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C O L L E C T I O N

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KQ III PAGE 25 AND KQ IV PAGE 32

ENGLISH

# COLLECTION CREDITS:



In which we list those individuals who  
participated in the making of this collection



**Producer and Director:**

Robert Holmes

**Programming and Interface:**

Scott Murphy, Greg Tomko-Pavia  
Bob Andrews, Jerry Shaw

**Art Design:**

Gloria Garland, Darrin Fuller  
Nathan Gams, Phy Williams,  
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**Writers:**

Susan Frischer, Leslie Sayes Wilson

**Research:**

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**Documentation:**

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**Music:**

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Robert Holmes

**Audio Engineers:**

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**Video Editing:**

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Bob Ballew

**System Programmers:**

Larry Scott  
Terry McHenry  
Mark Wilden  
Greg Tomko-Pavia  
Ken Koch

**Resident Historian**

John Williams

**Special thanks go to:**

- All the *King's Quest* veterans whose contributions have made the series possible.
- Jane Jensen, Lorelei Shannon, Josh Mandel, and Ken Williams
- And Roberta Williams, who continues to test the limits of interactive entertainment.

# AN EXPLICATION OF THE KING'S QUEST COLLECTION

Discourse on the benefits of evolving technologic  
endowment and Sierra's ever-increasing  
understanding of computer gadgetry



long time ago, in a kingdom far away, Roberta Williams created the first *King's Quest*. At the time, the technology used to make *King's Quest* was unprecedented. The quality of the game was heralded throughout the land, and Roberta was proclaimed the Reigning Queen of Adventure Gaming.

Much has happened between "A long time ago..." and "... the rest is history." Technological advances, many made for subsequent chapters in the *King's Quest* saga, have made it possible for the wizards at Sierra On-Line to create a magical but realistic world in which players become one with the rulers of Daventry.

The games herein are offered in their entirety, and no attempt has been made to alter them in any way. As you advance through the saga, you will see the technology and the characters develop simultaneously. Chapters one through four utilize a "parser interface," while chapters five and six offer the "point-and-click interface." Know you, in any case, that no matter what form the story assumes, the magic of the *King's Quest* saga lies herein, and is ever-present in the lives of those it touches.

And the rest is history.



## GAME INSTALLATION

In which the player is instructed on the proper method  
to introduce the *King's Quest* CD to the computer

The *King's Quests* Serie can be played through MS-DOS with the possibility of playing *King's Quest V* and *King's Quest VI* through Windows. Refer to each game's Readme file for more information. For further technical assistance on Windows installation, please see your Windows manual.

### WINDOWS™ INSTALLATION

IMPORTANT: All individual games must be installed to the same drive on which the *King's Quest Collection* was initially installed.

1. Insert the CD into the CD-ROM drive.
2. Invoke Windows in Standard or Enhanced mode.
3. Select «Run...» from the «File» menu.
4. Type d:\setup, where d is the letter of your CD drive. Press [Return] or click OK.
5. The Setup program will now run automatically. During the Windows installation process a message will appear on the screen saying:

«Please enter the letter of the drive to which you wish to install»

NOTE:

«All games must be installed to the drive you have selected.»

The response to this message should be the letter of the disk drive to which you wish to install. The response should not be the drive in which you placed your CD.

6. After the *King's Quest Collection* installation, individually install each game you want to play. You accomplish this by double-clicking on the KQ Game Install icon. A list of games will appear. Simply click on the game you'd like, and then click OK. Follow the on-screen directions. When the game has finished installing, you'll see its icon in the Sierra group. Click on it to begin playing.

To play the game:

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows.
3. Double-click on the Sierra group if it is not already open.
4. Double-click on the game icon.

Windows is a trademark of Microsoft Corporation

## DOS INSTALLATION

1. Insert the CD into the CD-ROM drive.
2. Type the letter of your CD-ROM drive, for ex. «D:». Press [ENTER].
3. Type "INSTALL" and press [ENTER].
4. A menu will appear. Select the letter corresponding to the game you wish to install, and type it at the prompt.
5. Follow the on-screen prompts.



## GAME PLAY

❧ In which the player becomes acquainted with methodology of play and the Main Menu ❧

### THE CROSSROADS OF DAVENTRY

**Inside the Chest:** Use your key on the rusty lock and throw back the creaking lid. Inside the chest you'll discover the *King's Quest* legacy. Peruse at your leisure copious press clippings and magazine articles acclaiming the epic saga of Daventry.

**Behind the Developer's Shield:** Sneak a peak behind the developer's shield and you'll find a vast archive of *King's Quest* design documents, original background art, and character sketches.

**A View from Inside the Mirror:** Step through the looking glass for a unique view from inside the mirror. Roberta Williams reflects upon her role as the Reigning Queen of Adventure Gaming and premier designer of the *King's Quest* series.

**Hold onto your Adventurer's Cap:** What will Roberta Williams think up next? Hold onto your adventurer's cap and prepare yourself for a sneak preview of the amazing and enchanting experiences awaiting you in the near future.

**The Royal Scribe:** Through the wee hours of the night, the royal scribe's pen scratches out a chronicle of Sierra On-Line and the *King's Quest* series. Read her words, but be foretold that a mere touch on text of a different hue will transport you to another domain.

**The King's Questions:** Test your wisdom and knowledge of the magical land of Daventry.



## KING'S QUESTS OF TIMES GONE BY

✦ In which we take a brief moment to discourse on those  
*King's Quest* games included in the collection ✦

### THE PARSER INTERFACE: KING'S QUEST I THROUGH KING'S QUEST IV

The King's Quest series commenced with what is known as a "parser interface." Using this method, the player types instructions at a cursor on the screen. If, for example, King Graham has a cake in his inventory and he is hungry, the player types EAT CAKE. In the event the parser recognizes the words, King Graham will comply. The results of Graham's actions, however, may be either to the good or to the bad. Mayhap the King's hunger is sated. On the other hand, mayhap the cake is poison, and shall kill the King. The player must live by — and die by — his decisions; at least, until he restores his game.

This interface was utilized by the good folk at Sierra until the fifth chapter in the series. At that time, technology had advanced to such an extent that a "point-and-click interface" was developed. Now no typing was required; rather, the player used something called an icon bar.

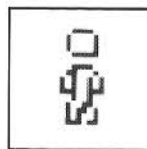
### ICONS AND CURSORS: KING'S QUEST V AND KING'S QUEST VI

At the top of the screen the player will find an icon bar containing several icons that can be selected to execute certain command choices. To open the icon bar, the player must press the [ESC] or [DEL] on the keyboard, or move the cursor all the way to the top of the screen. Some icons have a menu of choices. The mouse or keypad allows the player to move between choices within the icon menu.



#### The WALK Icon

Choose WALK when you want to move the character from place to place on the screen. A walking character will move until it encounters an obstacle in its path.



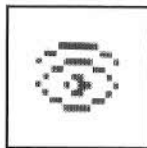
#### The WALK Cursor

When you choose WALK, the cursor will change to a walking figure. Place the feet of the figure at the place where you want to move the character and click the mouse button. If possible, the character will move to that spot.



#### The LOOK Icon

Choose LOOK when you want to have the character look at something onscreen.



#### The LOOK Cursor

When you choose LOOK, the cursor will change to an eye. Place the eye at the desired place on the screen and click the mouse button or press [ENTER]. If there is something to be seen at this place, a message will be displayed.



#### The ACTION Icon

Choose ACTION when you want the character to perform an action on an object.

