

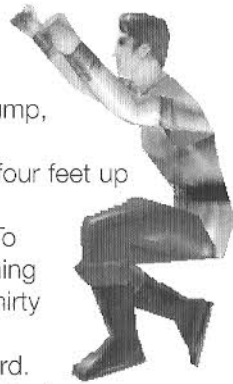
Jumping:

Connor has three types of jumps: Jump, running jump, and the back flip.

Jump: Press [Insert]. Connor will jump about four feet up and about six feet out.

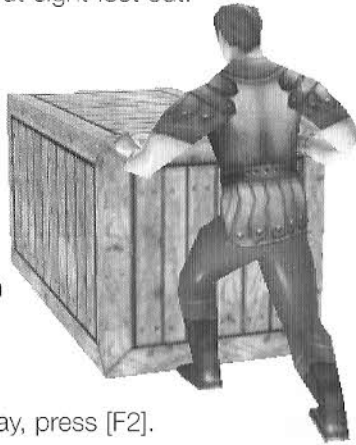
Running Jump: Press [Insert] while running. To switch between walk or run, press [End]. The running jump moves Connor about six feet up and about thirty feet out.

Back Flip: Press [Insert] while walking backward. Connor will jump about six feet up and about eight feet out.



Pushing:

To push something first put away any weapon. Then walk or run Connor into the object you want to push. Once he's stopped, move him forward again. If it's something he can push, he'll start pushing it. Just remember that Connor must always be stopped and not have a weapon in his hand to push.



Camera Movement:

To switch between first and third-person play, press [F2].

Third-Person: In this mode the camera follows Connor. Right-click and hold to move the camera. Forward/Backward zooms In/Out. Right/Left rotates around Connor. Holding down [Shift] during right-click and moving the mouse forward/backward tilts the camera Up/Down. To get the camera to stay a fixed distance from Connor press [F11]. The default action for right-click Forward/Backward is now switch to tilt Up/Down.

First-Person: You play the game through Connor's Eyes. Use the arrow keys to move both Connor and the camera. Right-Click Forward/Backward tilts the camera Up/Down.

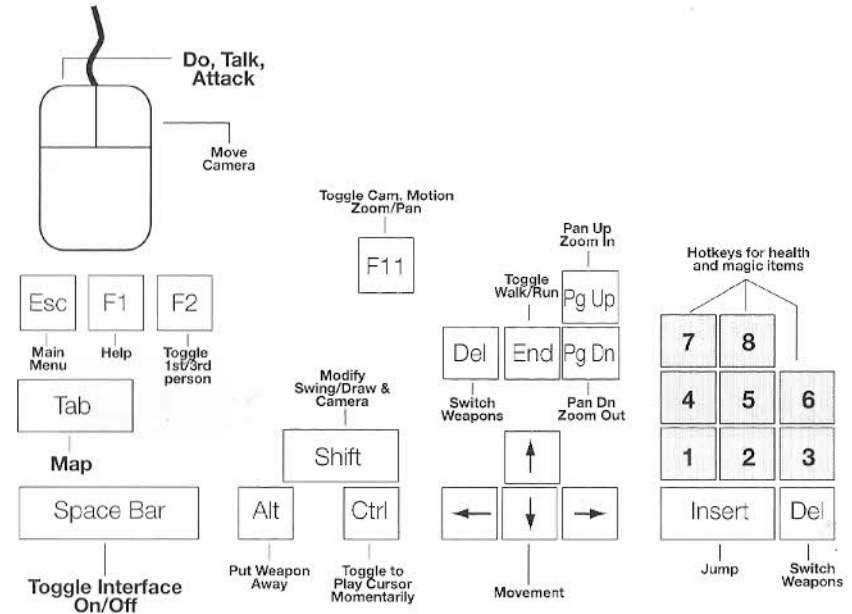
Final Note:

King's Quest: Mask of Eternity is an Adventure game. Follow the story, talk to everyone you can, explore, explore, and explore! If you see monsters, protect and defend yourself. If you find something you can take, take it! Most of all have fun, enjoy, and save often!

KING'S QUEST MASK OF ETERNITY

QUICK START CARD


General Keyboard Layout:




(Note: This quick start card assumes that you have not remapped your keyboard. If you have, you will need to translate these instructions to your new keyboard configuration.)


The Game Cursors:

The cursor determines Connor's action on a left-click. From left to right below are shown: Play Cursor, Sword Cursor, Arrow Cursor, and Inventory Cursor. Left-click actions are as follows:

Play Cursor: 
Look, Take, Talk, Do

Sword Cursor: 
Attack with hand weapon, and Talk

Arrow Cursor: 
Attack with ranged weapon, and Talk

Inventory Cursor: 
Use this item here

NOTE: To temporarily change the cursor from the sword or arrow to the play cursor, press and hold the [CTRL] key. This is useful to "Look, take, do" without having to put away your weapon.

Inventory and the top bar:



The top bar is activated by the play cursor only. Remember to press control if you don't currently have the play cursor.

To bring down the top bar, move the play cursor to the top of the screen; the top bar will automatically slide down.

Mask: The mask shows how many pieces of the mask you currently have. Left-click on this to go to the Main Menu.

Inventory items: There are seven boxes in the middle that hold inventory items. Right-click on one to get a description of it; left-click to use it.

Scroll buttons: The two gold arrow buttons allow to scroll the inventory when you have more than seven items.

Gold: Left-click to change the cursor to the "Gold Coin" cursor. Then click it where you want to use it.

The Bottom Bar:




This bar can be opened and closed by pressing the [Space Bar]. From left to right:

Armor: Shows your current armor class and stat.


Hand Weapon: Shows your current hand weapon and stat. Left-click to draw weapon.


Ranged Weapon: Shows your current ranged weapon and stat. Left-click to draw weapon.


Health and Magic: From left to right:


 **Mushrooms:** 5 points of health

 **Crystals:** 50 points of health

 **Sacred Water:** 100 points of health

 **Elixir of Life:** Full health restore

 **Shield:** 50% or plus 50% to current armor

 **Strength:** 150% to current hand weapon

 **Reveal:** Reveal illusionary and magical effects

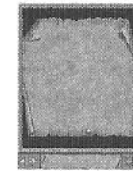
 **Invisible:** Turns Connor invisible to minor monsters

The Meters: The red meter tracks Connor's health, the green meter tracks experience and the number in the middle tracks his character level.

Rope and Hook: Left-Click to use. Then click the hook icon on the wall you want to climb.

Rocks: Left-Click to use. Then click the rock icon where you want to throw the rock.

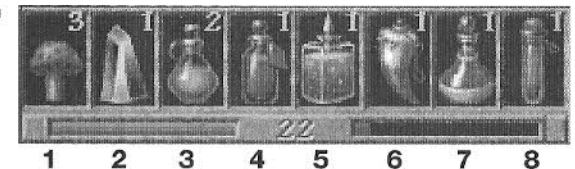
Magic Map: Tracks where Connor goes. Left-click to open/close the large map.



Health and Magic Hotkeys

There are eight hotkeys for your health and

magic items. From left to right you can easily use any of these items by pressing the numbers 1 through 8. If you have [NumLock] on, you can

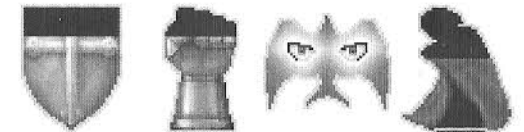


also use the numbers on the keypad. The numbers in the boxes reflect the quantity of each item you have.

Magic Timers:

When you use any of the

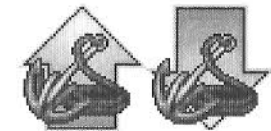
four magic items (Shield, Strength, Reveal, or Invisible) a timer icon will appear at the bottom-right corner of the game screen and slowly drain. This shows how long the effect will last.



Climbing:

Once you find the rope and hook, you will occasionally see one of these icons appear at the bottom-right of the game screen. When

one of these appears, it means you are near something you can climb. Determine what it is, select the rope and hook, and then click the hook icon on the wall. Connor gets on the rope. Now walk him up or down the rope.



Walk/Run:

To switch between walk or run press [END]. In many places the game will automatically switch between walking or running for you.