

King's Quest IV: The Perils of Rosella

The first game in this series to feature Sierra's new double-resolution graphics, *King's Quest IV* is also the first in which your character is a woman. To save her father, King Graham, from death, Rosella must complete four quests posed by the evil Lolotte. But men will have just as much fun as women adventurers, for the puzzles are just as inventive and the situations just as amusing as ever. Another new wrinkle is the day and night cycle, which plays an important part: some things happen only at night. The numerous fully-animated sequences are often

like watching a TV cartoon, and the 40-minute musical soundtrack is a knock-out if you have an Ad Lib, IBM or Roland sound board. A hard disk is recommended, however, for the array of richly detailed illustrations spans nine regular floppies and four 3-1/2" disks. (Because Sierra was sponsoring a "Master Adventurer" contest for those who finished with a perfect score of 230 points and there was no way to tell if this book would be released before the contest deadline, several answers that are not necessary to complete the game have been omitted.)

Type: Animated Graphic Adventure

Skill Level: Intermediate

System: IBM (256K and 512K versions), Amiga, IIGS, Apple (128K), ST, Macintosh

Company: Sierra On-Line

The Solution

The Unicorn

After Genesta tells you to retrieve the stolen amulet, walk to map B6. Walk up the path to the east, and Lolotte's goons carry you to her castle. After she frees you, walk west from map B6 to B5.

The Bird (B5)

Walk up to the bird. (It appears randomly. If not on-screen, walk off and on that screen until you see it.) Take the worm and walk to A3.

The Bridge (A3)

Look under bridge and get the gold ball. Walk to C3.

The Pool (C3)

Wait for Cupid, then walk up to him. After he flies away, get the bow and walk to A4.

The Tree House (A4)

Open door. Dmfbo ipvtf. Walk up stairs to east. Dmfbo ipvtf. Return to main floor. Eat soup with dwarfs. Look at table (after they leave). Get pouch. Walk to B4.

The Diamond Mines (B4)

Enter and walk down path to lower level. Go east to dwarf by bucket. Give qpvdj to dwarf, who gives you a lantern and lets you keep pouch. Walk to E5.

The Haunted House (E5)

Open door. Enter. Walk (west) to parlor. Look at shelves. Take Shakespeare book. Look at picture. Look at wall. Gmjg mbudi on west wall. Enter secret room. Take shovel. Walk to E2.

The Stump (E2)

Wait for bard to appear on stump (also a random event, like the bird).



Walk up to bard. Give book to bard. Take lute. Walk to D1.

Fisherman's Wharf (D1)

Walk to end of pier. Open door, enter house (after man returns to house). Give ejbnpot to man. (He gives you a fishing pole.) Walk to end of pier. Bait hook. Fish. Catch fish. Walk to A2.

The Unicorn (A2, or nearby)

Look for the unicorn. Shoot unicorn. Pet unicorn. Walk to E3.

The Pond (E3)

Look at pond. Go to south end of pond. Drop ball. Get frog (after it retrieves ball). Kiss frog (Prince gives you crown). Get ball.

The Beach (C1)

Save game. Swim to the west until you see an island (in the third screen). Avoid shark and whale, which are randomized and can be avoided only by quickly getting off the screen.

Genesta Island

Walk around beach until you find a qfbdpdl gfbuifs on the ground. Take gfbuifs. Walk to north end of island. Swim north until you find whale, which swallows you.

Inside Whale

Swim to bottle. Take bottle. Open bottle. Read note. Walk to lower left-hand corner of whale's tongue. Walk ejbhpbommz up tongue to top of tongue, left of center. Look at mouth. Ujdlmf uvula. After being sneezed from whale, swim to island.

Deserted Island

Stand east of the pelican; if he flies away, wait for him to return. Give giti to pelican. Look at ground. Take whistle. Walk to inside of boat's bow. Look at ground (you get a bridle). Cmpxijtumf. Swim to dolphin. Ride dolphin (who takes you to shore).

The Unicorn (A2)

Find unicorn and stand near its ifbe. Put bridle on unicorn. Get on unicorn. (You'll ride to Lolotte's Castle.)

The Magic Hen

Waterfall (A6)

Xfbs dspxo. Go behind waterfall. Look. Take board. Light lantern. Walk into cave; stay near entrance. Look at the ground. Take bone. Turn off lantern. Swim out of cave. Walk to B4, then south to C4.

Ogre's House (C4)

Hide behind trees while ogre enters house. Open door. Throw cpof to dog. Go upstairs. Take axe. Walk downstairs. Open closet door and enter. Wait for ogre to return. Mpp Luispvhl fzipmf until ogre falls asleep. Open door. Take hen. Open door (ogre wakes up). Run south, then walk to B6 and up the path to Lolotte's.

Pandora's Box

The Forest (C5)

Walk near trees. Swing ax. Walk to C6.

Skull Cave (C6)

Enter cave. Look at witches. Walk to east side of cauldron. Walk to between two witches. Take eye. Walk to C2.

Pan (C2)

Find Pan somewhere in this area. Play lute. Give lute to Pan (you get a flute.) Walk to A6.

Waterfall (A6)

Xfbs dspxo. Hop behind waterfall. Walk to cave. Light lantern. Enter cave.

Cave (Behind Waterfall)

Save. Avoid Troll and walk south to next room. (The Troll is random and walks slowly enough that you can outrun him, but this is very

difficult while walking into things in the dark. Try saving the game on each new screen that the Troll didn't appear on.) [Second Room] Walk to south, then east to next room. [Third Room] Walk due east to fourth room. [Fourth Room] Save. Walk about one-half of the way to the east. Lay board on ground. (If you get the message "Not yet," walk to east.) Walk east and then walk up to small hole. [Fifth Room] Crawl through hole.

Swamp (Far side of cave)

Turn off lantern. Stand across from lily pad. Jump (until you land on the last lily pad before the small island). Mbz cpbse on ground. Walk across cpbse to island. Play flute. Walk to tree. Take fruit. Walk across cpbse. Take board. Jump. Jump across pads. [East End of Swamp] Light lantern. Crawl through cave. Reverse previous steps to exit the cave.

Waterfall

Turn off lantern. Get in water. Swim under waterfall.

Skull Cave

Enter cave. Take scarab (after witches offer you scarab for eye). Walk to E5.

Nighttime and the Haunted House

The Haunted House puzzles can only be solved at night, which falls at 9 PM. If it's not dark yet, check the time by entering the Haunted House and reading the clock. (While waiting for night in fast mode, four minutes of game goes by for each minute of real time.)

The Nursery and the Baby

Open door. Read clock. (If it's already night, skip this move.) After night falls, walk upstairs to nursery. Look in cradle. Walk to E4. Walk to northwest corner of the screen. Read stone (until you see a baby's tombstone). Ejh (you

find a sbuumf). Return to house, open door. Go to nursery. Drop sbuumf in cradle. Go downstairs (after you hear moaning).

The Miser's Ghost

Look ghost. Go to West Cemetery. Walk to southwest corner. Read stone (until you see one for a njtfs). Dig (you find hpme dpjot). Return to house. Give dpjot to miser. Go to east bedroom on second floor (after you hear sobbing).

The Woman's Ghost

Look ghost. Go to East Cemetery. Walk to southwest corner of screen, left of the cross. Read stone (until you see one for a "woman who lost her love"). Dig (you find a mpdlfu). Return to house. Go to east bedroom. Give mpdlfu to ghost. Go downstairs (after hearing noise).

The Soldier's Ghost

Look ghost. Go to West Cemetery. Go to southeast corner of screen, second tombstone from right. Read the soldier's stone. Dig (you get a nfebzm). Return to house. Find ghost. Give nfebzm to ghost. Follow boy to east bedroom. Climb ladder.

Attic

Look ghost. Climb on ladder. Go to East Cemetery. Go to northwest corner of screen and read young boy's stone. Dig (you find upz ipstf). Return to house. Go to attic. Give upz to ghost. Open chest. Look in chest (get sheet music). Climb ladder. Go to secret room on the main floor. Climb stairs.

Organ Room

Walk between bench and organ. Sit. Qmbz tiffu nvtjd. Look in drawer. Take key. Stand. Go to East Cemetery. Walk to crypt. Unlock door. Open door. Walk into crypt.

The Crypt

Take rope. Climb on ladder. Take box. Climb ladder. Leave crypt. Close door. Lock door. Walk to B6 and return to Lolotte.

The Talisman

Edgar's Room

Look at rose (after Edgar puts it under door). Take key (from rose). Unlock door. Open door. Walk down steps.

Bottom of West Tower

Walk to east through door and go to Kitchen. Go to east cabinet. Open cabinet. Take all (the things Lolotte took from you). Go to Throne Room.

Throne Room

To avoid guard, xbm1 bspvoe cmvf svh. Walk through east door.

East Tower

Climb steps to top. Unlock door with gold key. Open door.

Lolotte's Bedroom

Shoot arrow. Take talisman. Exit castle.

Castle Courtyard

Enter stable. Walk down path to B6, then to E6.

East Cemetery

Walk to crypt. Unlock door. Open door. Walk into crypt.

The Crypt

Take rope. Climb on ladder. Climb ladder. Exit crypt. Close door. Walk to beach (C1) and swim west uisff screens.

Genesta Castle

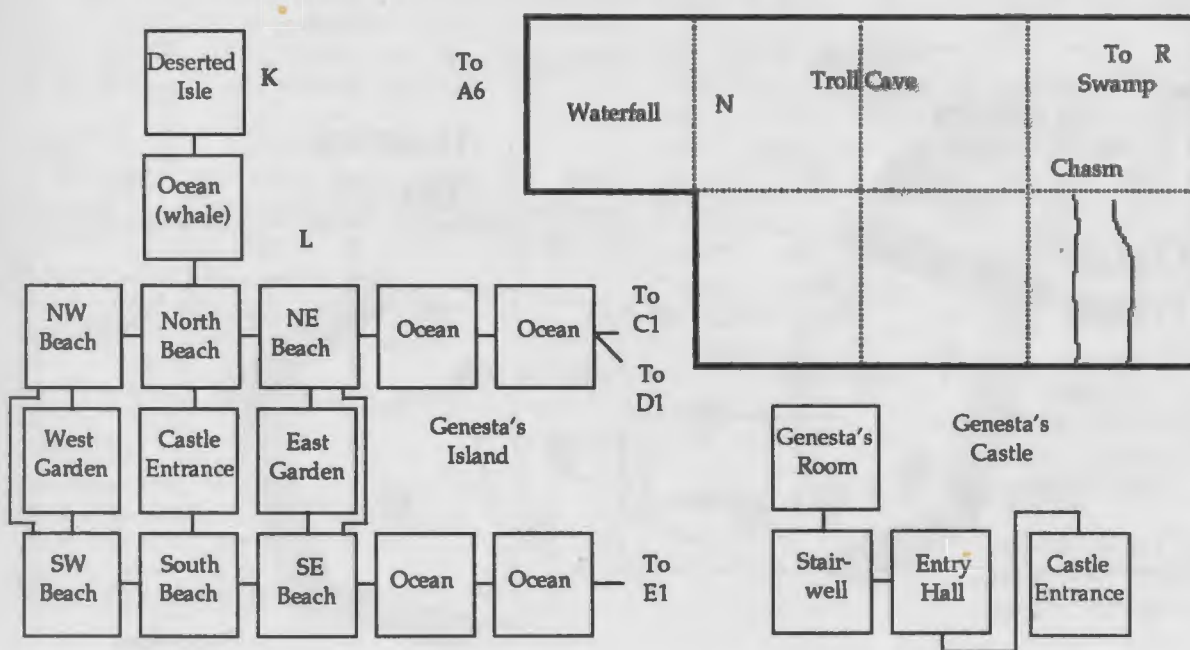
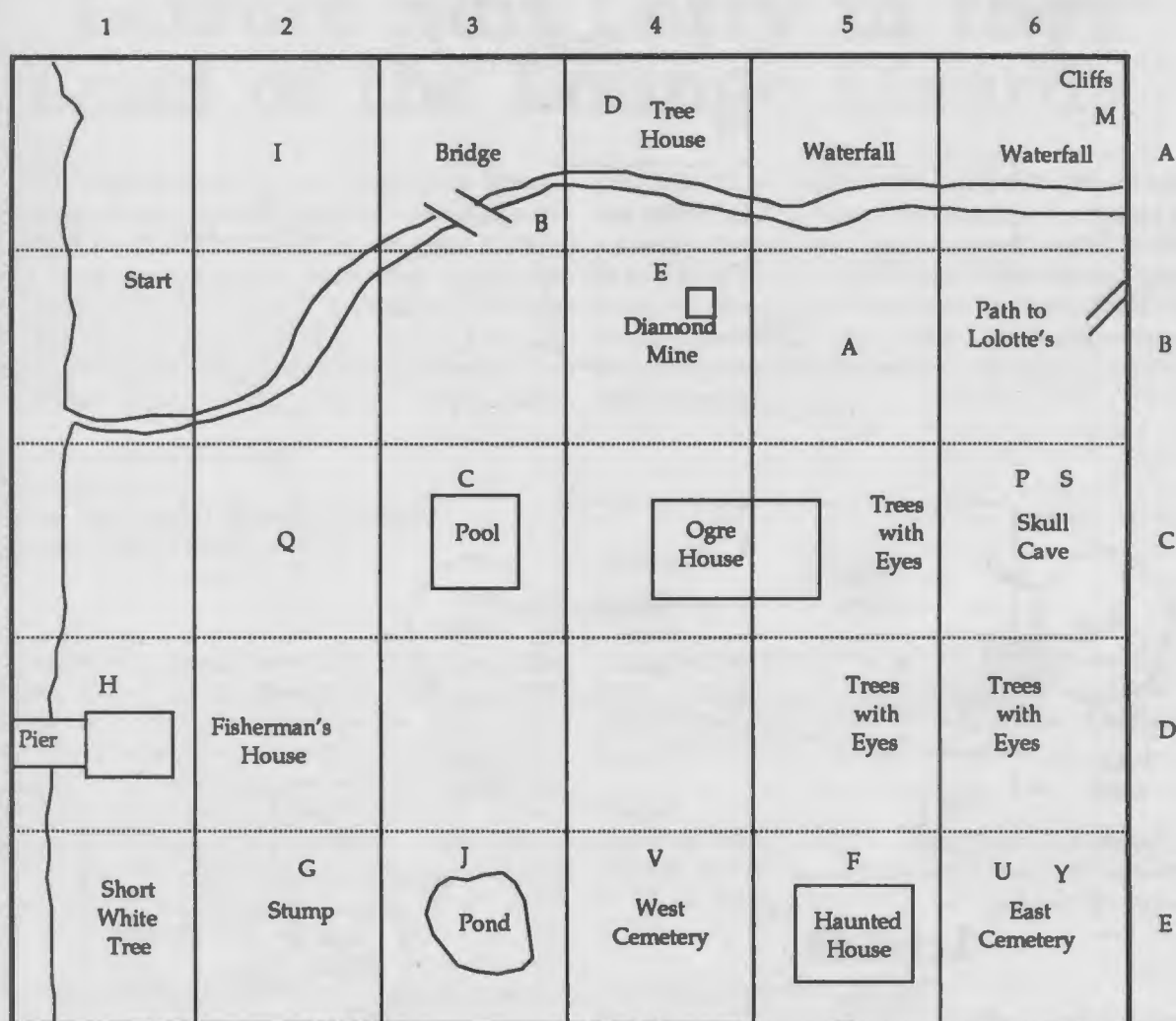
Walk to main door. Open door. Walk up steps. [Bedroom] Give Talisman to Genesta. (She takes you outside). Go home to save King Graham.

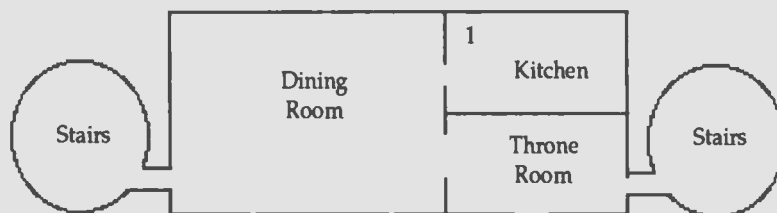
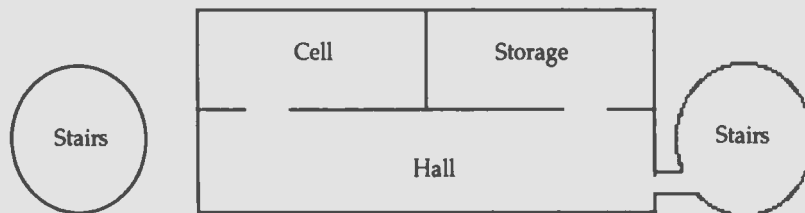
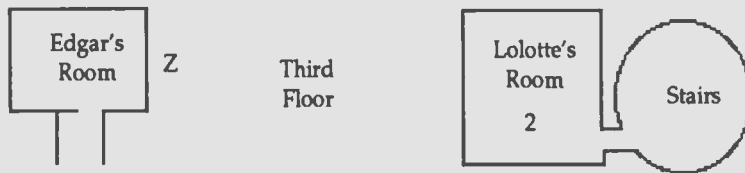
Map Key: King's Quest IV

These objects' precise locations are not shown on the maps, just the screen where each is found.

- A: Worm
- B: Gold ball
- C: Bow
- D: Pouch (diamonds)
- E: Lantern & pouch
- F: Shakespeare book & shovel
- G: Lute
- H: Fishing pole & fish
- I: Unicorn
- J: Frog & crown
- K: Peacock feather (This appears randomly at any of the beaches, but is most often found on the northeast or southeast one.)
- L: Pelican & whistle
- M: Board
- N: Bone
- O: Axe & hen
- P: Eye
- Q: Flute
- R: Fruit
- S: Scarab
- T: Cradle & baby
- U: Tombstones, locket & toy horse
- V: Tombstones, rattle, gold coins & medal
- W: Sheet music
- X: Key
- Y: Box

King's Quest IV





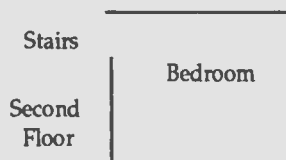
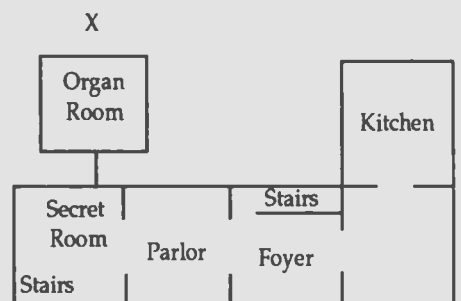
West Tower



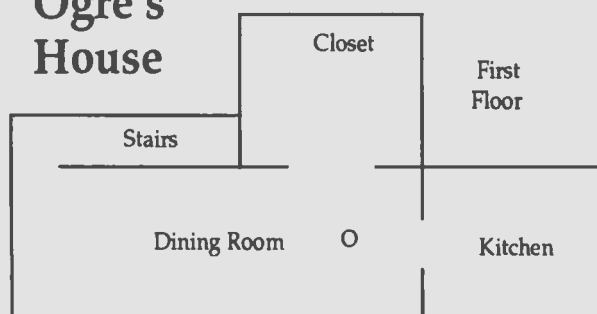
Path

East Tower

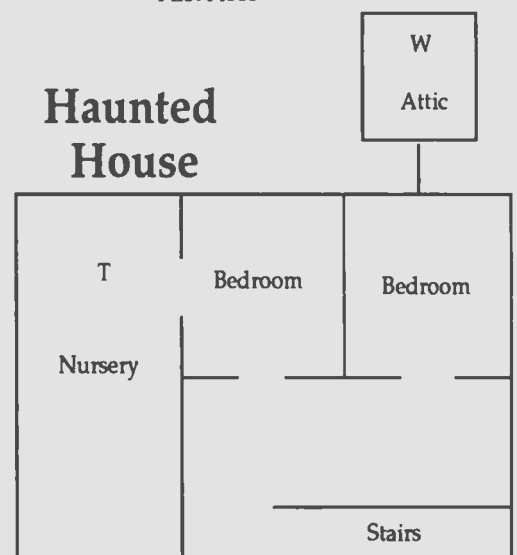
Lolotte's Castle



Ogre's House



Haunted House



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)