lard	In the store	Ingredient of 7th spell
Radio	In wizard's kitchen	Can communicate 7th spell
Cactus	In desert by big rock	Ingredient in 7th spell



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

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

Impossible  
address

Unlikely ship

Press key

Scow

Crash

Cap

Marine

Cas name

Small

Prize

Shanty

Part of garden

Remain

Package

Board

Tearing cloth

Water cap

Probably it is good

Unlikely ship address

Scow - the scow address

In water - the scow

In water - the scow

In water - the scow

In water - the scow

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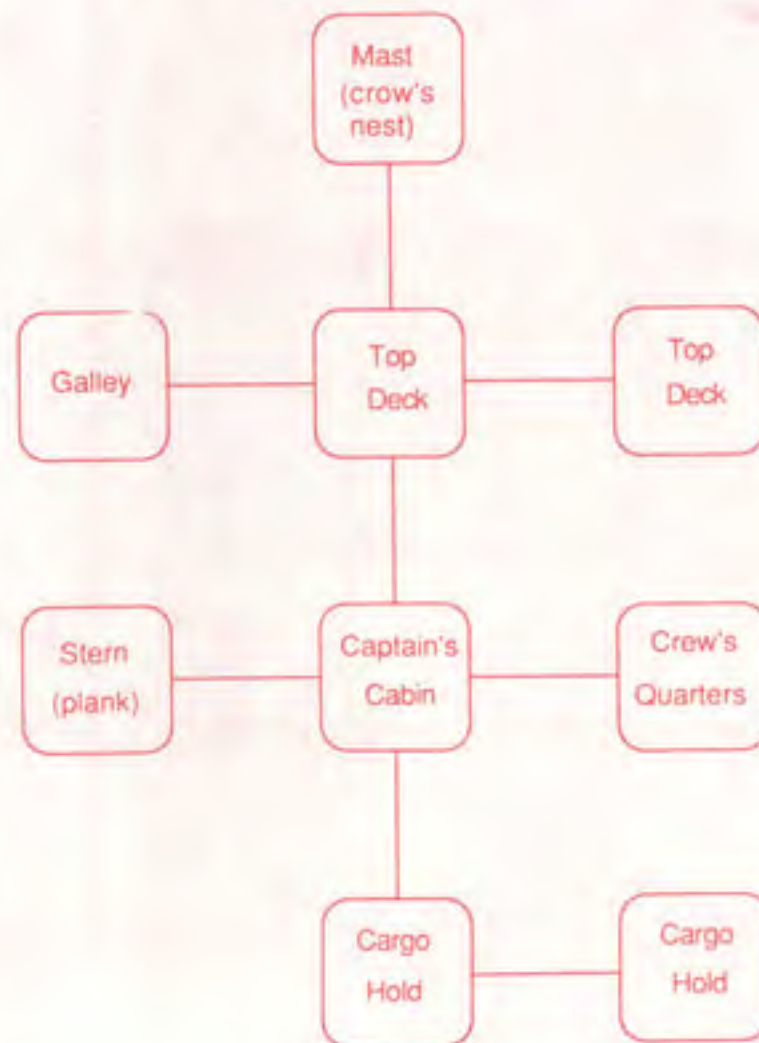
The ship - the scow

The ship - the scow

The ship - the scow

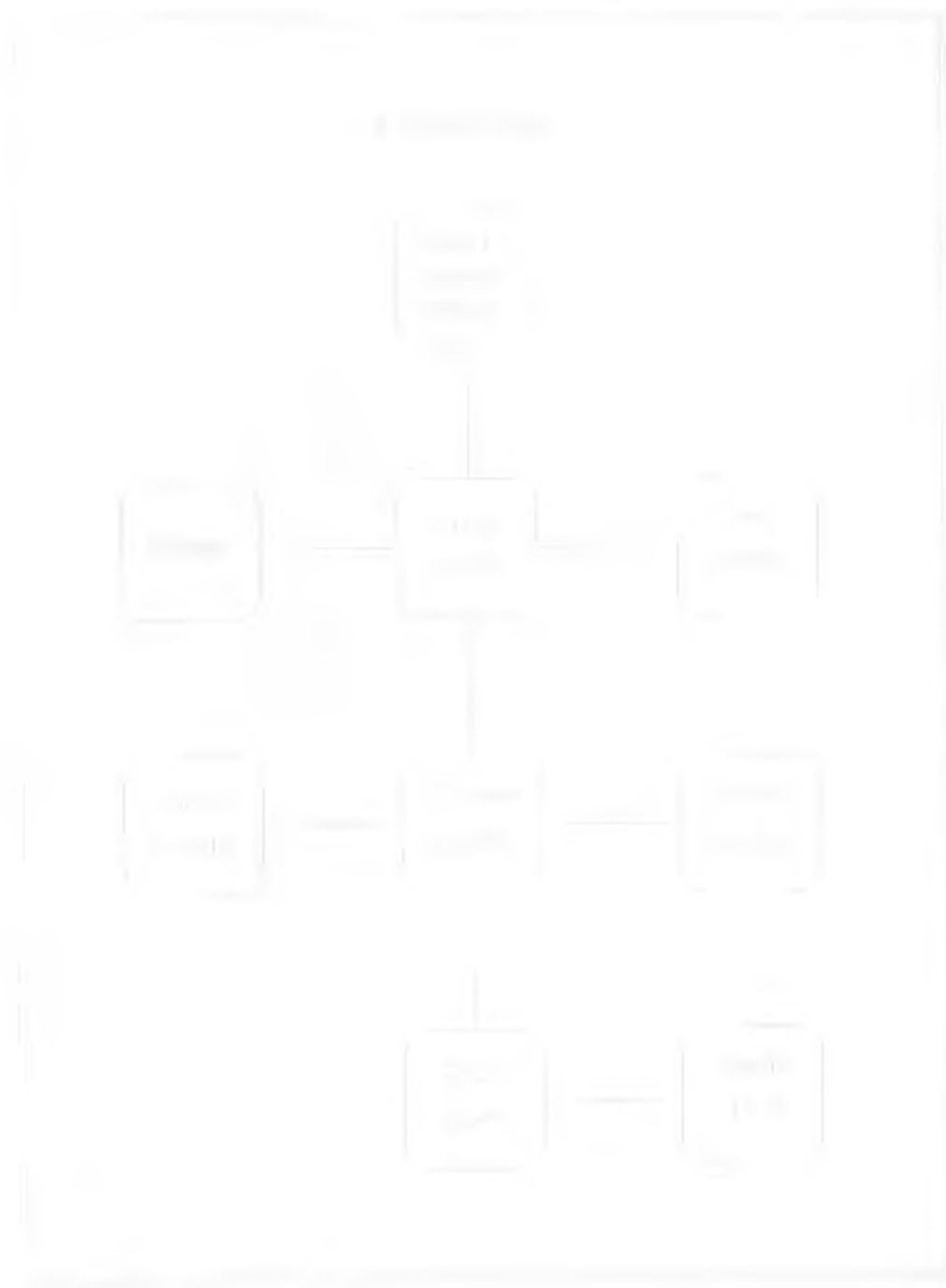
The ship - the scow

## Pirate Ship





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





### Countryside of Llewddor



## Kingdom of Daventry



### Small Beach and Mountain Range



### Wizard's House







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To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



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Phone

Birthdate

M F  
Sex

**Members of your household** (Children if applicable)

Name \_\_\_\_\_

Birthdate

Sex

[illegible][illegible][illegible]

Name of product purchased: \_\_\_\_\_

UPC code of product purchased: 020626 \_\_\_\_\_

(Found under bar code)

**Where did you purchase this product?** (Please check)

- |  |   |  |
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| <input type="checkbox"/> Best Buy      | <input type="checkbox"/> Future Shop          | <input type="checkbox"/> Sierra Direct |
| <input type="checkbox"/> Comp USA      | <input type="checkbox"/> Micro Center         | <input type="checkbox"/> Software Etc. |
| <input type="checkbox"/> Computer City | <input type="checkbox"/> Micro Warehouse      | <input type="checkbox"/> Target        |
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| <input type="checkbox"/> Egghead       | <input type="checkbox"/> Sam's Wholesale      | <input type="checkbox"/> Walmart       |
| <input type="checkbox"/> Other:        |   |  |

**What types of systems do you own?** (Please check all that apply)

- ☐ IBM or compatible    ☐ Macintosh (color)    ☐ 3DO  
☐ Super NES    ☐ Sega Genesis    ☐ Sega CD  
☐ Other:

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Do you own a modem? Y N

Do you subscribe to an on-line service?    Y    N

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