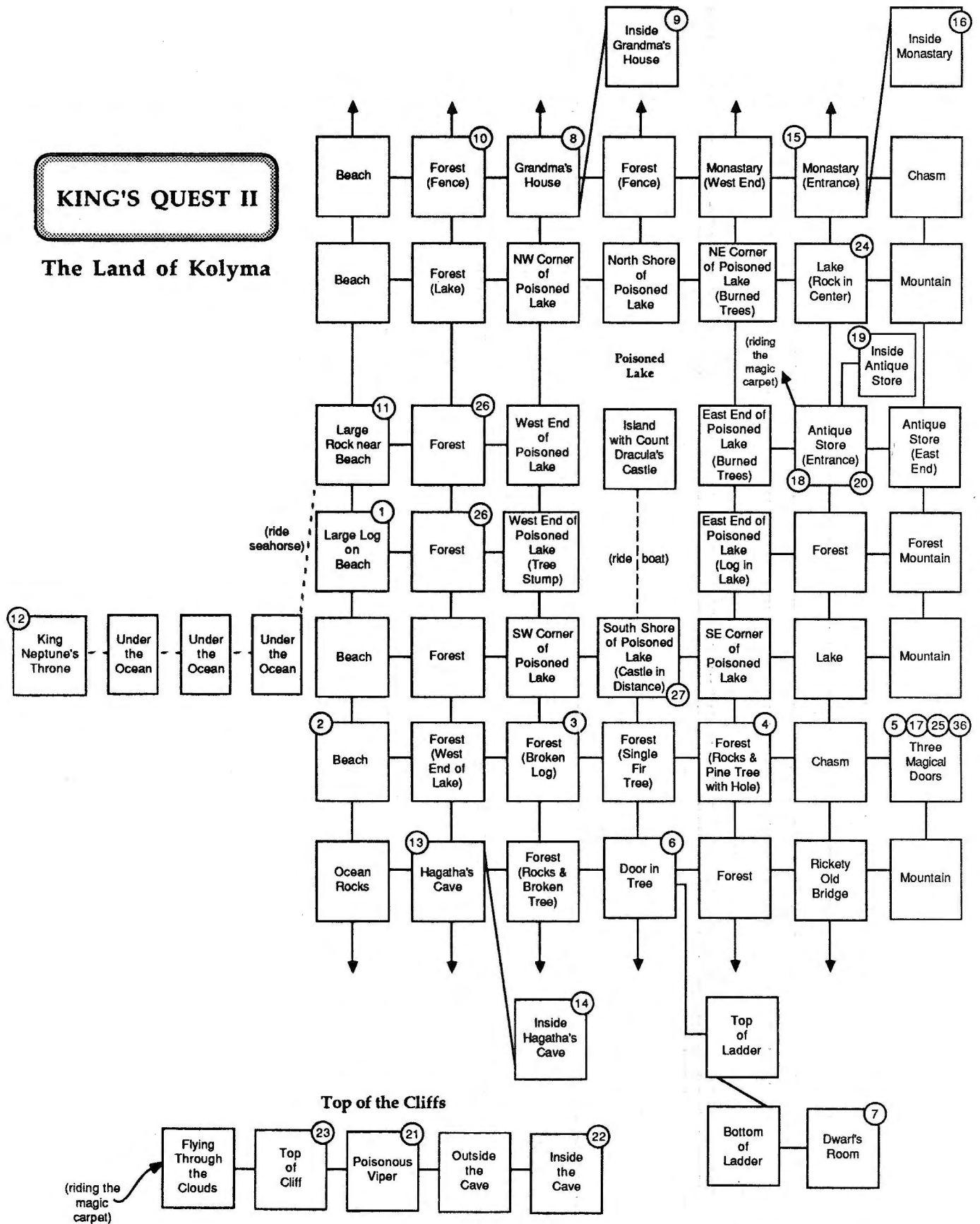


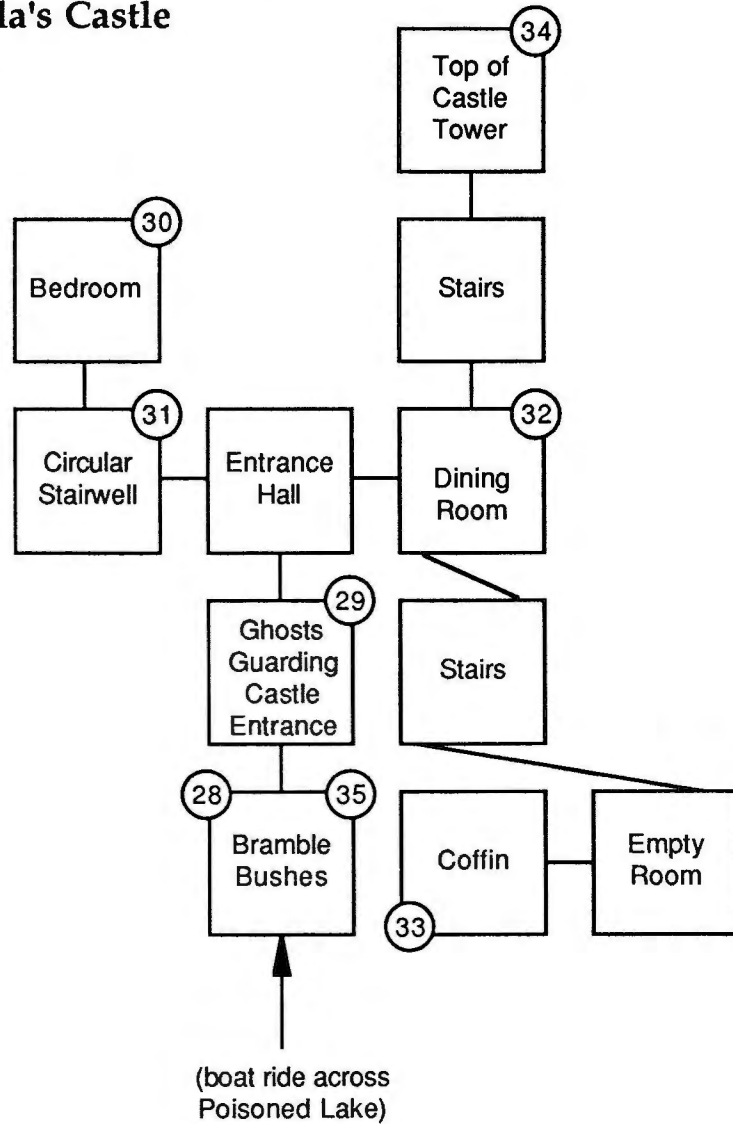
KING'S QUEST II

The Land of Kolyma



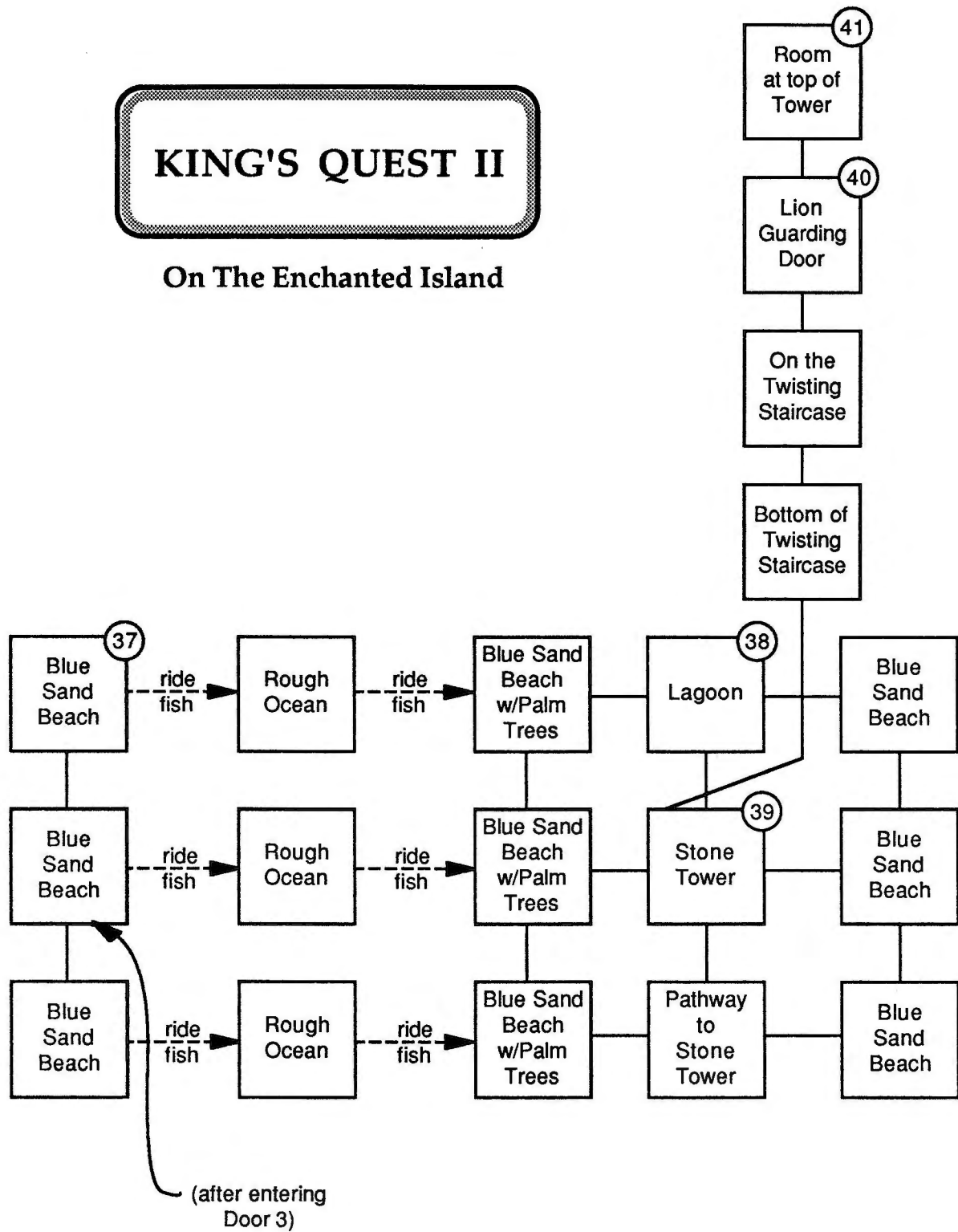
KING'S QUEST II

Count Dracula's Castle



KING'S QUEST II

On The Enchanted Island



Kings Quest II

1. Look ground. Take clamshell. Take bracelet.
2. Look ground. Take trident.
3. Look inside log. Take necklace.
4. Look inside hole (of pine tree behind rocks). Take mallet.
5. Read door (whosoever chooses to seek the key for the door will undoubtedly make a splash).
6. Open door.
7. If dwarf is home, go back out and then in again until he is not there. Take pot (of chicken soup from fireplace). Open chest. (If the dwarf has taken any of your possessions, you will find them here). Take earrings.
8. Open mailbox. Take basket. Open door (if wolf is in bed, leave immediately. Keep going back in until grandma is in bed).
9. Give chicken soup to grandma (she thanks you and tells you to look under the bed). Look under bed (you find and get a black cloak and ruby ring). Wear cloak. Wear ring.
10. Wait around for Little Red Riding Hood to show up. Give basket to red riding hood (in return she gives you her bouquet of flowers).
11. Swim out to the mermaid on the rock. Give flowers to mermaid. (in return she summons a seahorse). Ride seahorse. The two of you will go through three underwater scenes and arrive at King Neptune. Instead of riding the seahorse, try swimming underwater. You'll never get to King Neptune, but the jumping fish are neat to watch.
12. Give trident to king. (He gives you a bottle and then waves the trident in front of the huge clam causing it to open up). Take the golden key.

13. Enter the witch Hagatha's cave. If she's there, go back out and wait near the entrance until she shows up outside the cave. Then quickly go back in the cave.

14. Take cage (with the nightingale in it). Instead of waiting for the witch to leave the cave in step 13, you can first: Look inside bottle. Take cloth. Look cloth. Then, go inside the cave (even though the witch is there). Cover cage with cloth. Now when you take the cage, the witch will not bother you.

15. Open door.

16. Approach the altar. Pray. (The monk asks your name). Graham. (He gives you his cross on a chain to protect you from evil). Wear cross.

17. Unlock door. Read door (whosoever chooses to seek the key for this door should set their sights high).

18. Open door.

19. Give the cage to lady (she gives you an oil lamp and hastens you out of the store).

20. Rub lamp (a genie appears and gives you a magic carpet). Ride carpet.

21. Rub lamp (the genie appears and gives you a sword). Rub lamp (the genie appears again and gives you a leather bridle). Throw bridle on viper (this transforms it into a winged horse). Talk horse (it gives you a magic sugar cube that will guard against poisonous brambles; it then flies away).

22. Take key.

23. Ride carpet.

24. Swim out to the rock in the middle of the lake. Look inside hole (in the rock). Take brooch.

25. Unlock door. Read door (whosoever chooses to seek the last key must have a stout heart).

26. Look tree. Take stake.

27. Talk man. Give brooch to man. Enter boat.

28. Exit boat. You can either try the difficult task of walking through the brambles without letting them touch you (believe it or not, it can be done) or, first: Eat the (sugar) cube. This will prevent the brambles from harming you.

29. Because you are wearing the black cloak and ruby ring, the ghost guards won't bother you. Open door.

30. Open drawer. Take candle.

31. Light candle (with the torch on the wall).

32. Look table. Take ham.

33. If the coffin is open, then Dracula is not home. Close the coffin, go out and come back in. Open coffin. Kill dracula (the sword won't do it...you need the mallet and stake ... If you don't have them, Dracula will turn into a bat and be scared off by the cross around your neck and you won't get to kill him). Take key (the silver one). Look inside coffin. Take pillow. Take key (the gold one).

34. Unlock chest (with silver key). Open chest. Take tiara.

35. Enter boat.

36. Unlock door.

37. Look. sand. Take net. Fish (keep fishing until you catch one ... you may alternately fish at either of the two screens south of here). Take fish. Throw fish in water. Ride fish.

38. Take amulet. Look amulet (it has the word "HOME" on its back).

39. Open door.

40. Give ham to lion. Open door.

41. Kiss girl. Home (sit back and enjoy the big finale).