

KING'S QUEST

Sierra On-Line
Animated fantasy adventure

Description

Superb graphics and animation make this a real triumph for game design veteran Roberta Williams. You are Sir Graham, ordered by the aging King of Davenry to find three objects: a Magic Treasure Chest, a Magic Mirror, and a Magic Shield. The animated figure of Sir Graham walks and swims against sixty-one lovely background screens, where you'll meet a variety of creatures.

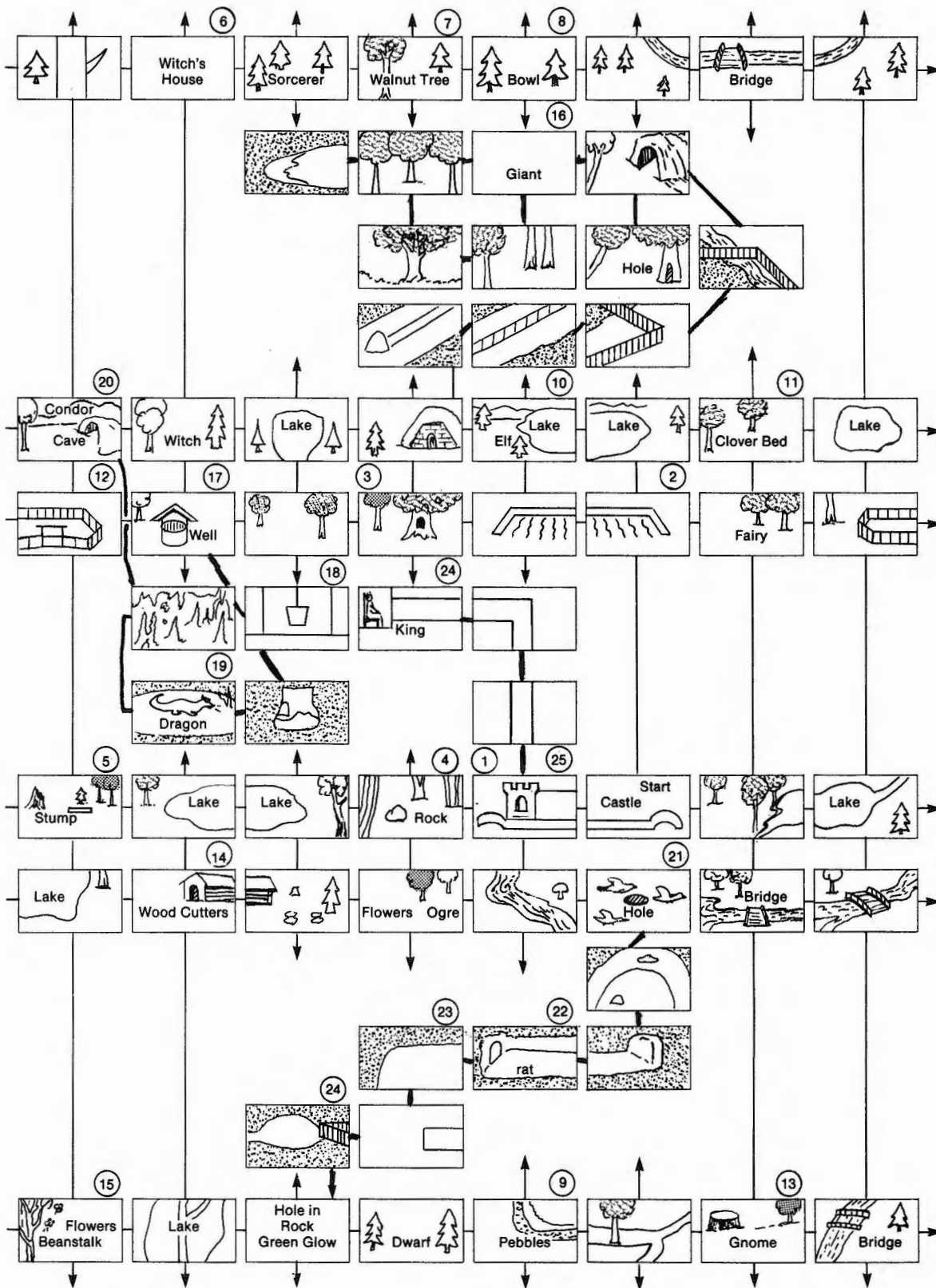
Playability

You control Sir Graham with joystick or the keyboard, and you can inadvertently plunge him into a moat or walk him into walls. The puzzles are, for the most part, straight-forward and logical. Several have multiple solutions, with the more obvious earning you fewer points. The scoring system is poor, and the vocabulary could stand improvement. There are plenty of saved-game positions that you will want to make good use of.

Compatibility and Price

\$49.95 Apple II series, IBM PC

KING'S QUEST



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1. Open Door. Bow to King.
2. Take Carrot.
3. Climb Tree. Get Golden Egg.
4. Push Rock. Get Dagger.
5. Look in Stump. Get Pouch.
- A 6. Enter the Witch's house, if she is there, leave. Reenter, if she is gone, hide in the Bedroom until she returns. When she goes to the oven to back some cookies, go behind her and push her into the fire. Open Cupboard. take Cheese. Get the Note in the Bedroom for a clue. On the way out, Eat House.
7. Get Walnut. Open Walnut.
8. Get Bowl. Read Bowl.
9. Get Pebbles.
10. Talk to Elf. Get Ring. Turn invisible by Rub Ring, but lose points.
11. Get Clover.
12. Open Gate. Show Carrot to Goat. Lead the Goat to the Troll.
13. Talk to Gnome. His name is IFNKOVHGROGHPRM. This is Rumpelstiltskin as spelled against two alphabets, side by side, one of which is A to Z, and the other is Z to A. Take Beans. If you guess wrong, Get Key, but also fewer points.
14. Fill. Give Bowl to Woodcutters. Get Fiddle.
15. Plant Magic Beans. Climb Bean Stalk. Alternately, use the Key to open the Cave Door. Save the game, as the climb is sort of tough to accomplish the first time.
16. Keep away from the Giant for about a minute (unless you have the Shield). When Giant takes his nap, Take Chest. Alternately, but for fewer points, get the Sling in the Tree to the South of here. Move East. Kill Giant. With Sling. Get Treasure Chest.
17. Cut Rope (need Dagger). Lower Rope. Climb Down Rope.
18. Jump in Water. Dive.
19. Move close to the Dragon, just out of range of his fire. Throw Water on Dragon. Get Magic Mirror. (You can also kill him with the Dagger, but for fewer points.) Sometime later, Fill Bucket again for a couple of points.
20. Jump. You may have to try this several times. Try it toward the bottom of the screen, when the bird is flying from left to right.
21. Be sure you have the Mushroom (to the East of here), the Fiddle, and the Cheese. March into the Hole.
22. Give Cheese to Rat. Open Door.
23. Play Fiddle. Get Shield and Sceptre.
24. Eat Mushroom.
25. Open Door. Bow to King for the finale.

POINT ALLOCATIONS FOR KING'S QUEST

Object or Task	Points	Alternatives
Opening Castle Door	1	
Bowing to King	3	
Getting Carrot	2	
Climbing Tree	2	
Getting Golden Egg	6	
Moving Rock	2	
Getting Dagger	5	
Looking at Stump	1	
Getting Pouch	3	
Opening Pouch	3	
Pushing Witch in Stove	7	
Opening Cabinet	2	
Getting Cheese	2	
Getting Note	2	
Reading Note	1	
Eating House	2	
Getting Walnut	3	
Opening Walnut	3	
Getting Bowl	3	
Reading Bowl	1	
Getting Pebbles	1	
Getting Ring	3	Rubbing Ring -3
Getting Clover	2	
Showing Carrot to Goat	5	
Butting Troll from Bridge	4	
Giving Gnome's name	5	
Getting Magic Beans	4	Getting Key 3
Fill (Bowl)	2	
Giving Bowl to Woodcutters	3	
Getting Fiddle	3	
Planting Magic Beans	2	
Getting Sling	2	
Getting Giant to Sleep	7	Killing Giant 2
Getting Chest	8	
Cutting Rope	2	
Climbing Down Rope	1	
Getting Water (Automatic)	2	
Dive	2	
Swimming Through Hole	1	
Throwing Water at Dragon	5	Killing Dragon -2
Getting Magic Mirror	8	
Filling Bucket (again)	2	
Jumping on Condor	3	
Getting Mushroom	1	
Giving Cheese to Rat	2	
Playing Fiddle	3	
Getting Magic Shield	8	
Getting Sceptre	6	
Eating Mushroom	2	
Getting Out of Room	1	
Opening Castle Door	1	
Bowing to King	3	