



The Quest for King's

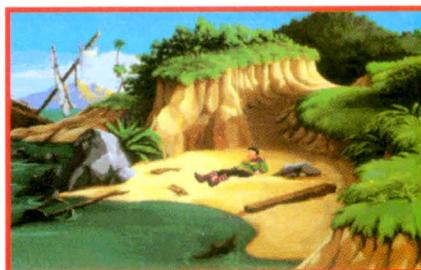
by Rich DeBaun

There's always an undercurrent of excitement at Sierra On-Line whenever a *King's Quest* game is about to ship. This past summer, as the release date for *King's Quest VI: Heir Today, Gone Tomorrow* drew closer and closer, you could almost feel the electricity in the halls of Oakhurst. After fourteen months of work by dozens of creative and technical specialists, the latest installment of the *King's Quest* saga was nearly done.

The sense of anticipation was hardly surprising. The award-winning *King's Quest* series is Sierra On-Line's flagship line, with millions of fans around the globe. Indeed, from Tasmania to Toronto, *King's Quest* is the best-selling series of computer adventure games in the world. Not bad for a game concept first sketched on an airline cocktail napkin during a business trip.

In 1985, when Sierra released *King's Quest I: Quest for the Crown*, it was

hailed as a giant step forward in game design. Ken Williams designed the technology, and his wife, Roberta, wrote a charming story that turned it into a game. The original *King's Quest I* was 128K, unheard of for an entertainment program at the time, and with each succeeding game



Your quest begins when Prince Alexander is shipwrecked on an unknown shore — the fabled Land of the Green Isles!

Roberta has added as much depth and breadth as the current technology could handle (and these advances quickly found their way into other Sierra titles). The phenomenally successful *King's Quest V*, for

example, took another step forward by being the first game in the series to use the more user-friendly icon interface — a move which Roberta says has allowed her to create deeper stories, more intricate puzzles, and characters that can become more fully developed as a game progresses. "It's really freed us up to build the kind of interactive fiction that's emotionally involving and challenging at the same time," she says.

In addition to the technological advances the games have incorporated, the amazing popularity of *King's Quest* is due in large part to the special environment Roberta Williams has created for the series over the years. She has set the games in the world of Daventry, an enchanted place populated by familiar characters from well-known myths, fairy tales, and folklore. Its Piers Anthony landscape is filled with delightful puns and wordplays, and life-and-death encounters lie around each turn in the road. It's a world



Quest VI

where dragons, witches, mermaids, and magicians roam, where the supernatural is commonplace, and you are rewarded for using your wits rather than for slaughtering everything in your path.

The fundamental component of Daventry is magic. Magic permeates every aspect of life there and is often the ace-in-the-hole you can use to turn a quest that's foundering on the brink of defeat into a glorious victory. However, you would be ill-advised to use this resource carelessly or rely on it more than you do your own intelligence and imagination. Harnessing the power of magic in Daventry requires a meticulous approach. To cast a spell successfully, for example, you must have an exact combination of ingredients and incantations and use them in an exact order. Dire consequences await sloppy spell casters. Shortcuts or substitutions can result in ineffective spells or magic that backfires in very unpleasant ways.

The *King's Quest* saga is the continuing story of the ruling family of the Kingdom of Daventry. It follows King Graham's rise to the throne, the rescue of his queen, Valanice, and the heroic quests of their twin children, Princess Rosella and Prince Alexander. This

VI, Roberta Williams broadens the saga, taking adventurers to new regions of her imagination. Echoing the story of Graham and Valanice a generation earlier, she has Prince Alexander follow his heart in a quest for true love. In so doing, she has created a chapter that far exceeds its predecessors, both as a game and as a story.

The quest begins

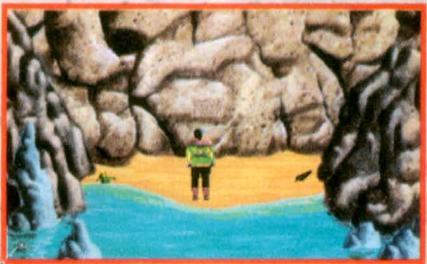
Roberta began work on *King's Quest VI* in June, 1991. After laying out the basic story — deciding what it was going to be about, where it was going to take place, and who the main characters were going to be — she was joined by co-designer Jane Jensen. "We went through the game from beginning to end," Roberta says. "We wrote every puzzle, every object, every action you could do in the game."

In addition to being co-designer, Jane Jensen is also a huge fan of the

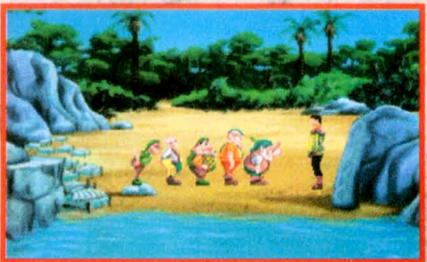


An audience with the vizier raises more questions than it answers. What is your true quest?

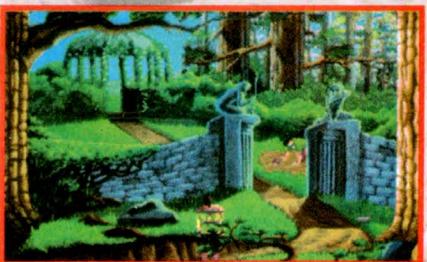
courageous family plays a pivotal role in the struggle between Good and Evil in Daventry. In *King's Quest V*, they finally seemed to have vanquished their nemesis, the family of the dark wizard Manannan, the champions of Evil. In *King's Quest*



The game's puzzles are ingenious and challenging. When you face the Cliffs of Logic, your solution must be letter-perfect.



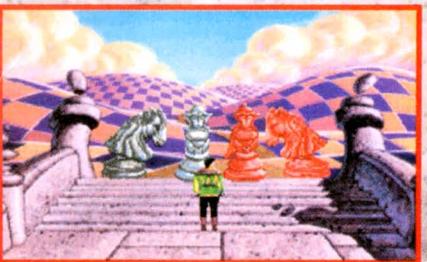
You'll have to be sensitive to sensational nonsense to sense the sensible solution to the quintet of sensory gnomes.



You'll become the target of magical obstacles if you try to beat around the bush or hedge against beastly misfortune.



Deadly traps and a beefy opponent lurk in the shadows of the shifty catacomb maze. You may not be ready for this.



If you can survive long enough, you'll want to check the diplomatic maneuvering on the royal chess board.

King's Quest series (the first computer adventure game she ever played was *King's Quest IV: The Perils of Rosella*). As a result, one of the many fun things you'll find in *Heir Today Gone Tomorrow* are tongue-in-cheek nods to previous games, little "in" things for people who have played the series. For example, the text messages for the background objects in the game's pawn shop identify the objects as things a player might want to have in other *King's Quest* games — like self-adhesive emeralds and a whale-tongue tickler. While they have no effect on *King's Quest VI*, they add a certain spice to the game for people who have played other Quests. "The reason they got into *King's Quest VI* is because I'm a fan, and it's such a thrill for me to be working on the series," Jane says.

One of Roberta's main concerns when designing *King's Quest VI* was to make sure the game didn't lose the tone she'd carefully crafted for the series in previous episodes. "*King's Quest* fans come to the games with very specific expectations," she says. "You can't just take any game and slap a *King's Quest* label on it."

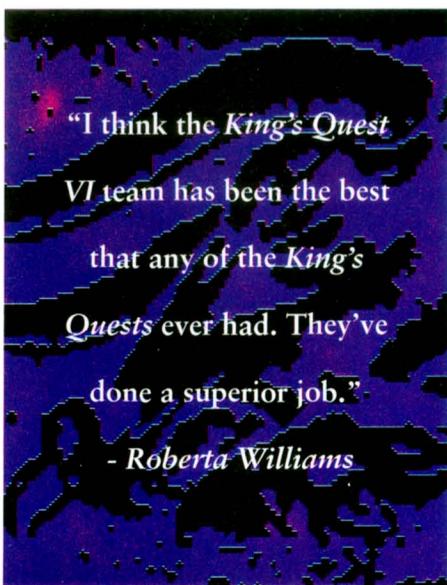
From the very beginning, the two designers had endless discussions about what would and wouldn't happen in a *King's Quest* game, what characters would and wouldn't say. The challenge was to come up with a completely different game, different story, different surprises, and still deliver an experience that felt like a *King's Quest* game.

Another of Roberta's goals was to create a story that would really connect with players' emotions. She had made this connection successfully in past games, moving to tears at least one woman who saw the opening deathbed scene in *King's Quest IV* as part of a Consumer Electronics Show demo. In *King's Quest VI*, Roberta wrote the romantic story of Cassima and Alexander specifically to make the emotional connection she wanted to achieve.

"I consider myself a writer first and foremost," Roberta says. "When you think of yourself as a writer you think of your story, and you want to have

people connect with your characters on different levels depending on the story. *King's Quest* is a fairy tale. With classic fairy tales you're trying to tug at players' emotional heartstrings in a different way than in, say, *Laura Bow*. In *King's Quest VI* you get a lot of personality from the characters. There's an emotional involvement that makes it a more total experience."

That's why the central plot of *King's Quest VI* — an enigmatic, romantic quest — has much more depth than other games: "It's a real sweet love story," Roberta says. "We definitely wanted to set up at first that Alexander doesn't know if



Cassima's really in love with him. We wanted to set up this question in his mind. He's on this sort of search for her, but he doesn't know if it's going to be of any use. In other words, maybe he'll be able to save her, but will she love him? Does she love the vizier like the vizier's told him she does? The question we wanted to set up in players' minds was not only can Alexander save Cassima, but once he does, is it going to matter? It's a way we tried to get deeper into the emotions of Alexander."

Roberta and Jane's collaboration produced a complex, multi-layered design with realistic characters and a story line that runs all the way through the game. Players will find each scene serves multiple purposes: it sets up clues about something that's going to happen later, furthers a given plot line, and influences or refers to a

sub-plot. There's a feather you can find on the beach, for example, that's both an inventory item you need for a spell and a clue about where to find another item elsewhere in the story. A clue for what the feather is for is integrated in an innocuous way in another part of the story.

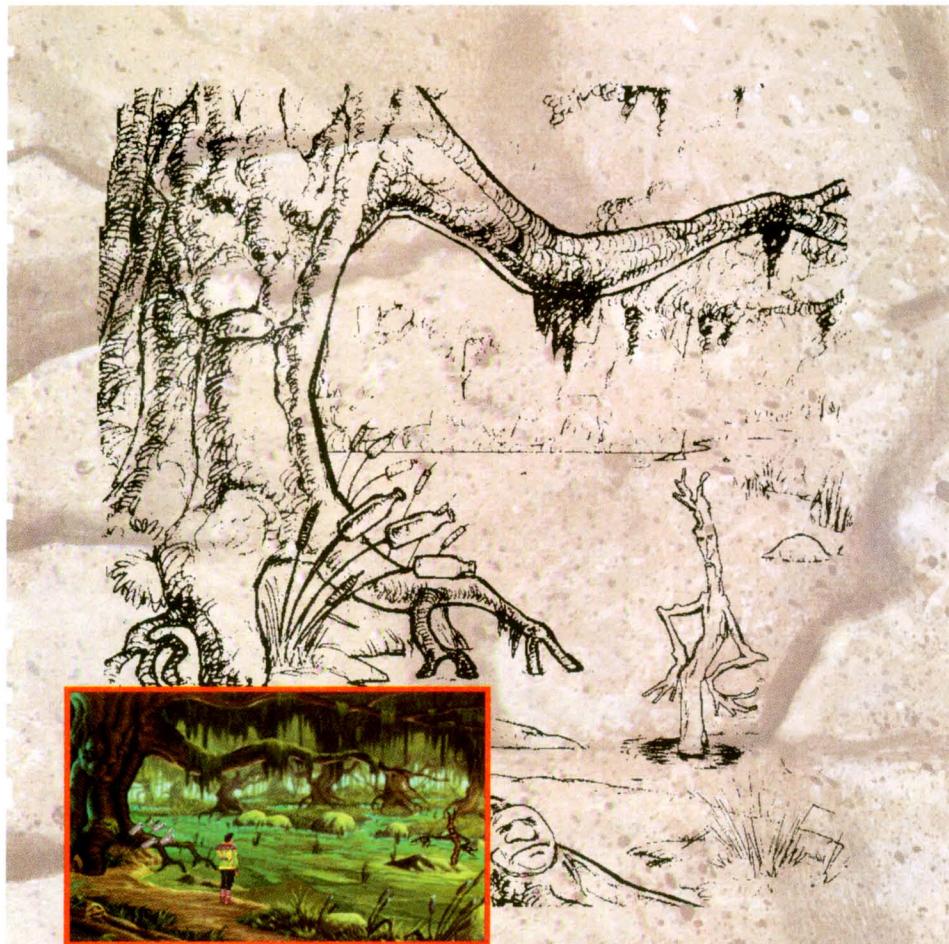
King's Quest VI is also a game in which you can reach at least a half-dozen different endings depending on which paths you take and which puzzles you solve. In addition, you can finish the game playing less than half of the possible action. You might not even find one or two of the major regions in the game. "The goal was to make it easy for people who were beginners, yet put in lots and lots of optional paths and puzzles for those who wanted more of a challenge," Roberta says.

The road to romance

The challenge begins when Prince Alexander looks in a magic mirror and sees Princess Cassima calling for him. Using the stars he sees outside her window to guide him, he immediately sets sail for her unknown homeland. The quest nearly comes to a premature end, however, when his ship and crew are lost in treacherous, uncharted waters.

Alexander regains consciousness after the disaster to find he's washed ashore on a deserted beach. After a little exploring, you will quickly discover Alexander has landed on the Isle of the Crown, one of the fabled Green Isles and Cassima's home. You'll also learn Alexander may be on a fool's errand, that the image he saw in the magic mirror may be merely an illusion. The palace vizier informs Alexander that Cassima is in seclusion, mourning the recent death of her parents. The vizier further claims that he and Cassima are betrothed and gives Alexander a heavy-handed "invitation" to return home.

From that point on, the quest begins in earnest. You must learn the truth about Cassima, the death of her parents, and the civil war that has broken out among the once peaceful Green Isles — and you must survive while doing it. The investigation can lead you to several interesting regions, each with a different feel, look, and fascinating characters.



Talented design team artists developed characters like Stick-In-The-Mud, Dogwood, and Bump-On-A-Log from rough sketches to full-color wonders.



Finding the game's most famous icon — The Lord of the Dead — can be a nightmare. In fact, it requires a Night Mare.



If the Undead don't find you charming, your visit to the Underworld is likely to be a one-way trip!



The hassle in the castle includes secret passages, Guard Dogs, ghosts, and a chance to lose the game by being the best man at a wedding.



If you haven't a clue, try strolling through a pun-filled garden where you can take your pick of lively plants and flowers.



The village bookshop is filled with items that would've been handy to have in previous King's Quest games.



The Hall of the Lord of the Dead is no place to rest a spell. You have to have a magic touch to survive this challenge.

On the Isle of Wonder, for example, you can encounter whimsical entities like dancing flowers, talking vines, an oyster with toothaches, and arguing chess queens. The Isle is guarded by five fierce gnomes, each with one highly developed sense. To get past them, you have to fool the Smell Gnome, the Taste Gnome, the Touch Gnome, the Sight Gnome, and the Sound Gnome into thinking Alexander is anything but an intruder.

A strange race of winged humanoids await players who venture to the Isle of the Sacred Mountain. These cold, haughty, suspicious creatures can test you in ways that are frequently fatal. If you survive the test, you may be given a glimpse of the possible futures facing Alexander, the dangers and destinations yet to come.

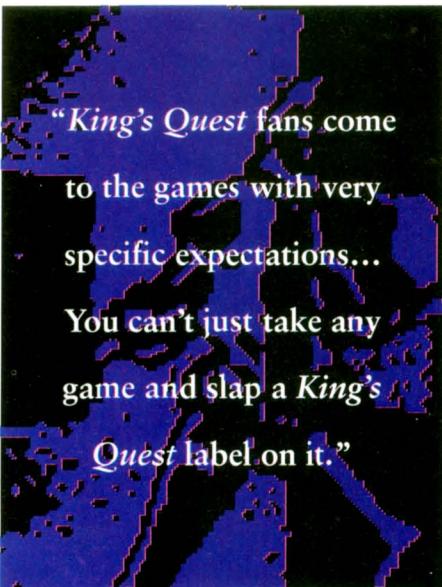
Adventurers who visit the Isle of the Beast will find their way through an impenetrable forest barred by such obstacles as a boiling pond, shifty shrubbery, and a gate ornament that tries to give Alexander the shaft. The fun really begins, however, when Alexander comes down with a severe case of "Curse of the Beast." The cure is simple enough — if you're an adept matchmaker. You'll want to make sure you have a little magic on your side if you attempt to learn the secrets which lie in the hidden regions of the game.

Try it without the necessary spell book and magic ingredients, and Alexander is likely to end up as either the leading character in a human sacrifice or a permanent resident of the Realm of the Dead. Despite the risks, however, these are journeys worth taking. Not only are they the only places you can solve important facets of the quest, but these dark, sinister regions are very unlike anything ever seen in prior *King's Quest* games.

You'll be hard-pressed to uncover the many truths of this Quest. Fortunately, crucial help is available in the form of advice from some of the game's "wandering" characters and from clues and hints hidden in the detailed game journal. On the other hand, there are also some perfectly dreadful types, like a Minotaur and

the Undead, lurking about to cut your adventuring short. Above all, during your encounters you'd be wise to heed the old Daventry proverb, "Nothing is as it appears."

The puzzles you encounter as you attempt to unravel the mysteries of *King's Quest VI* should make even the most stout-hearted player use the "Save" function regularly. There are time limits and other new twists that stretch your ingenuity to the max. "Roberta and I would often sit and chuckle over the nasty, terrible things we were going to put players through," says Jane. "While I think all the puzzles are fair and logical, we deliberately made the game really challenging, really tough. I hope people enjoy it."



Bells and whistles

Based on reports from Sierra's beta-testers — the folks who playtest a game before it's released for sale to the public — players will certainly enjoy the game's presentation. The animation artists have created a magical but believable world of color and motion that is an aesthetic pleasure to explore. Visually impressive, *King's Quest VI* is filled with a delightful variety of locations, characters, and perspectives. It features detailed, state-of-the-art screen animation and full-color graphics. It also includes cut-aways to parallel story lines so you can see (and get hints from) events which take place concurrent with but apart from the main story line.

King's Quest VI sounds as good as it looks. It has dozens of fun sound effects, from the "Poof!" of a genie appearing to a mechanical nightingale's song to the sound of someone being skewered by horns. The sound of the Minotaur prowling the catacombs is especially effective and helps maintain a feeling of imminent danger and suspense in that part of the game. Among the clever, "musical" sound effects created by Chris Braymen, the game's composer, are the clattering bones, twisted xylophone notes, and rattling chains made by a gang of dancing skeletons. The effect is reminiscent of classic Disney cartoons of the '30s and adds a special dimension to the adventure.

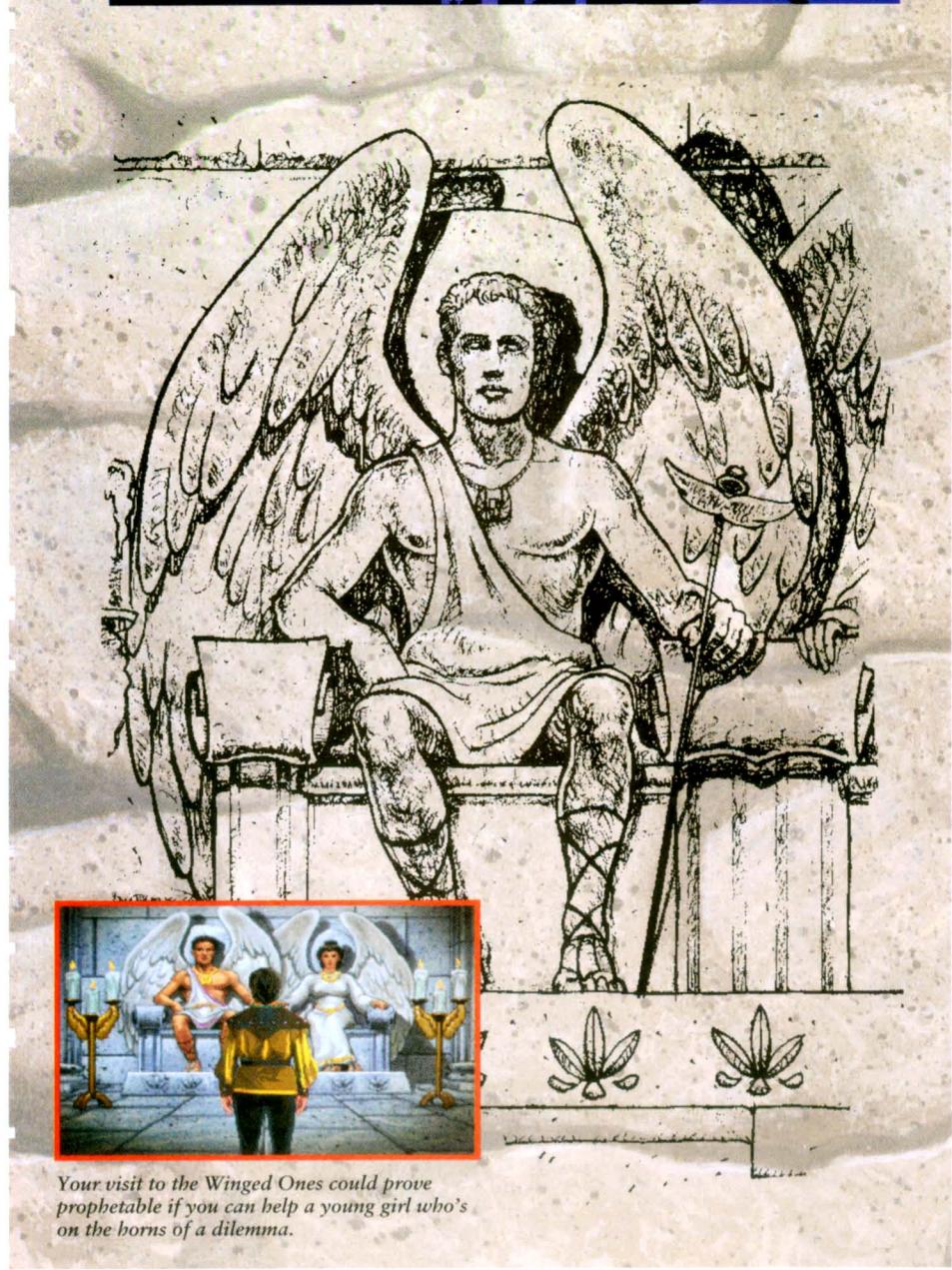
Several technical innovations also make the game more enjoyable. The use of "scaling," for example, adds to the illusion of visual reality by changing the size of a character so the correct perspective is maintained as the character walks from foreground to background. "Pather" technology lets a character avoid objects and scenery in its path intelligently as he or she crosses the screen to a location you've selected. You'll also note a big speed improvement in *King's Quest VI* over other games thanks to extremely tight programming.

You'll discover *King's Quest VI* is a lot more free-flowing, a lot less limiting, than other games. This is a direct result of the design team's desire to make sure players are a big part of the game's action. According to the team's lead programmer, Robert Lindsley, programmers sometimes take the easy way out when they come to a section of a game that's hard to program: "They'll take control away from the user and insert an animation sequence or something to get around it, leaving the players to sit back and watch while the programmer basically plays the game for them," he says. "We wanted players to interact to the fullest extent possible."

The idea was to make a truly interactive design in which player actions affect character relations and options during the game as well as the game's outcome. The result is a game which offers an extraordinary amount of variety — not merely



Game designer
Roberta Williams is the originator of the 3-D animated computer adventure game and author of the popular *King's Quest* series. She has won numerous awards for her work, and her contributions to the entertainment software industry have earned her the title: "The reigning queen of adventure gaming."



from having different possible endings, but from the fact that the options within the game change depending on what you do. "A lot of the stuff you see in our games now is really ahead of everyone else," Lindsley says. "We're actually creating the technology."

Lindsley thinks *King's Quest VI* is going to be the best game Sierra ever made: "It's a very deep game. Players are going to see a lot of things they've never seen before. You're going to be able to play this game two or three times over. It's not linear at all. In fact, if anyone ever makes it through the game, if you ever solve it 100%, let us know. We'll give you a medal."

Take your best shot

Legions of *King's Quest* fans appear ready, willing, and eager to take Lindsley's challenge. Based on Sierra's

beta-test reports, *King's Quest VI* seems to be one of those rare, "addictive" games that has so many things to try it will be very difficult to take a break. There is so much to do, so many different ways to do it all, it's



Cut-aways to scenes with the vizier and his henchmen can give you hints about the shape of things to come.

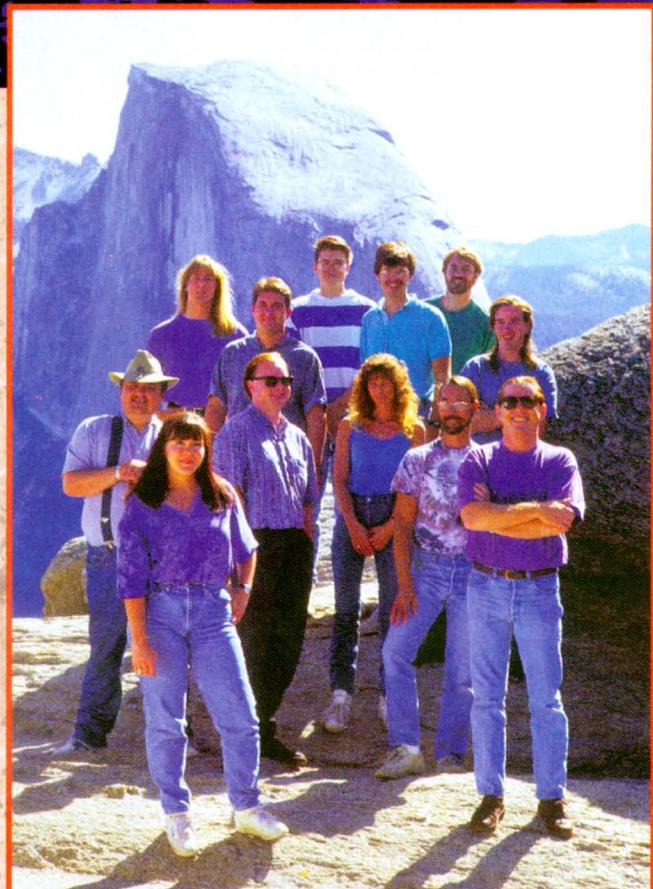
one of those games that seem to have a little something for everyone. The sheer size of *King's Quest VI* ensures you'll be on this quest a long, long time before you complete it all.

Roberta Williams is very pleased with the result of all the work that went into the game, and she graciously acknowledges the efforts of all the talented people who helped make the world she imagined a reality: "Even though all the *King's Quests* are great, *Heir Today, Gone Tomorrow* is going to be the best yet — and it's due to the people on the design team. I think the *King's Quest VI* team has been the best that any of the *King's Quests* ever had. They've done a superior job."

Roberta also feels that work on the *King's Quest* series is far from being over. "I will never, ever get tired of *King's Quest*," she says. "It will always have a special place in my heart." In fact, she says she's eager to start on the next episode and is already toying with a story for *King's Quest VII*.

Meet the *King's Quest VI* Team

Project Manager	Bill Skirvin
Designers	Roberta Williams Jane Jensen
Artists	John Shroades Mike Hutchinson Russ Truelove Deanna Yhalkee
Programmers	Robert Lindsley Randy MacNeil Robert Mallory Victor Sadauskus
Composer	Chris Brayman
Quality Assurance	Robin Bradley
Additional Animation By	Karin Young
Opening Cartoon By	Stanley Liu Albert Co
Additional Thanks To	Cyrus Kanga Joel Mariano



The Magical World of

King's Quest

A look at
the first family
of Daventry
with the
creator of
King's Quest.

by Roberta Williams

Eye to spyglass, sweeping it across the vast ocean, Prince Alexander desperately scans the distant horizon as his sailing ship, the Valanice, drunkenly rolls through heavy seas. Drat! Nothing but distant whitecaps! He thinks of giving up when, out of the blue, a small speck is revealed within the lens. Could it be?—the Land of the Green Isles? Alexander's heart beats harder as visions of a beautiful, raven-haired girl flood his memories...

"Hey, wait a minute! This ain't another one of those mushy love stories, is it?"

"Well, yes, sort of...but, not really. Come on, let me finish, will you?"

"Okay...but it better be good!"



A sharp cry shatters Alexander's reverie, "Ahoy! Reef to starboard!" Suddenly—CRASH!!—the wooden ship rams the edge of the unforgiving reef and begins to list crazily to one side. Huge groans and creaks rip through the splintering wood as the ship begins to break apart and sink slowly into the sea. Panicked, Alexander drops the spyglass and stumbles toward the lifeboats, the cries of his frenzied crew piercing his heart....

"Yeah! Now it's getting exciting! Does he save the ship? Does he live?"

"Please! Stop interrupting me!"

"Okay, okay...calm down. I was just asking. Sheesh!"



Too late! Men jump frantically into the pounding surf as the ship groans one last time, raises her bow straight out of the water as if to take one last breath—and then gives herself up, slipping silently into the cold, blue deep. The sea reaches for Alexander, grabbing him, and dragging him into its watery possession. He valiantly struggles to stay afloat in heavy, waterlogged clothing—while, all around him, men lose their battle and slip, one by one, under the sea. A piece of the forward mast bobs nearby and Alexander swims toward it, desperate to reach it before an oncoming swell sweeps it further out of his grasp. His fingertips touch the mast—the swell is upon them—there, got it! Gratefully, he wraps his weakening arms around the wreckage and hangs on for dear life...

"Come on! Ain't you getting just a little melodramatic now? Just get on with it."

"Aren't you just a bit impatient?"

"Yeah. That's one of my better qualities. So...does Alexander live, or what?"

"I'm getting to it. Now, be quiet and listen!"



After what seems a bone-chilling eternity, Alexander begins to lose strength. His body, numb from the cold, will obey him no longer. His hold on the bobbing mast loosens. His mind wanders. He feels himself edging toward blackness...

"So does a giant squid grab him and drag him down under the water and start to eat him before a huge whale comes along and fights with the squid while Alexander tries to swim away before a big shark starts to..."

"Do you want to tell this story, or shall I?"

"Sorry. Got carried away there."



Sunlight! It pierces Alexander's numb senses. It warms his cold body. It wraps itself around his body like a warm, life-giving blanket. Slowly, his eyes open. He blinks and squints; the bright light hurts! Am I alive? he wonders vaguely. Warm sand cradles his body while the gentle sound of lapping water lulls him back into a deep, restful sleep. Sometime later, the loud cries of seagulls awaken Alexander and he sits up, a bit dazed. He looks around in curiosity. Where am I? he wonders...

"Yeah, where is he? Is that girl he was thinkin' about around here somewhere?"

"As every aspiring adventurer knows, the answers are not easy, and the journey is difficult. You must be a true hero in order to survive and conquer the world of King's Quest. Do you think you're up to the task?"

"Are you kidding! The most macho dude of all time! But I wanna know about this place called Daventry."

"Okay, sit down and be quiet. Let me tell you a story..."

Once Upon a Time in a Land Faraway

The chronicles of Daventry are retold, these centuries later, as the tales of King's Quest. The first saga, known as King's Quest I, "Quest for the Crown," tells of a brave knight by the name of Sir Graham, who was the favored knight of Daventry's monarch, King Edward. One fine day, old King Edward, who was in poor health and

had no heirs, called for his favorite knight. He told Sir Graham of his dilemma of having no one to inherit the throne should he die, which, he felt, would be soon.

Sir Graham learned of the theft, long ago, of three treasures belonging to Daventry: a magic mirror, which foretold the future; a magic chest, always filled with gold coins; and a magic shield, which protects its bearer from all harm. King Edward had a solution to his problem of an heir to the throne: if Sir Graham could return the three lost treasures of Daventry, he would be crowned king after King Edward's death.

Bravely, our hero took on the task, and after many adventures and tribulations, successfully returned the three lost treasures to his revered king. Soon thereafter, good King Edward died and Sir Graham was indeed crowned king of Daventry.



The story of King's Quest II, "Romancing the Throne," begins several years later. Thanks to the return of the three lost treasures, and King Graham's excellent leadership, Daventry's future looked bright indeed. There was only one small problem: the king was lonely. He wished for a wife to bring him love and happiness.

One day, through a vision in the magic mirror, King Graham learned of the plight of a beautiful girl imprisoned within a quartz tower in the faraway land of Kolyma. She seemed to be looking at him, calling for him. King Graham was impelled to go to her; to rescue her from her prison.

After many adventures, King Graham made his way to Kolyma where he eventually discovered the tower on an enchanted isle and successfully rescued the lovely girl. As soon as he saw her, he fell instantly and deeply in love with her, and she with him. Her name was Valanice and she told him she had been imprisoned by a jealous witch. Upon returning home, King Graham and Valanice wed, and Valanice became queen of Daventry.



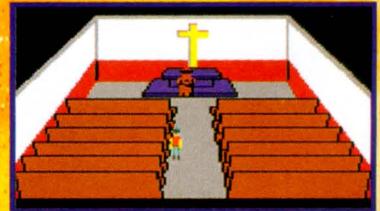
The third King's Quest, "To Heir is Human," tells of the birth of twins one year later; a dark-haired boy, Alexander, and a golden-haired girl, Rosella. Six months after their birth, Alexander was kidnapped from the nursery at night by an unseen interloper. Every inch of Daventry was searched, but he had disappeared without a trace.

Eighteen years later, in the land of Llewedor, an unhappy lad named Guydion

King's Quest I Quest for the Crown



King's Quest II Romancing the Throne



King's Quest III To Heir is Human



King's Quest IV The Perils of Rosella



was searching desperately for a way of escaping the slavery forced upon him by the evil wizard Manannan. The boy knew not from whence he came; all he knew was that he'd lived his entire life with the cruel wizard. But by learning magic on the sly, Gwydion was eventually able to overcome Manannan by turning him into a black cat. Unfortunately the "cat" vowed to someday, somehow, seek revenge.

During his subsequent travels, Gwydion learned his true identity; that he was really Prince Alexander of Daventry. With this news, Alexander was eager to find his way there. Once in Daventry, after a long journey, he learned that a terrible dragon had been terrorizing the kingdom for years. But by using his fledgling magical skills he was able to overpower it, and save his captive sister Rosella in the process. From there, the two went home to a joyful reunion with their parents.



The fifth King's Quest continues with the saga after the return of Rosella from the land of Tamir. In "Absence Makes the Heart Go Yonder," King Graham's family was kidnapped by the evil wizard Mordack and imprisoned inside a glass bottle. This was done in revenge for Alexander having turned his brother Manannan into a cat sometime back.

King Graham enlisted the aid of a know-it-all owl named Cedric, and Cedric's kind master, the wizard Crispin to help him journey across the land of Serenia to Mordack's island stronghold, where Graham's family was kept hostage. After confronting Mordack, and beating him at his own game, King Graham was able to rescue not only his family, but a beautiful, raven-haired girl who was also a captive of Mordack's.



King's Quest V Absence Makes the Heart Go Yonder



The saga of King's Quest IV, "The Perils of Rosella," begins where King's Quest III leaves off. As the whole family was rejoicing in the return of both Alexander and Rosella, King Graham was suddenly stricken with a severe heart attack. Doubling up in pain, he then fell to the floor while his shocked family rushed to his aid.

As King Graham lie upon his bed, near death, his distraught daughter consulted her father's magic mirror for guidance. As Rosella tearfully gazed into it, a vision of a beautiful fairy appeared and spoke to her. The fairy told of a magical healing fruit which grew in the distant land of Tamir, where she herself lived. The fruit, Rosella was assured, would indeed cure her father and bring him back to perfect health. The fairy offered to magically transport Rosella to Tamir—but there was a catch! The fairy needed Rosella to do something for her first. Would she agree? Of course! Anything for her dear father! At that, Rosella was then magically transported to the balmy land of Tamir.

Upon arrival, Rosella was informed by the fairy—Genesta, she learned—of her task; to return the fairy's talisman from her archenemy, the evil fairy Lolotte. Without it, Genesta would soon die. Rosella's tasks were thus set. Not only must she save her father by acquiring a magical fruit, but she must also save the life of Genesta by obtaining a talisman from an evil fairy! Of course our girl, being very resourceful, managed to successfully complete both tasks, and thus save the lives of both.

Upon introductions, King Graham and his family learned that the beautiful girl hailed from the Land of the Green Isles, and that her name was Princess Cassima. Alexander was immediately captivated by her, and asked permission to visit her in her home kingdom. Readily, she agreed, as she was also intrigued by Alexander. And so, with the magical help of the good wizard Crispin, everyone was transported home safe and sound.

And the saga continues in King's Quest VI, "Heir Today, Gone Tomorrow..."



"Okay, okay! You've peaked my interest. And now Alexander thinks he's in love with this gal...Cassima? They barely knew each other. Why would he risk life and limb for her?"

"You've got to play King's Quest VI to find out."

"Tell me...what's so special about this game? Okay, so the other five games were phenomenal successes—selling millions of copies. How do I know this one is good...uhuh?"

"All right. I can see you're not the trusting sort. I'm going to have to convince you...."

The Land of the Green Isles

All King's Quest computer games have used increasingly sophisticated graphics and sound technology, greater detail, and more interactive story lines. King's Quest VI is no exception. Its central plot—a romantic quest—has much more depth than other games. For instance, is Princess

Cassima in love with Alexander—or does she really love the vizier? It isn't just a question of whether Alexander can overcome all sorts of obstacles and rescue Cassima...but will it matter if he does?

There is a lot of variety and challenge in playing King's Quest VI: it has layers upon layers of story in which half of the encounters are optional. Depending on which paths you follow, there are at least a half-dozen possible endings. It will be almost impossible to see everything the first time around!

The world of King's Quest VI is a visual experience. Each scene is painstakingly painted by a team of talented artists. The animation is nothing less than impressive; by using actors dressed up in costumes, adding special lighting techniques, and video-capturing them in action, characters were created with very life-like, realistic movements.

There is more music and sound effects than ever in this latest installment of King's Quest—more than two hours worth! Music does much to set the mood and atmosphere of a game, and the music in King's Quest VI is so beautiful it will bring tears to your eyes; of sadness...or laughter!

The technology behind King's Quest VI is state-of-the-art. You will see 3-D simulated scenes, characters that adjust themselves in size as they walk through various scenes while "intelligently" avoiding obstacles, and many other design, visual, and musical effects too numerous to list.



"Okay, you've convinced me! Tell me what I need to get started."

"Well, you need a computer..."

"I know that! What do you think I am...stupid or something? I mean, where's my equipment: my sword, my knapsack, my gold coins...all that kind of stuff?"

"You'll have to find them yourself. I told you it wouldn't be easy."

"Aw, shucks! You're going to really make me work for this, ain't you?"

"You bet'cha!"

"Okay...but can you tell me if Alexander ever gets the girl?"

"Oh, gosh! What time is it? I'm late for an appointment with Princess Rosella to talk about *King's Quest VII*. Good luck on your quest!"



King's Quest VI Heir Today, Gone Tomorrow

