

King's Quest 4 Manual

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This is the legend of King's Quest...

Once, in a kingdom called Daventry, there lived a King named Edward. Daventry was a very old kingdom, and it had its share of kings, both good and bad, over the thousands of years. King Edward was a very good King, but he was also very old, and without children. Disorder ruled the land since the loss of the Three Great Treasures. King Edward feared that disorder might degenerate further once he died. Besides, he knew (as well did his people) that without an heir to the throne the kingdom would be in dire straits indeed. Thus, King Edward sent for his favorite knight, Sir Graham.

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You are the bravest and most trustworthy of my knights, quick of wit and stout of heart. I have chosen you to succeed me as king, but first you must prove yourself worthy of my crown. Far beyond the walls of this castle lie shrouded the Three Great Treasures of Daventry, stolen years ago by stealth and sorcery. This kingdom will not be restored to its former glory and prosperity until these great treasures are returned to their rightful hearth. Succeed in this, my request, and the crown shall become yours upon my death. Fail, and our once beautiful kingdom will fall to the hands of evil forces who will use the powerful magic of the Three Great Treasures against us.

"May you return victorious, Sir Graham!"

Thus Sir Graham ventured where most humankind dared not tread, and returned home victorious with the cherished Treasures of Daventry, as is chronicled in the tale Quest For the Crown.

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Now Graham ruled over the land, with the aid of the Magic Mirror and the other Great Treasures of Daventry. The people of Daventry prospered greatly under the reign of the kindly monarch. But peace and prosperity can become quite dull for valiant Kings. Not more than a week after the third anniversary of his appointment to the throne (on the eve of King Edward's death) did King Graham begin to feel the pangs of loneliness.

Fate would have it that Graham was standing next to the Magic Mirror as he pondered his plight. As he glanced toward the Mirror, he noticed that the glass had grown inexplicably cloudy.

As the mist cleared, Graham beheld the image of the most beautiful maiden he had ever seen. She stood glancing from a window, motionless except for a stray breeze that stirred her hair. A tear fell from one eye, and sparkled on her cheek like a diamond on velvet.

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See! How the tears run down her face. Oh, that I were the glove upon the hand that could brush away such sorrow!" exclaimed Graham.

The King's heart was suddenly intoxicated with longing for this maiden--indeed this was the woman who must be his Queen.

"Oh Mirror wise," said Graham, "I have vowed to make this maiden my bride. Where may I find her?"

The Mirror clouded once more, and a voice spoke forth. "This is the maiden Valanice. She is from the kingdom of Kolyma, and is known for her goodness no less than her beauty. The jealous crone Hagatha whisked Valanice away to an enchanted land, and imprisoned her in a quartz tower guarded by a ferocious beast. To rescue Valanice, you must travel to the kingdom of Kolyma, where you may search for the keys which unlock the three doors to the enchanted land..."

As the tale is told, King Graham did indeed find the three magic keys, and faced the battles that led to the safe rescue of the beautiful maiden Valanice. The full account of King Graham's search for his bride is chronicled in the tale *Romancing the Throne*.

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King Graham married the beautiful girl he had rescued, and two years later the young Queen Valanice gave birth to twins, a boy and a girl. Alexander bore a striking resemblance to his father, and likewise Rosella to her mother. The family lived a very happy and peaceful life...at least for awhile.

But from deep within the forests came rumblings of a terrible beast who was ravaging a bloody trail towards the land of Daventry. Sightings of dragons had been rare in these tranquil times, and never before in the kingdom of Daventry had one witnessed such a beast as the terrible threeheaded dragon. As the years crept by the notoriety of the beast grew as great as the destruction it wrought. Soon the whole population of Daventry tremored with the news of the dragon's approach, and each homestead dwelt in terror.

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Meanwhile, in a land far away, lived the malevolent wizard Manannan. Manannan kept a watchful eye upon the kingdoms of the world. With a sardonic grin he watched as the three-headed dragon rampaged its way towards Daventry. Manannan's hatred of mankind had intensified with his great age, and his coal-black eyes burned a strange reflection upon the glass of the crystal as he mirthfully watched another human swallowed whole by the vicious beast.

Preferring his solitude, the powerful Manannan was only allowed to be observed by one servantboy, who maintained his house and performed all of his menial chores. Of course, Manannan could have conjured up spirits to do his dirty work, but he much preferred to

see the toil and strain of a young mortal suffering under his thrall.

Most would call it depravity, but it was fear that fueled the flames of Manannan's hatred of humanity, a fear instilled by a vision from his prophetic crystal ball. For within its walls of quartz had Manannan seen his own hideous destruction at the hands of a conquering hero.

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Time has wrought many changes, and with it much sorrow. The kingdom of Daventry was ravaged by the deplorable dragon, and the young Princess Rosella was abducted. The entire kingdom was overcome by the brutal onslaught of the beast, and though forewarned, found themselves helpless to defend against its supernatural strength. Much weeping and wailing was heard throughout the land. Even with its power of prophecy, the Magic Mirror could provide no answers, not even a clue, for some bearer of black magic had cast a cloud of darkness upon its face...

And the wizard watched with eyes of venom...!

The entire tale of Rosella's rescue, the wizard's downfall, and the restoration of the royal family are chronicled in the saga *To Heir is Human*.

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According to legend, shortly after Rosella's rescue King Graham decided it was time to pass on his adventurer's cap. Gathering in his wife and two children, the King offered a grateful smile upwards, for each member of his family had given him great pride. Gazing down at his children, he couldn't help but see the glint of spirited valor in their eyes. Knowing the future of his kingdom would rest soundly in the hands of its future heir, he slowly lifted his hands to display the infamous adventurer's cap.

And now the commencement of the noblest adventure of all...

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AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Princess Rosella, daughter of the dying King Graham.

Each 3-D Animated Adventure Game has a main goal, and yours in *King's Quest IV* is to find the magic talisman (to save Genesis, the good fairy) and the charmed fruit (to save your father), both hidden in a strange country. You will need to move swiftly and use your ingenuity, for you have but one day to complete your quest. Fail, and your loved ones will die, and you will be stranded in a strange land for the rest of your life.

TIPS FOR NEW ADVENTURE PLAYERS

Note: If you have played an Animated Adventure before, this section can be skipped.

1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. STAY OUT OF DANGER

Due to the dangerous nature of this adventure game, you will want to save your game often. Type SAVE GAME after you have made important progress. Type SAVE GAME when you encounter a potentially dangerous situation.

If you do encounter danger, and your character suffers an unfortunate accident (such as death), you can type RESTORE GAME to return to the place you were at when you last saved your game. Careful use of this function has saved many gallant knights from returning to lowly peasant status.

3. BE OBSERVANT

Look at and examine everything you can. When you enter a new location type LOOK AROUND. When you open a box type OPEN THE BOX. If you want to see the contents of the box type LOOK IN THE BOX. When you want to talk to a fisherman type TALK TO THE FISHERMAN. The descriptions and close-ups offered may provide valuable clues.

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4. MAP YOUR PROGRESS

Draw a map that includes each place you visit, objects found, dangerous areas, and every landmark you see along the way. Try not to miss any area, or you may miss an important clue or item necessary to the completion of your quest. Also, don't think that because you've been somewhere once, it will be the same the next time. The people of Tamir (and other places you might visit) can move around as well as you (some even better).

Here's an example of a map you might draw:

5. BRING ALONG SOME HELP

The land of Tamir can be terrifying at night. You may find it helpful to play along with a friend. Different people come up with different ways to interpret clues, and besides, most adventurers work in teams.

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6. ARM YOURSELF WITH THE PROPER

King's Quest IV understands a wide variety

VERBS of verbs such as:

Bait Dismount Hit Pry Stantd
Blow Dive Hug Pull Start
Bounce Dock Jump Push Steal
Break Drink Kill Put Sweep
Bridle Drop Kiss Raise Swim
Calm Eat Knock Read Swing
Call Enter Lay Remove Take
Cast Exit Lead Ride Talk
Catch Feed Leave Rock Tempt
Clean Find Lie Say Throw
Climb Fish Lift Save Tickle
Close Flip Light Shake Turn
Command Follow Lock Shine Undress
Cross Force Look Shoot Unlock
Cure Free Make Shout Untie
Cut Frighten Move Sing Use
Dance Give Open Sit Wade
Detach Go Pet Sleep Wake
Dig Help Play Smell Wave
Dim Hide Polish Speak Wear

7. LEAVENOSTONE UNTURNED

There's much more to a 3-D Animated Adventure Game than meets the eye. Try any action you can think of—even the forbidden. No one ever served a stretch of time on the rack from playing computer games. If you do run into serious trouble, you can always resort back to your RESTORE GAME function.

8. AT THE END OF YOUR ROPE?

If you've tried every possible trick in the book and still can't get anywhere, don't panic. Even the most stalwart of adventures have been caught in the midst of a confusion spell.

For this reason, hint books are available for all of Sierra's 3-D Animated Adventures. You can order the hint book for this game by using the order form in the package. Hints can also be received by calling the Sierra Support Line at (209) 6836858 by having your computer call the Sierra Bulletin Board Service at (209) 683-4463.

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YOUR ADVENTURE BEGINS...

AN INTRODUCTORY WALK-THRU TO KING'S QUEST IV

Press Return to bypass the title screen. Press Return again to bypass the credits screen.

The adventure starts with an introductory cartoon. You should watch the cartoon at least once, as it provides valuable information you need in completing your quest. To bypass the introductory cartoon, press Return.

You start out on the west shore of the beach. There are many objects you can LOOK at.

Type:

LOOK AROUND (After each typed-in command you will receive a response. Press Return when you are ready to proceed with another command or action.)

A river, coming from the east, spills into the blue ocean before you. A lonely beach edges the ocean. From atop the bluff, a lovely meadow stretches eastward.

Type:

LOOK AT THE SKY

The bright blue sky seems to merge as one with the vast ocean before you.

LOOK AT THE ROCKS

There are not many rocks here.

LOOK AT THE BIRD

You see many seagulls gliding through the air in their never-ending quest for food.

LOOK AT THE WATER

The wide blue ocean disappears into the horizon on the west.

LOOK AT THE CLOUDS

Billowy clouds float serenely in the blue sky.

LOOK AT THE SAND

The blue water of the ocean washes serenely over this pretty sand beach.

LOOK AT THE FLOWERS

Beautiful wildflowers adorn the green meadow land to the east.

LOOK AT THE RIVER

The cold water of the river contrasts sharply with the warmer ocean water as the two converge.

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Walk into the ocean. When you get in waist deep, you will begin to swim. Practice swimming around.

Type: DRINK SOME WATER You taste the ocean water. YUCK! This water's too salty!

Swim back to the beach. Walk to the south. The screen will change. You are now on a new stretch of beach. Walk south. The screen will change again. You have discovered the old fisherman's shanty.

Type:
LOOK AROUND

A poorfisherman's shanty adorns this part of the coastline. A pier stretches, from the house, out into the ocean to the west. You see a pretty meadowland off to the east.

LOOK AT THE HOUSE

The fisherman's shack looks badly in need of repair, as the sun, wind, and salt spray have taken their toll. From the house, an old pier leads out into the ocean.

LOOK AT THE PIER

The old worn pier juts out into the ocean from the weather-beaten house.

Walk onto the pier and head west. The screen will change. You see an old fisherman fishing off the pier. As you approach, the fisherman gets up, and walks off the screen to the east. Follow the fisherman east. The screen will change. Walk up to the door.

Type:
OPEN DOOR

The door opens and you enter. The screen will change. You are inside the fisherman's shanty. Walk up to the man.

Type:
TALK TO THE FISHERMAN

You talk to the grizzledfisherman as he sits at the table. Sighing, he tells you, "Them fish ain't been bitin' lately. If things don't git better soon, I don't know WHA T to do! "

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Type:
TALK TO THE FISHERMAN

In reply, the old fisherman comments, "Me and the wife ain't getting any younger, and times is tough. If you've got any ideas, girlie, let me know. "

Again type:

TALK TO THE FISHERMAN

The fisherman chooses to ignore your attempted conversation. Instead, he looks dismally into his coffee cup and sighs heavily.

While you're here, take a look around.

Type:
LOOK AROUND

The inside of thefisherman's shack looks almost as shabby as the outside. You

notice the fisherman 's pole in the corner.

LOOK AT THE TABLE

It looks like an old worn table.

LOOK AT THE BED

The lumpy bed looks old and uninviting.

LOOK AT THE FISH

You see a large fish hanging on the wall.

LOOK AT THE STOVE

At least the stove keeps it warm in here.

LOOK AT THE COFFEE POT

The smell of hot coffee fills the room.

DRINK SOME COFFEE

You don't like coffee.

TALK TO THE WOMAN

You introduce yourself to the old fisherman's wife. With little patience, she responds, "what are you coin' here, young lady?! Can't you see I'm busy?!

We have enough problems without worryin' 'bout you!"

TALK TO THE WOMAN

You try, to talk pleasantly to the tired-looking woman, but your words fall on deaf ears. She is obviously annoyed by your presence.

The old woman is annoyed by your constant chattering. It might suit you well to leave her alone.

You are now ready to leave this house and continue on your adventure.

May fortune be with you along the way!