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KING'S QUEST®2

Romancing the Throne

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

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CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED**

THE PERFECT GAME ACCESSORY



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KING'S QUEST®2

Romancing the Throne

HINT BOOK



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Introduction

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

I hope you are having as much fun playing this game as all of us had creating it. There are many different ways to play *King's Quest II*. If you have a problem that I haven't mentioned here, feel free to contact Sierra at (209) 683-8989.

The whole point of playing *King's Quest II* is to discover its puzzles and then solve them. However, this might be the first adventure game you've ever played, or, the puzzles may be so well hidden (or so obtuse) that you don't even know where to begin. Hence, this hint book.

How to use a hint book

When you get stumped, look through this book and find the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here's the solution. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

How NOT to use a hint book

Be sure to read only those hints you really need. Do *not* indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question in here is real: along with the legitimate questions, I've thrown in some fakes. Just because a hint mentions a goat, doesn't mean that goats are important in this game, or even exist in this game.

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

Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning and try to find another solution to each of the major puzzles. To help you along, I've included a section at the very end of this book called "After the End of the Game." But, be **very cautious** using that section, it will ruin the game if you see it too soon!

If you enjoy this game, you're sure to like the other animated adventure games from Sierra: the original *King's Quest*, *King's Quest II: Romancing the Throne*, *King's Quest III: to Heir is Human*, *Space Quest* and *The Black Cauldron*. After finishing them, be sure to "stay tuned" for *Police Quest*, "coming soon to a computer near you." Good luck in your adventuring and here's hoping you enjoy *King's Quest II*!

Al Lowe

General Questions

All I do is wander around! What's going on here? There must be more to (adventure game) life than this?!

Q: I just found the way to the door. I want the shield. I need a key and want the stone that opens it. I will get the key and the stone.

A: Look, I don't think you'll get a shield. I tell you, I don't know where to take them with you. I want to see you in the middle of a puzzle. I don't want to see you in the middle of a puzzle.

You are carrying a shield. I don't want to see you in the middle of a puzzle.

You are carrying a shield. I don't want to see you in the middle of a puzzle.

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

A: On the computer, you can see a slow, normal, or fast. I can change speeds. I see the computer can be a good computer. I see the computer can be a good computer. I see the computer can be a good computer.

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

A: You can see the objects I'm carrying. I see the computer can be a good computer.

How do I "drop" objects?

A: You can drop the objects I'm carrying. I see the computer can be a good computer.

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?

A: I don't think you're the only one who keeps "failing in my quest." I see the computer can be a good computer. I see the computer can be a good computer. I see the computer can be a good computer.

A: I don't think you're the only one who keeps "failing in my quest." I see the computer can be a good computer. I see the computer can be a good computer. I see the computer can be a good computer.

A: I don't think you're the only one who keeps "failing in my quest." I see the computer can be a good computer. I see the computer can be a good computer. I see the computer can be a good computer.

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

A: I don't think you're the only one who keeps "failing in my quest." I see the computer can be a good computer. I see the computer can be a good computer. I see the computer can be a good computer.

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

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

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

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

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 object.

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

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

After you have a "saved game" disk, you just type "save game" at any time to save a game in exactly that spot. Follow the prompts to name your saved game. See your reference card for further explanation.

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

To Open the First Magic Door

The Land of Kolyma

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

That is the perfect example of a magic question. I will give you the answer if you ask me a question I can't answer.

Why are you reading this? There is no way to ride the flying turtle.

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

There is a "flying fish" that has appeared while you were in the ocean, but you can't ride from either.

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

From now on, you must promise me that you won't answer an objectively correct question. Even a big answer that this one really will be a phony. Then a seemingly correct question may be asking. Now raise your hand and repeat what you have to do. I will not look at answers to questions I ask.

I die whenever I swim too far in the ocean.

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

Swimming dies, but he is looking.

So, what are you looking for? The flying fish?

How do I find the mermaid?

And the flying fish and the mermaid are both in the ocean.

The mermaid will appear on a rock in the ocean.

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

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

It won't always collapse. You're just thinking it will.

It's good for some time, but this is not a game where you can't finish. If there's a problem, you may be playing from a saved game that has come before.

Remember that the question for how many times you've crossed is marked somewhere in the corner of the bridge. Don't wander around in the bridge, so you can see it.

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

You have to find and unlock the second magic door.

Keep the mermaid on the rock in the ocean.

This is the perfect example of a phony question. I put this here just to see if you'd fall for it. And...you did!

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

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

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

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

From now on, you must promise me not to read answers indiscriminately like this. Even a big answer like this one could well be a phony. Even a seemingly logical question may be wrong. Now raise your hand and repeat after your Uncle Al: I will not look at answers to questions I don't...

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

Swimming may not be the answer.

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

Find the first magical door and read the inscription.

The mermaid will appear on a rock at the beach.

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

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

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

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

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

Read the inscription on the third magic door.

There's a grandma in Grandma's bed!

How can I make the antique store open?

Maybe I will see a sign. I'll remember this better than all the problems.

Is that when you are really old?

No, that's when you open the antique store.

I can't find anything to do, from the beginning.

You should learn a lesson.

And then.

That's all you might be doing when you're really old.

That's all you might be doing.

There's a wolf in Grandma's bed!

What's the answer? The wolf is in Grandma's bed. Grandma's bed is in Grandma's house. Grandma's house is in Grandma's town. Grandma's town is in Grandma's state.

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

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

There's a grandma in Grandma's bed!

There's a grandma in Grandma's bed!

There's a grandma in Grandma's bed!

There's a grandma in Grandma's bed!

How do I get the winged horse to appear?

There's a grandma in Grandma's bed!

There's a grandma in Grandma's bed!

There's a grandma in Grandma's bed!

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

There's a grandma in Grandma's bed!

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

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

It will open when you are ready for it.

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

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

You'd steal from a church?!

Bad idea.

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

Walk to the altar and "pray."

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

You're a genius! You've solved the puzzle! (But, I still don't know what to do!)

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

Notice that Grandma is sick.

What did your mommy feed you when you were sick?

Go look in the dwarf's fireplace.

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

What was the third gift you received from the genie?

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

Throw the bridle on the snake.

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

You know that is going to take all of the time and all the part of the
[2:17]

OK OKS TUNING GUIDE

Noted the importance of the traffic survey

The Incident

Table 1. The estimated value of β for different values of α and γ .

<http://www.mhhe.com/9780073051089>

There is a gender pay divide: the whole staff, 90% is being reviewed.

Use a file folder to open the sign. Fold the cylinder over

Was the golden key to unlock the treasure door

Neptune's Kingdom

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

1996, 2002, 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, 2679, 2680, 2681, 2682, 2683, 26

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

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Journal compilation © 2004 Blackwell Publishing Ltd

Don't miss the chance to see a show at the top of the class.

Top one of your strengths

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

1. *Journal of Management Studies*, 1996, 33, 1, 1-15.

Counting Your Assets, Liabilities

A. 15.10.17

King Neptune keeps getting mad at me, *very mad!*

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 165–173

If you have the **INDEX**, you can "wave the index" to open the class.

11/28/2011 12:15:58 PM The 1300000027 program contains the class

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

OK, OK! Find the magic door.

Read the inscription on the magic door.

Find the trident.

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

Ride the seahorse to King Neptune.

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

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

Use the golden key to unlock the magic door.

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

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

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

Befriend the mermaid. Offer her a little something.

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

Try one of your treasures.

You need to have something with you.

Something King Neptune would like.

A trident.

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

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

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

↓

A snake like my foot (snakes) it's writing

You'll never get anywhere with him (snake) unless you have
his friend

Characters you may Encounter around Kolyma

Little Red Riding Hood

What should I do with Little Red Riding Hood?

It's not fair to let her go (she's not alone)

She's looking for her father (she's alone)

The basket is not (she's not alone)

She's not alone

The Mermaid

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

It's not fair to let her go (she's not alone)

She's not alone

It's not fair to let her go (she's not alone)

The Good Fairy

Why is the Good Fairy here?

Maybe it's your sister (she's not alone)

Maybe not

Maybe it's your sister (she's not alone)

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

Obviously, the lake is not like the "certain evil elements"

The Good Fairy's magic (she's not alone)

Maybe not

Maybe it's your sister (she's not alone)

Maybe not

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

The best way is to just avoid them (she's not alone)

Maybe not



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

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

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

She's looking for her basket of goodies.

The basket is near Grandma's house.

Inside the mailbox.

Never get too close to a mermaid.

Offer her something.

A treasure, perhaps? (Sometimes bribery works!)

The Good Fairy

Maybe it's your lucky day!

Maybe not.

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

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

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

Hagatha,

the evil enchanter,

the dwarf.

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

Walk past the edge of the screen. Then, if there's some close red ink, quickly move to another room. If

How I find a lot of love. I'm a lot of love and I'm a lot of love. I know, I'm a lot of love.

Hagatha

How do I stop getting killed by Hagatha?

1. **Save money from Ads.**

Sometimes the obvious answer is the correct answer.

The Good Fairy's spell will help, but only on the first day.

Is it possible to get that magnitude from Hagopian's work?

Keep entering her cave until you find the "Real" Water.

It's on par with the game, without any

The Dwarf

The dwarf keeps stealing stuff from me!

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

“By 2000, when I made my first trip, I had a lot of friends in the area.”

It is possible to recover portions of \mathbf{H} and

PH. LEONARDI DUNS SCOTUS IN HIS WORKS

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840. 84

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

all night and tell them how you did it, since it's impossible.

There is another false question

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

Early: What time you enter the house and get your mail. It's difficult to get away from this because it's so basic.

The Enchanter

How do I get away from the enchanter?

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

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

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

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

Stay away from her.

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

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

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

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

You can then take the cage without fear.

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

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

It is possible to recover anything he takes.

He usually puts his booty in his house.

Look inside the chest.

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

This is another fake question.

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

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

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

Does the evil enchanter have any redeeming social value whatsoever?

No, but he makes great dog tags.

To Open the Second Magic Door

The Land of Kolyma

What?! Another door?

Yes! And you're going to open another one!

Be sure to read the inscription on the second door.

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

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

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

Remember the famous butchery sticker. When the game gets tough, you toughen up shopping.

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

Go to the antique store.

The antique store puzzles me.

Go to the old lady.

You'll want to buy something from her.

Oh, but two treasures.

She'll give you an old oil lamp.

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

You might try flying.

You'll need some help.

Did you ever read the *Enchanter's Spell*?

You need a Prince's carpet.

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

The Top of the Cliffs

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

Maybe you could run your sword.

You haven't had a sword? I'll lend it!

No, but he makes great frog legs.

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

Be sure to read the inscription on the second door.

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

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

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

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

Go to the antique store.

Talk to the old lady.

You'll want to buy something from her.

Give her two treasures.

She'll give you an old oil lamp.

You might try flying.

You'll need some help.

Did you ever read *The Arabian Nights*?

You need a flying carpet.

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

Maybe you could use your sword.

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

Put the lamp again.

Use the sword to cut the ropes.

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

Are you sure you want to read this?

That will open all the the end of this row of the ropes.

Go to the antique store. I'll work for business too.

Buy the old lamp by giving the old lady that old gold ring.

Leave the keys and rub the lamp.

Open the sword in the end of the ropes.

Put the lamp again and the room will give you a magic sword.

Use the sword with the magic sword.

Go past the snake. The second golden key is inside the room in the middle.

Ride the carted again to return to Kolyma.

Use this golden key to return to the second magic door.

To Open the Third Magic Door

The Land of Kolyma

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

Be sure to read the introduction at the third stage first.

Go to the square stage of the poisoned lake.

Enter room 1 to see what happens. You discovered a new item for the first time.

How do I take the rowboat across the poisoned lake?

Take something to the smallest island.

Go to the first island.

Count Dracula's castle

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

Some thing. It is possible to make it through the horrible numbers without dying!

But you never said it was going to be easy!

Rub the lamp again.

Use the sword to kill the snake.

Are you sure you want to read this?

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

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

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

Leave the store and rub the lamp.

Ride the carpet to the top of the cliffs.

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

Kill the snake with the magic sword.

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

Ride the carpet again to return to Kolyma.

Use this golden key to unlock the second magic door.

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

Go to the south shore of the poisoned lake.

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

Offer something to the shrouded ghoul.

One of your treasures.

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

No one ever said it was going to be easy!

If you have the right know-how, it will prove the difference that makes you

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

What's your comment? The reader became the winged horse after you threw the hammer while on fire.

What brotherhood? Why, the one was played by rubbing the ankh (the David bow) (the, of course not, *you can't kill the snake with the sword first*).

Those ghosts always make me walk into the poisoned brambles.

Did you ever go "Back of Beyond"?

What if a divorcee couldn't find a replacement for you

The Duck, the Cat, and the King

They buried them under the bed at Grandma's house. (Diane, 70s)

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

Time back to those old games you used to play in late night

Let's start with the obvious: films

Share your ideas with the class.

the 1990s, it failed the political market test.

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

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What are you going to do when the candles in your house?

Support Enrollment on the Web

In the morning, one of the boys in the dormitory was

Now, how do I light this thing?

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Table 1. Summary of findings on the two studies.

100

Journal of Management Inquiry 22(1)

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

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

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

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

Did you ever go "Trick or Treating?"

Wear a disguise so they don't recognize you.

The black cloak and ruby ring.

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

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

Try something he doesn't like.

Show him the silver cross.

You got it from the priest in the monastery.

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

Where do you keep the candles at your house?

Search through the drawers.

In the bedroom at the top of the west tower.

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

You took a flaming log from Hagatha's fire?

How?

This is a fake hint.

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

* Find a statue

The door is too high but you can reach it

Go the stairway down from the bedroom where you found the statue

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

If the coffin is open, why is it closed?

Open the coffin

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

† Reach to the coffin and get the golden key from inside. Use the ground's pillars

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

You'll need the silver key

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

Get rid of Dracula, you must have the code for the master

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

Are you sure you want to leave this?

That will take an awfully long time part of the game

Go find the philosophers

Play with the monkey. Tell him your name is "Frankenstein" He'll give you a magic cross

Go to the south shore of the peninsula here. Find the boat

Give the philosopher one of your handiwork

Make your way through the rocky branches

Show the cross to the priest

Find the master's bedroom in the castle

Get a sword from the drawer

Light it is the flame of the torch on your way down the stairs

Find Count Dracula's spot

* Find a flame.

One that's low enough for you to reach.

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

If the coffin is open, slip to † below.

Open the coffin.

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

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

You'll need the silver key.

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

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

Are you sure you want to read this?

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

Go into the monastery.

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

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

Give the boatman one of your treasures.

Make your way through the deadly brambles.

Show the cross to the ghosts.

Find the upstairs bedroom in the castle.

Get a candle from the drawer.

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

Find Count Dracula's crypt.

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

It looks like the pillow is too soft.

Take the golden key and use it to open the door to my room.

On the Enchanted Island

I'm stuck on a strange beach.

Search the beach.

Throw the net. Perhaps you'll catch something.

What was expected to catch a fish like this? He must have been going fishing with me!

I've got a plan!

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

Perhaps you don't need a fish.

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

You could always throw it back.

Throw the fish into the ocean.

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

It looks like the pillow is too soft.

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

It looks like the pillow is too soft.

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

You can't.

Was I paid to return to my home? And my people?

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

You make a decision with your people.

Use your magic to find the lion.

You can't get past the lion.

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

The game is not quite over. You must get the lion's paw and return it to the lion.

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

Look under the pillow in the coffin.

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

Search the beach.

Throw the net. Perhaps you'll catch something.

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

Try, try again!

Perhaps you don't need a fish.

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

You could always throw it back.

Throw the fish into the ocean.

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

Ride the fish.

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

You can't.

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

You need a weapon with great magic.

Use your magic sword to kill the lion.

Or you might ham it up a little.

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

And I want to walk down those stairs. Think of another way.

Remember: Probably, you are not in Kansas!

Repeat the sentence.

You want it worse of the power. I didn't want it.

Think: name.

Repeat your sentence.

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

Are you sure you want to read this?

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

Does the sea look like a seahorse? Really?

And the sea looks like a fish?

Throw the fish back into the ocean.

Hide the fish.

Find the answer.

It's a fish in the ocean.

Find the answer.

Find the fish with your magic wand.

Find the seahorse and the Vase!

Find the answer.

Think: name.

Repeat your sentence.

After "The End" of the Game

CAUTION: Read this page only if you have literally seen the end of the game. This section is so potent I even made the questions invisible! Reading this page will surely spoil the game for you, if you see it before you complete the game on your own.

How did you...

...make the mermaid summon the seahorse?

I made her a treasure that I lost before going to the treasure.

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

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

Remember, Dorothy: you're not in Kansas!

Inspect the amulet.

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

Think "home."

Enjoy your wedding!

Are you sure you want to read this?

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

Find the net on the strange beach.

Cast the net until you catch a fish.

Throw the fish back into the ocean.

Ride the fish.

Find the amulet.

It's north of the tower.

Enter the tower.

Kill the lion with your magic sword.

Enter the room and meet Valanice!

Hold the amulet.

Think "home."

Enjoy your wedding!

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

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

...get the key from King Neptune?

I went to the bottom of the sea and found the key to the castle of the King of the Sea. I gave it to the King of the Sea and he gave me the key to the castle of the King of the Sea.

...get the nightingale from Hagatha?

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

While King was there, I found a beautiful bird in the cage. I went to the King and told him about it. He gave me the key to the castle of the King of the Sea.

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

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

...cross the poisoned lake?

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

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

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

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

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

...stop Count Dracula?

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

...get into Valanice's chamber?

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

I went to the bottom of the sea and found the key to the castle of the King of the Sea.

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

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

I entered her cave when she wasn't home.

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

I killed him with my magic sword.

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

I gave the shrouded ghoul a treasure.

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

I just walked right on through!

I ate the sugar cube.

I wore the black cloak and ruby ring.

I wore the silver cross.

I showed him the silver cross.

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

I killed him while he lay sleeping in his coffin.

I killed the lion with my magic sword.

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

Did you also try?

aching the overlander's gun, you

aching your the prisoner's ink

aching in the trees in the woods, north and west of the ridge

aching to the technician

aching by Kent's Napping

aching in the dark in the night

aching the astronaut's cage

aching the leather needle to the skin

aching Singing

aching and the overlander's gun, you

aching the prisoner's ink

aching in the trees in the woods, north and west of the ridge

aching to the technician

aching by Kent's Napping

aching in the dark in the night

...letting the enchanter "get" you?

...drinking from the poisoned lake?

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

...talking to the seahorse?

...talking to King Neptune?

...talking to Hagatha in her cave?

...opening the nightingale's cage?

...giving the leather bridle to the snake?

...kissing Hagatha?

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

...letting the ghosts possess you?

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

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

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

...asking "who wrote this game?"

Points

How and where earned

Value

Before opening Door #1

| | |
|---------------------------------------------------------------|---|
| Opening the treasure outside Grandpa's house | 1 |
| Taking the basket of goodies from the mailbox | 2 |
| Getting the basket of goodies on Red Riding Hood | 4 |
| Proving in the marketplace | 3 |
| Releasing the silver cross from the merchant | 2 |
| Wearing the silver cross | 2 |
| Looking in the hole (south of the marketplace, near the lake) | 1 |
| Taking the branch from the hole | 3 |
| Using the branch | 2 |
| Taking the stone | 2 |
| Taking the rabbit | 2 |
| Taking the rabbit | 2 |
| Taking the rabbit | 2 |
| Taking the necklace | 2 |
| Swimming across the rocky bridge (first swim trial) | 1 |
| Giving the bouquet of flowers to the merchant | 1 |
| Getting a treasure to the merchant (value of treasure) | 1 |
| Riding the seahorse | 1 |
| Releasing the bottle and coin from King Neptune | 4 |
| Unlocking the box to Door 1 | 3 |
| Unlocking Door 1 | 1 |

Before opening Door #2

| | |
|-------------------------------------------------------------|---|
| Unlocking the bottle and releasing the fish | 2 |
| Covering the nightgown's bandages with the cloth | 2 |
| Taking the bandage | 3 |
| Trading the nightgown for the oil lamp at the antique store | 6 |
| Trading two treasures for the oil lamp (value of treasure) | 2 |
| Getting the flying carpet by rubbing the oil lamp | 2 |
| Riding the flying carpet | 4 |
| Getting the magic sword by rubbing the oil lamp | 2 |
| Getting the leather bundle by rubbing the oil lamp | 2 |
| Throwing the leather bundle over the stone | 2 |
| Getting the sugar cube by rubbing in the wrapped bottle | 3 |
| Getting the key to Door 2 | 5 |
| Unlocking Door 2 | 1 |

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

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

Before opening Door #3

| | |
|----------------------------------------------------|---|
| Taking the pot of chicken soup | 1 |
| Carrying a treasure to the desert | 1 |
| Restoring a silver treasure from desert's chest | 1 |
| Taking the earrings | 1 |
| Carrying the pot of chicken soup to a stallion | 2 |
| Feeding the black chick and silver ring | 4 |
| Feeding the black chick and silver ring | 4 |
| Carrying a treasure to the chartered stallion | 1 |
| Feeding the silver cube | 1 |
| Taking the candle | 1 |
| Lighting the candle in the fourth floor | 1 |
| Taking the cracked item from Count Dracula's table | 1 |
| Putting Count Dracula on his coffin | 1 |
| Taking the silver key that results | 3 |
| Using the key to Door 3 | 1 |
| Unlocking the chest in the top of the tower | 1 |
| Taking the robe | 1 |
| Opening Door 3 | 1 |

on the Enchanted Island

| | |
|--------------------------------------------------|---|
| Taking the fishing net | 1 |
| Catching the golden fish | 2 |
| Inserting the golden fish back into the treasure | 3 |
| Feeding the golden fish | 1 |
| Taking the armor | 1 |
| Feeding the sun-kissed item to the hawk | 1 |
| Raising Valpurgis's moon in the top of the tower | 2 |
| Holding the armor and feeding "Dante" | 1 |
| Maximum possible score: 17 | |

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

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

Maximum possible score 185

Location of all Objects

Objects Where found Where used

To open Door #1

| | | |
|-------------------|----------------------------------------|------------------------------------------|
| Tideless | on beach, two stones | give to King Neptune |
| Basket of goodies | inside merchant's cart | give to Red Riding Hood |
| Remnant of flower | from Red Riding Hood | give to merchant, on large rock in ocean |
| Key to Door 1 | inside giant clam, inside King Neptune | use to unlock Door 1 |

To open Door #2

| | | |
|---------------------|-------------------------------------|--------------------------------------------|
| Dark spell | from giant lady, near antique store | prevents death from bad guys |
| Necktiegate of rope | inside Hagatha's cave | give to old lady in antique store |
| Magic lamp | from old lady in antique store | can bring anywhere outside |
| Flying carpet | from genie inside lamp | ride carpet to top of cliffs and back down |
| Magic sword | from genie inside lamp | use to kill snake, in cliff lion |
| Leather trade | from genie inside lamp | throw on snake, Jordan, or killing him |
| Magical water | ask to magic flying Genie | prevents death in howls, outside cave |
| Key to Door 2 | inside cave on top of cliff | use to unlock Door 2 |

To open Door #3

| | | |
|----------------------|------------------------------------------------------------------|----------------------------------------------------------------------|
| Witch's glass | inside a tree, under red south, third row of large rock in ocean | use with stars below used to kill Dracula while asleep in his coffin |
| Box of chicken soup | in fireplace in front of house | lead to Dracula |
| Blue flag | from vampires after feeding chicken soup | used with black mark below |
| Black mark | from grandma after feeding chicken soup | near to cross take flag and pass ghost guards |
| Super cross on grass | from book, after praying in monastery | used to pass ghost guards and scare Dracula |
| Candle | inside chapel in castle bedroom | used as fire to disappear |
| Black silver key | appears after killing Dracula in his coffin | unlock trunk in front of house of Dracula |
| Key to Door 3 | inside Dracula's coffin, inside his coffin | use to unlock Door 3 |

| | | |
|---------------------|----------------------------------------|--------------------------------------------|
| Trident | on beach, two scenes north of Start | give to King Neptune |
| Basket of goodies | inside mailbox outside Grandma's house | give to Red Riding Hood |
| Bouquet of flowers | from Red Riding Hood | give to mermaid, on large rock in ocean |
| Key to Door 1 | inside giant clam, beside King Neptune | use to unlock Door 1 |
| Fairy spell | from good fair, near antique store | prevents death from "bad guys" |
| Nightingale in cage | inside Hagatha's cave | give to old lady in antique store |
| Magic lamp | from old lady in antique store | rub lamp anywhere outside |
| Flying carpet | from genie inside lamp | ride carpet to top of cliffs and back down |
| Magic sword | from genie inside lamp | use to kill snake, or kill lion |
| Leather bridle | from genie inside lamp | throw on snake instead of killing him |
| Sugar cube | talk to snake/flying horse | prevents death in brambles, outside castle |
| Key to Door 2 | inside cave on Top of Cliffs | use to unlock Door 2 |

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

on the Enchanted Island

| | | |
|----------------|--------------------------------------|----------------------------------------------------|
| Map | on Western Beach, east
side north | Don't let anyone catch
you |
| Golden Key | after using the Golden
Wings | Don't look like
you're on Enchanted
Island |
| Winged
Horn | on Oracle's dining table | Don't look worried
or hiding from your
sword |
| Agaric | one stone south of altar | after meeting
Mermaid, find Red
Book, Home |

Treasures

| | | |
|----------|-------------------------------------------------|---------------------------------------------------------|
| Bracelet | South of large rock in
forest | Don't tell anyone
about it, don't use it
at first |
| Wings | Two, south, north of
Oracle's house | |
| Agaric | inside hole in rock, south
of monastery | |
| Key | under chair in Oracle's
house | |
| Clutch | inside altar, in room at end
of water tunnel | |

King's Quest II Hint Map

the Top of the Cliffs



Neptune's Kingdom

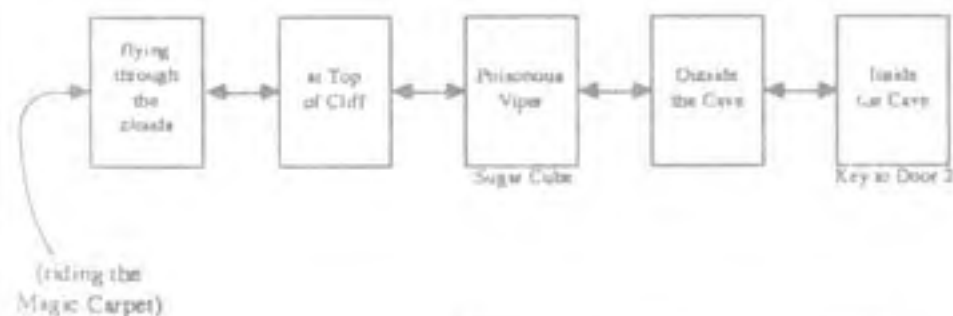


| | | |
|-------------|-----------------------------------|-------------------------------------------------|
| Net | on strange beach, one scene north | fish in rough ocean |
| Golden fish | after using net several times | throw back, then ride to enchanted island |
| Smoked ham | on Dracula's dining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

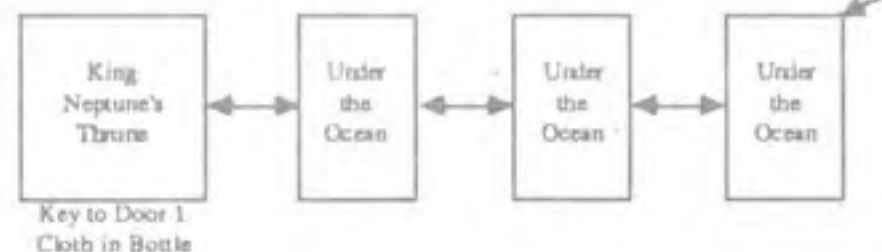
| | | |
|----------|---------------------------------------------|----------------------------------------------|
| Bracelet | south of large rock in ocean | (for maximum points, don't use any of these) |
| Necklace | two scenes north of Grandma's house | |
| Brooch | inside hole in rock, south of monastery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

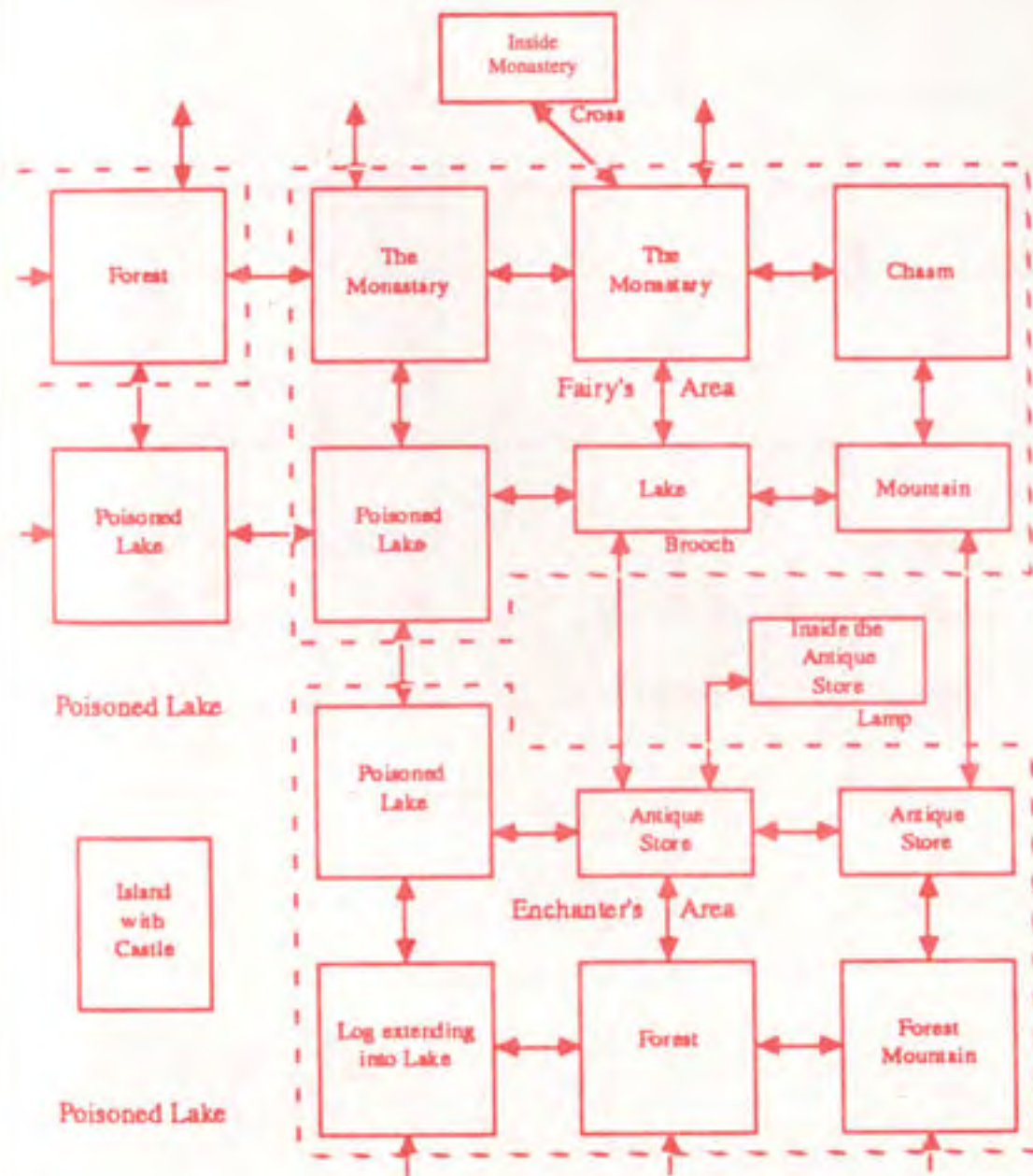
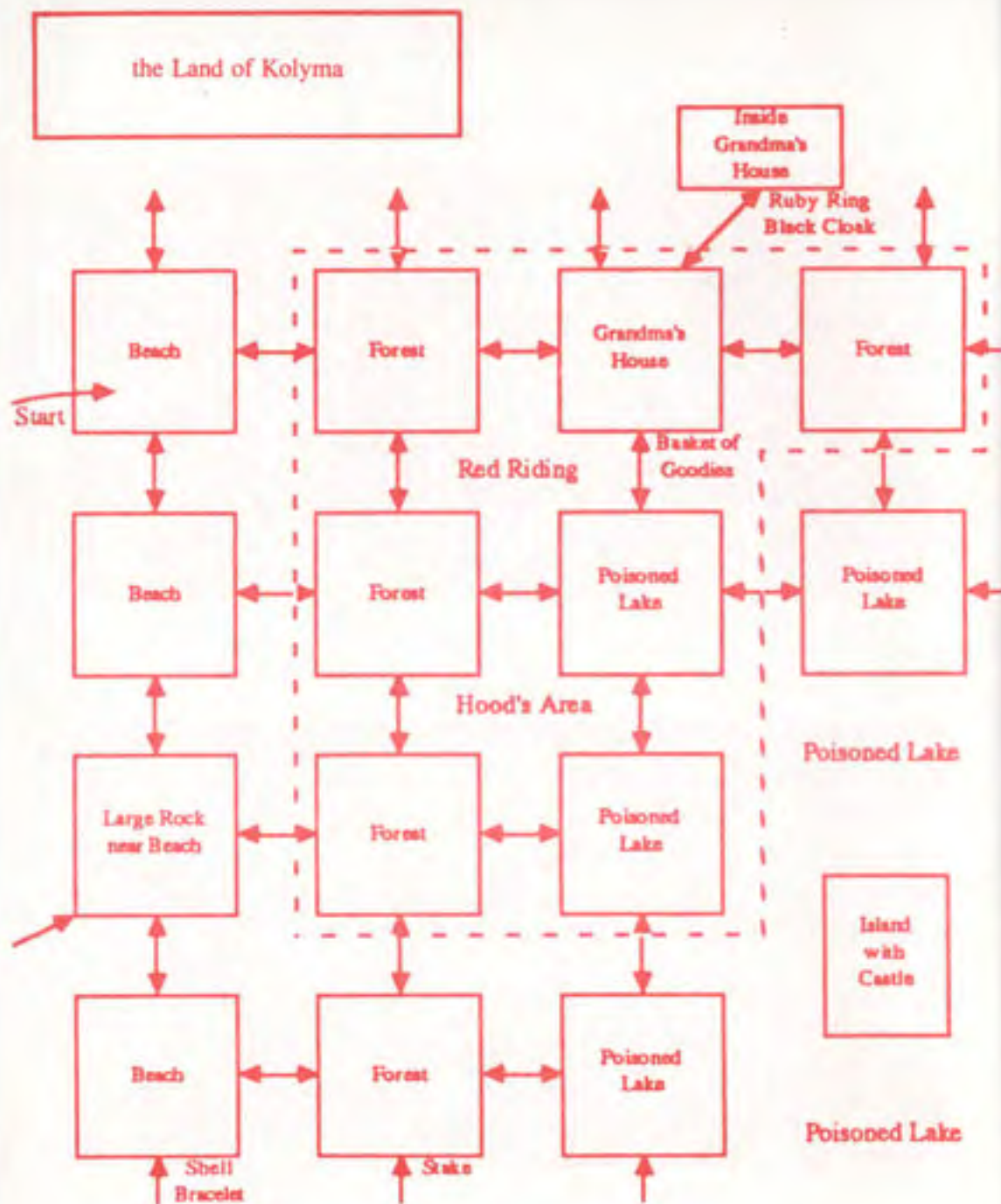
King's Quest II Hint Map

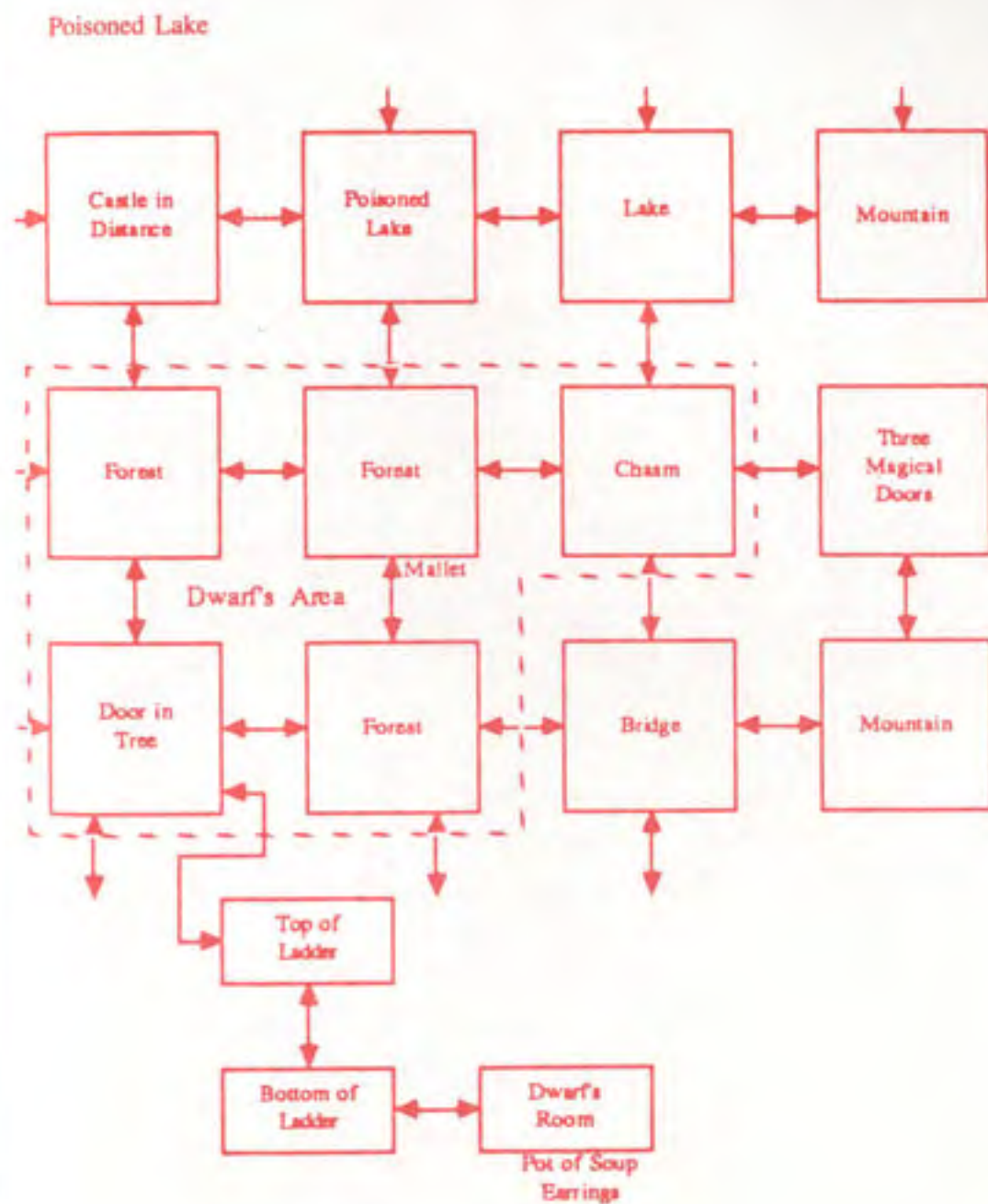
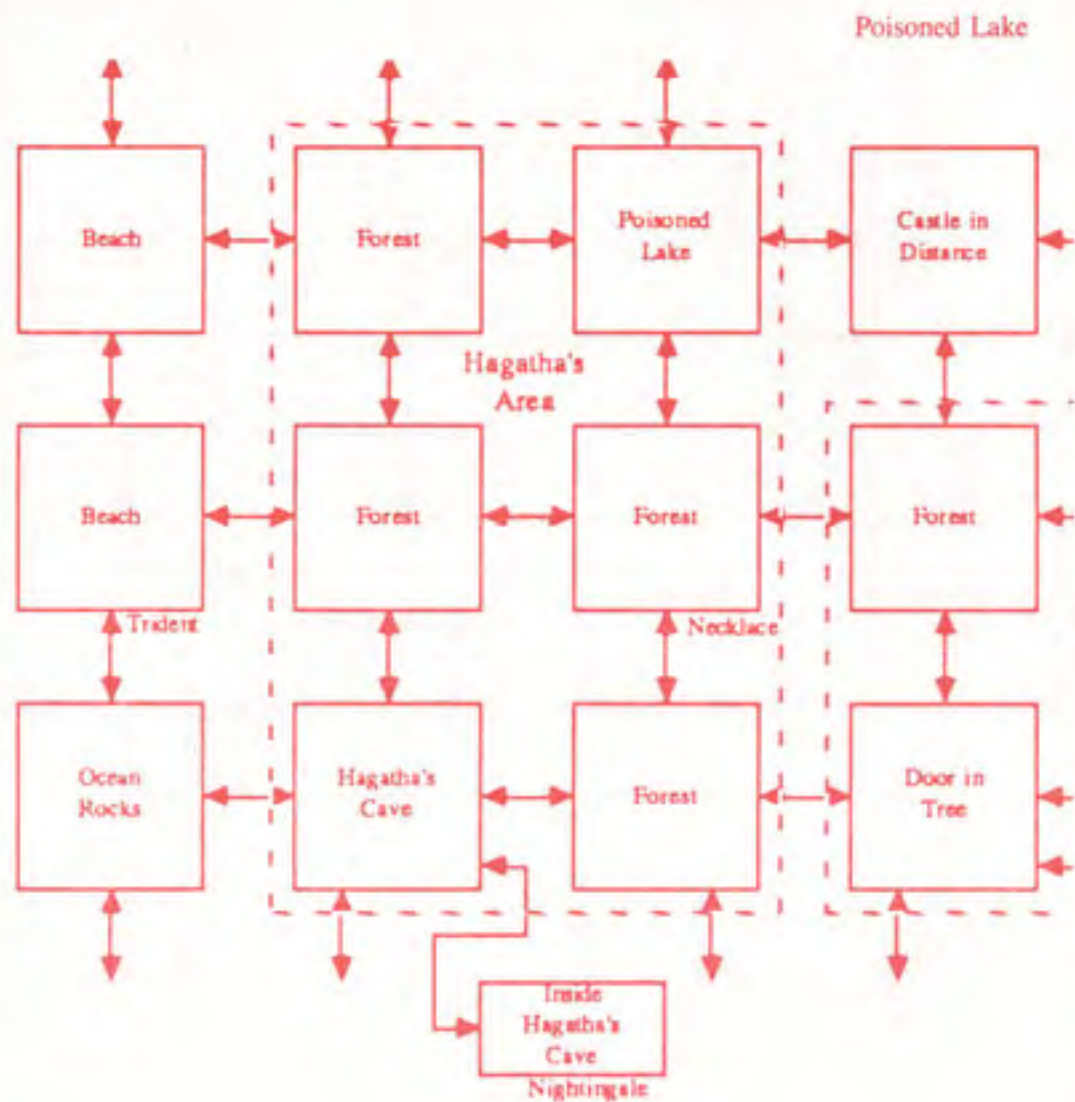
the Top of the Cliffs



Neptune's Kingdom





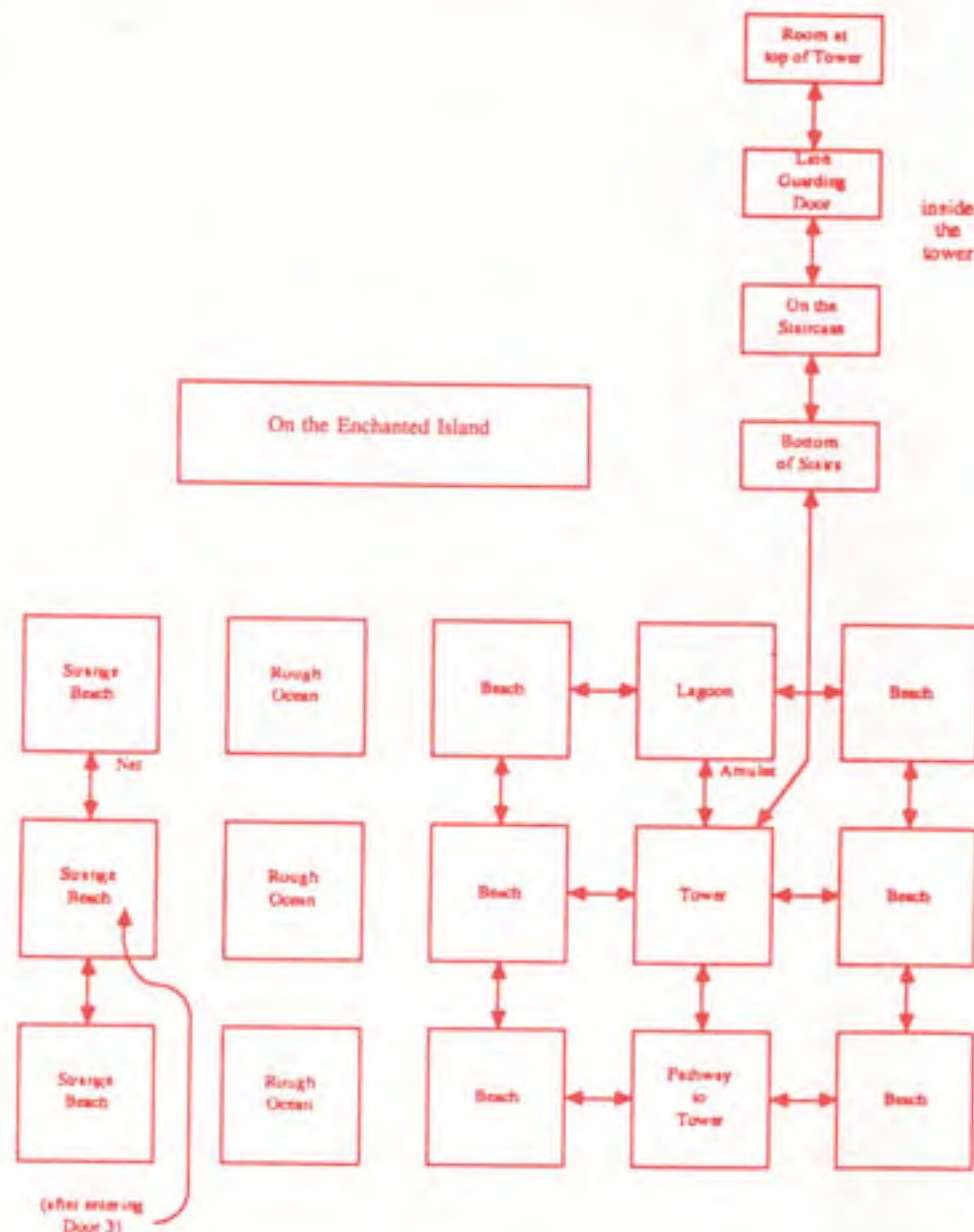


the Land of Kolyma



Count Dracula's Castle





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