

King's Quest II

ROMANCING THE STONES

GAME MANUAL

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PROLOGUE

In the beginning, the Ancients came.

They traversed the world before all others; preceding even the First Mages, the founders of civilization. Such power had They, that Their influence was fully felt by all of creation. The Ancients were master seers. They perceived, within every living being, a spectrum of destiny; one's path, and its infinite branchings. This was as natural and easy for Them as it is for one to perceive the spectrum of a rainbow.

This ability allowed the Ancients great freedom to do as They chose. Gaze They would through the turbulent channels of time without peril. Apply They did such clairvoyance to satisfy Their insatiable desire for knowledge. They fathomed the unfathomable, and learned the unlearnable. Their abilities were unmatched. Their potential unlimited. Fortunately, They were not unwise. They knew that so long as Their perceptions did not alter the natural path of the cherished world that They inhabited, They would continue in Their entrusted role as its caretakers. Thus, interference in the order of things was made strictly taboo.

"This world is good, for it has not been tainted by selfish action," They said.

For a long, long time, The Ancients remained.

They cared for the world and its inhabitants; nurturing and encouraging the ever-changing forms that were life. Peace and harmony reigned for many an age, and protected well was the world by its caretakers.

They said: "This world is good still, as it has not been tainted by selfish action."

Sadly, however, the trust bestowed upon Them was betrayed... and they were forced to leave the world. And it was all because of One.

One did not hold in such high regard the principles of His peers and felt not the duty that His kind shared. He would not keep sacred the natural order of the living. Repeatedly He manipulated the spectrum of destiny to his own advantage. No regard He gave to any feeling, save His own. To the detriment of the living world, He drew closer His own desired destiny.

The other Ancients, angered by His selfish and callous behavior, moved to punish Him. Within the very stone of the mountains, They sealed Him. Imprisoned, He would remain, until such time He learnt the essence of the natural order.

To Him, they spoke: "This world was good, but has been tainted by selfish action. No longer can We remain here. But You shall remain; imprisoned and alone. The cycle of life, the natural order of the living, shall be Your only means of salvation. Only when the Gems of Nature are brought to thee, will You be freed from Your eternal, accursed existence."

Then to Him, They spoke no more.

And thus were formed the three Gems of Nature.

The first was cast into the water, from where all life had sprung.

The second was cast skyward, to be consumed by cloud and consciousness.

The third was placed beneath the earth, to where the living committed the lifeless.

And then, the Ancients left the world.

Time passed. Yet One remained as He had been; seeing nothing, hearing nothing, feeling nothing.

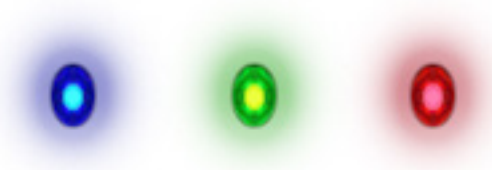
His past slowly ebbed from recollection.
In time, He had forgotten His own name.
In time, He became It.

Still, It waited.

Though maddeningly dormant, It had retained knowledge of the spectrum of destiny, and knew of one who would, one day, approach: a being... a human being... who would seek his own destiny through what It had long since become.

It even knew what this being would say:

"Greetings. I am King Graham of Daventry."



INTRODUCTION

In a time long since consigned to legend, there lived, in the realm of Daventry, a king called Graham. During his first year as monarch, he reigned in solitude. While the kingdom prospered under his wise rulership, he grew lonelier.

His recently sworn-in minister, Gervain, tried to aid the king by organizing a great ball. Many eligible maidens came from far and wide, in hopes of being wooed as Graham's bride.

Over the course of two long days, Graham performed countless formal greetings. He wore an endless, false smile as he addressed, again and again, the question of dowries. They all came wearing their best garments, smelling of the sweetest scents, and flashing their whitest teeth.

But the king could not warm to any of the women he met. They had all come to see him, to win his hand. They had done everything in their power to impress him, yet Graham felt nauseated by the event. For, to him, it had become little more than a twisted contest... with himself as the grand prize for the finest specimen. The ball ended; the maidens and their once hopeful families went home. Graham sought refuge in the place where he had ruled for only one year thus far, tending to his kingdom with but half a heart.

One such day found him sitting on his throne in solitude. Isolated with his thoughts, he dwelt over his seemingly eternal sense of emptiness. He hadn't even noticed that Gervain had entered the throne room, and was just now speaking to him...



FOR THOSE IN THE KNOW

(Please skip if you are unfamiliar with Sierra On-Line's original version of King's Quest II)

If you have played *King's Quest II: Romancing the Throne*, you will undoubtedly find great disparity between that game and this one. While *King's Quest II: Romancing the Stones* is based (rather loosely) in the original, it strives to expand on its predecessor's concepts and ideas, aiming to provide you with fresh and original story elements.

The basic plot is the same: King Graham, lonely of heart, sets out to find a woman worthy of being his bride. After seeing a vision of her in the magic mirror, his journey takes him to the land of Kolyma, where he must find three keys (of a sort) to help him unlock the door to a mystical land. In that land stands a tower in which a beautiful maiden awaits her rescuer. Along the way, he will have many adventures and encounter many creatures: from those of the sea, to that of the undead variety!

Be prepared, however, for a number of enchanting, exciting, and dangerous new plot twists! Also, you will meet a number of original characters, explore many unique areas, and solve an array of intriguing new puzzles.

We hope that you enjoy playing this game as much as we did making it. Perhaps *King's Quest II* may now take its place alongside the fourth and sixth in the series: the games that, for us, defined the pinnacle of adventure gaming in this genre.

AGD Interactive

WINDOWS INSTALLATION INSTRUCTIONS

1. Ensure no windows are open on the desktop and no other programs are running.
2. Locate and run the **Kq2vga31.exe** file to begin the installation process.
3. Read the information screens and then press the **Next** button to continue.
4. You will be prompted to select a destination directory to install the *King's Quest II* remake into. The default directory is **C:/Program Files/AGD Interactive/King's Quest II**

If you wish to install the game elsewhere, please specify a different drive and/or directory.
5. The progress bar will begin to move, indicating that the game files are being installed. When the progress bar reaches 100%, the installation process will be complete.
6. You will see a message informing you if the installation was successful. You will then have two options:

- ☒ **View Readme:**
It is strongly recommended that you view the **readme.txt** file to see the latest game information before playing the *King's Quest II* remake.
- ☒ **Launch the Menu Launcher:**
This opens the menu launcher, allowing you to run the game, change game settings, visit the AGDI website, or read the game manual.

The options available on the menu launcher are as follows:

- ☒ **Play Game:**
Begin playing the *King's Quest II* remake.
- ☒ **Settings:**
Allows you to change various game settings, such as screen display resolutions and sound devices.
- ☒ **Read Manual:**
Allows you to read the game manual.
- ☒ **Visit Website:**
Takes you to the AGD Interactive website.
- ☒ **View Readme:**
It is strongly recommended that you view the **readme.txt** file to see the latest game information.
- ☒ **Exit:**
Closes the launcher menu and returns you to the Windows desktop.

The game can be accessed at any time by clicking the "King's Quest II" icon on the desktop or by clicking "Play King's Quest II" from the Start Menu.

NOTE: Before playing, it is recommended that you install the latest version of DirectX on your system, available from <http://www.microsoft.com/directx/>

MAC INSTALLATION INSTRUCTIONS

1. Mount the Dmg file with Toast or Dmg Mounter etc.
2. Drag the King's Quest II Game Application to your application folder. After installation, eject the disc image and open the game in your application folder to play it.

NOTE: Before playing, it is recommended that you install the latest version of Apple's X11 on your system.

RUNNING THE GAME

WINDOWS PC

1. Once the King's Quest II Remake has been installed, you can run the game by clicking on the 'AGD Interactive' program group from the Start Menu, where you will see an icon to play the game.
2. Alternatively, you can locate and click the **Launcher.exe** file in the game folder to run the menu launcher, or **Kq2vga.exe** to run the game directly. Running the **winsetup.exe** file will permit you to run the setting program to change game settings and options.

MAC

Once the King's Quest II Remake has been installed, you can run the game by clicking on the King's Quest II Application in your application folder - or wherever you chose to install the game.



THE HISTORY OF KING'S QUEST



The *King's Quest* series was created by Sierra On-Line and written and designed by Roberta Williams. The original version of *King's Quest I: Quest for the Crown* was first released in 1984 and would pave the way for seven critically acclaimed sequels.

Take a trip down memory lane over the next few pages and bear witness to the history of this groundbreaking series. Discover the numerous technological improvements that were introduced into each new installment to the *King's Quest* series, making each sequel more enthralling than its predecessor and setting down the foundations for the entire genre of adventure games.

King's Quest I: Quest For The Crown (1984)

Originally commissioned by IBM as a showpiece for their ill-fated IBM PCjr, Roberta Williams' *King's Quest* would only become an industry bestseller the following year when it was released for the IBM PC and new Tandy 1000 computers. Being the first game to fully support the newly introduced EGA color card, *King's Quest* clearly demonstrated the superior 16-color capabilities of the then \$400 optional video card. The player directs game action by way of text-based commands (example: "OPEN DOOR") and use of the keyboard arrow keys to control the hero's onscreen movements.

King's Quest I: SCI (1990)

This 1990 project to revamp the original *King's Quest* was widely viewed as a critical failure because many reviewers and gamers took offense at what they perceived to be "destroying the classics." In fact, the project was compared to the controversial practice of "colorizing" classic black-and-white movies. Valid or not, these reactions essentially stopped work on Sierra's future attempts to modernize other *King's Quest* installments. In comparing this version to the original, it's interesting how much the added music soundtrack enhances the mood of the game.

Synopsis:

The King of Daventry is nearing the end of his life. Tragically, he has no heir to carry on the royal line, and he worries that his kingdom will be left without a leader. Daventry is already a shadow of its former glory, as the three treasures of the realm have been lost to the ages. And so the king summons his bravest knight, Sir Graham, and sets him on this quest—return all three of the lost treasures, and the throne will be his. Not an easy task, but the recovery of the Mirror, the Chest of Gold, and the Shield will take Sir Graham through mythical perils and magical dangers, and forge a new kingdom from the ruins of the old!

King's Quest II: Romancing The Throne (1985)

This sequel to the original *King's Quest* not only provided a second look at the life of King (formerly Sir) Graham of Daventry, it also began a tradition of using *King's Quest* as a training ground for future designers. Future *Space Quest* series designers Scott Murphy and Mark Crowe joined the development team, making this game an even bigger hit than the original.

Synopsis:

Sir Graham is now King Graham, inheritor of the Davenport throne. But he is a king without a queen, and his subjects fear the heirless fate which befell his predecessor. That is, until the day when Graham beholds a dreadful sight in the magic Mirror—a beautiful woman held captive in a secret tower! Smitten, the king vows to release her. His search for three magical keys will lead him to an enchanted land on the other side of the world. To claim his future bride, Graham must explore underground caverns, eerie towers, and ocean wonderlands; ride flying carpets; and meet and mingle with legendary characters like King Neptune and Count Dracula!

King's Quest III: To Heir Is Human (1986)

The release of this product in 1986 was quickly met with loud protests from gamers claiming that this *King's Quest* wasn't really a *King's Quest* at all. Because it focused on a young slave named Gwydion and his attempts to escape his evil master, players didn't grasp the connection between Gwydion and King Graham of Davenport until they finished the game some months later. (This was before Sierra began offering hint books or a hint line.)

It was here that a programmer named Al Lowe, the future designer of the *Leisure Suit Larry* series, learned the internals of adventure game programming. An exciting feature of *King's Quest III* was "automagic mapping". This feature was widely promoted on *King's Quest III's* introduction... however, it was not included in future *King's Quest* games, since players' feedback indicated that it reduced the challenge. This mapping feature was later built into *Roberta Williams' Mixed-Up Mother Goose* adventure game for children, where it was better appreciated.

Synopsis:

Step into the tattered shoes of Gwydion, a young slave whose existence has been spent serving the powerful and evil wizard Manannan. But now your usefulness to him is ending, and a landmark birthday approaches—you are certain that Manannan will choose to end your miserable life that day. With nothing left to lose, you must finally dare to learn the wizard's magic spells, explore the world outside the tower you've called home, and ultimately challenge the wizard himself to save your own skin and discover the awesome secret of your own past.

King's Quest IV: The Perils of Rosella (1988)

This innovative epic invited players to step not into the boots of the now familiar adventure hero King Graham, but instead into the soft slippers of his young daughter Rosella—a bold step for 1988, when the audience for computer games was almost exclusively male. Designer Roberta Williams' move to attract more female players to adventure gaming was a success, and *King's Quest IV* went on to be one of the most popular games of the year.

From a technical standpoint, *King's Quest IV* also scored big as the first commercial entertainment product to support optional music cards. Hollywood composer William Goldstein (*Fame*) provided the stereo soundtrack, adding new dimensions and motion to the presentation. *King's Quest IV* was the first 3D Animated Adventure to use Sierra's improved graphics system, and allowed the player to use a mouse to move their character around the landscape.

Synopsis:

King Graham is hanging up his adventurer's cap for good! With his beautiful queen at his side and his kingdom momentarily at peace, he prepares to pass that symbol of his questing youth to one of his two children. But before he can speak, he collapses, struck down by a magical disease! Now his fate lies in the hands of his daughter Rosella, who must journey to a faraway land on a frantic search for the one item that can save your father from certain death. But when Good and Evil vie for the throne, you can bet that no task is as simple as it seems. Soon, the ailing Faerie Queen has Rosella on a quest of her own, to stop an evil sorceress from taking over.

Only by saving the Faeries can Rosella save her father—but who's going to save Rosella from ogres, witches, and ghosts?

King's Quest V: Absence Makes the Heart Go Yonder (1990)

A computer game on a CD? Unheard of! No game since the original *King's Quest* had the impact of *King's Quest V*, which redefined adventure gaming in gameplay, design, and overall presentation. It was Sierra's first million-dollar-plus development effort. Designer Roberta Williams assembled an unequaled team of animators, artists, musicians, and programmers to make the project a reality. A new interface was designed to appeal to a larger audience, and extra efforts were taken to make the game an attractive entertainment venture for every member of the family. No more typing "open the door"—now the player could simply use their mouse to click a "hand" cursor on the door. Sales of *King's Quest V* during its first year shattered all known records for computer games. Led by Emmy award-winning producer Bill Davis, *King's Quest V* made the leap in graphics resolution to full 256-color VGA. Animations and backgrounds advanced from "computer art" to true hand-painted, life-like scenes inhabited by similarly life-like and fluidly animated characters. Over fifty voice actors lent their talents to the effort, making *King's Quest V* the most elaborate and cinematic game to date.

Synopsis:

A year has passed since Princess Rosella's journey to Tamir, and King Graham's health has been fully restored. The Royal Family of Daventry is whole once more, and all is well with the Kingdom. But unbeknownst to Graham, his beloved family will soon be in grave danger! Somewhere far away, a powerful presence watches the castle of Daventry with evil intent. Mordack, a wizard even more powerful than the late Manannan, has concocted a dreadful plan: to capture the castle of Daventry, and the Royal Family within. He waits for the right moment to strike—when King Graham will be helpless to stop him. On that fateful day, King Graham will return home to find that his castle and his family have disappeared. Graham must don his adventurer's cap once again and find Mordack before harm can come to Rosella, Alexander, and Valanice. With Cedric the owl, his reluctant guide, Graham journeys through forests, across deserts, over mountains and oceans in search of the evil wizard who holds the Royal Family and the castle in his grasp.

King's Quest VI: Heir Today, Gone Tomorrow (1992)

From the opening sequence of the game, there could be no doubt that if *King's Quest V* redefined what computer gaming actually was, *King's Quest VI* provided the quality standard for the next generation. The state-of-the-art "floating camera" sequence that opened the game, featuring young Prince Alexander as he sets out to find his "girl in the tower," gave computer gamers the world over a stunning view of what the new age of multimedia computers could bring to classic storytelling. The character graphics were based on motion captures of real actors, giving the game an unprecedented feel of reality.

The *King's Quest VI* love song "Girl In the Tower", a soulful duet featuring the voices of Bob Bergthold and Debbie Seibert, rivaled the best motion picture anthems of the year. Continuing in a long tradition, Jane Jensen, who would go on to design the industry best-selling *Gabriel Knight: Sins of the Fathers*, assisted Roberta Williams in game design of this epic.

Synopsis:

Prince Alexander sits in the throne room of Daventry, longing for the beautiful Cassima. Suddenly, just as it had done a score of years ago for his father, the magic Mirror sprang to life to show him an image of his beloved. But one look at her distraught face made it clear that something terrible had happened to her! Immediately, Alexander sets off by ship for her home—the Kingdom of the Green Isles. Rather unfortunately for Alexander, the Green Isles are surrounded by rocks and reefs, and he is shipwrecked. Washed up on the shore with little more than his signet ring and a single coin, he must unravel the twisted schemes of an evil vizier,

restore the kingdom to its rightful rulers, and win back Cassima's heart... before she is married to someone else!

King's Quest VII: The Princeless Bride (1994)

King's Quest VII featured an innovative chapter-based design, an intelligent bookmarking system for saving games, and an easy point-and-click interface, making the game more intuitive for the novice gamer while still being challenging for those who had enjoyed the series for the past 10 years. This was the first *King's Quest* game that could not be released on diskette, as the number of disks that would be required to hold the files would never fit in a game box, or even multiple game boxes! The graphics were breathtaking in scope, created by a team of animators who drew individual images, cel-style, and then digitally added color and sequenced the images to produce motion. The resulting animation not only set new standards for game graphics, but also rivaled or surpassed the animation available on TV or film.

Synopsis:

Rosella of Davenry is reaching marriageable age, and her mother Valanice hopes to find a suitable match for her daughter. Unfortunately Rosella has no interest, either in the men her mother has chosen, or in marriage itself! As the two of them walk in the woods, discussing this very subject, Rosella sees a small dragon-sprite leap from a pond, leaving behind it an image of a fantastic castle floating in the clouds. Intrigued, and feeling mischievous, Rosella dives into the pond and disappears. Valanice leaps in after her, and the two find themselves drawn into a vortex of magical energy, and separated.

Now each woman must pursue her own quest—Rosella to save the Volcanix Underground from the evil witch Malicia, and Valanice to find her daughter. Before they can be reunited, each must cross the land of Eldritch, face the dangers of Ooga Booga, delve into the world of spirits and legends, and finally confront Malicia in the heart of an active volcano!

King's Quest VIII: Mask of Eternity (1998)

This is the final game in the *King's Quest* series. The classic Sierra adventure interface of the past has been abandoned and replaced by a controversial, simplified point-and-click interface. The characters now take the form of 3D polygonal models. This adventure features a rich, immersive story and 3D technology, along with camera control that allows you to switch between first person views and cinematic third person views—though you don't play as a Royal Family member this time around. Although the setting is only very loosely tied to previous *King's Quests*, the game is still great fun to play when judged on its own merits.

Synopsis:

When the Mask of Eternity, the symbol of order in a chaotic universe, was shattered by a powerful evil, the kingdom of Davenry was beset by a terrible curse. You, Connor of Davenry, have been chosen by fate to make an epic journey through seven amazing lands to recover the lost pieces of the Mask of Eternity and restore light to a darkening world. It will take all of your strength and intelligence to navigate this world, interacting with its strange inhabitants, battling monsters and solving puzzles on your way into and out of danger. Succeed, and honor and glory will be yours. Fail, and the forces of evil will reign supreme... for Eternity.



PLAYING THE GAME

After you have loaded the game, wait for the title screen to appear. From here you can click on the **Introduction** button to watch the game's introduction sequence. First-time players should watch the introduction sequence prior to starting the game in order to get a better understanding of their quest.

Once you have finished watching the introduction scene, click on the **Start Game** button to begin your mission.

When playing an adventure game like *King's Quest II* for the first time, there may be times when you find yourself stuck or seemingly unable to progress further into the game. If such is the case, typically the best approach is to explore each screen thoroughly. Pay special attention to things in each screen; you never know what could be useful on your quest. Pick up anything that isn't nailed down, and speak to everyone possible in order to find out what they know. Experiment with items in your inventory by clicking them on different characters or objects in the land of Kolyma. Sometimes the solutions to puzzles can be solved directly, and other times the solutions are more obscure, requiring more thought.

THE ICON BAR



The game is played using a pop-up Icon Bar interface. The Icon Bar appears whenever you move your mouse up to the very top of the game screen. Select the appropriate icon from the pop-up bar and then click it in the game screen to perform the currently selected action. Further information about the available icons is shown below.

ICONS

When your mouse pointer is moved to the top of the screen, the Icon Bar appears. The icons are **Walk**, **Look**, **Interact**, **Talk**, **Item**, **Inventory**, **Options**, and **Help**.



Walk: allows your character to move around the area in walk mode. Simply click the icon wherever you want your character to walk to.



Look: permits you to look at things in the game world, such as the screen you are standing in, other characters, or your inventory items.



Interact: allows your character to interact with the world around him, such as opening a door, lifting a rock, etc.



Talk: allows you to speak with other characters (if a conversation is possible).



Skip Scene (not on icon bar): When a green arrow appears over the **Wait** crown icon, the current non-interactive sequence may be bypassed by pressing the **Escape** key.

Note: Since some sequences contain information vital to completing the game, the Skip Scene icon will only appear if you have already finished the game at least once.



Item: stores the inventory item you last selected.



Inventory: opens the Inventory Icon Bar and Window, which are described below.



Options: opens the Options Menu, which is described below.



Help: displays several help and information text windows about the game.

Note: There is a small, red point on the **Walk**, **Look**, **Interact**, **Talk**, and **Item** icons. This point represents the icon's "hotspot" and allows you to pinpoint exactly where you wish to click.

THE INVENTORY

The inventory window is best described as your character's backpack, where he stores all of the items that he has collected during the course of the game. Your inventory can be accessed in two ways: either by moving the mouse to the top of the screen and clicking on the **Inventory** button (the red bag) in the icon bar, or by pressing the **Tab** key (or **CTRL+I** in Windows or **7CBHFC@I** on Mac) during the game. A window will appear, displaying all the items that your character is currently carrying.

To select an item from your inventory for use in the game screen, click the arrow pointer on the item. Your mouse cursor will change into that item. Click the **OK** button to close the Inventory menu and return to the game. With your mouse cursor still representing the item, click on the character, object, or screen area where you wish to use the item.

NOTE: If you want King Graham to eat, drink, open, or otherwise personally interact with an item in any way, simply click the item in question on Graham himself and watch what happens.

THE INVENTORY ICON BAR

Selecting the Inventory icon opens the Inventory Icon Bar and Window.



If you select the inventory icon, an Inventory Icon Bar (and the Inventory Window) will appear.



The Inventory Icon Bar at the bottom of the Inventory Window consists of four buttons:

Look: allows you to inspect items in your inventory. You will be shown the item's name, a brief description, and (if applicable) how many of the item you are carrying.

Interact: allows you to feel or manipulate an item in some way.

Arrow: allows you to select the item you have clicked on.

OK: closes the Inventory Icon Bar. If you press **OK** when you have an inventory item selected, that item will become your active mouse cursor, allowing you to use it in the game.

Above the Inventory Icon Bar is the Inventory Window. This is where all the items your character is carrying are listed. The **up** and **down** arrows on the right side allow you to scroll through your character's items.

SPEAKING TO CHARACTERS

To speak to other characters, you must click the **Talk** icon on them. If conversation is possible, it will begin. You should try talking to every character you meet in the game—you never know what vital knowledge or secrets they could hold for you and your quest.

THE OPTIONS MENU



The Options Menu (or Control Panel) allows you to alter various game settings.

Save: allows you to save the current game.

Restore: allows you to load a previously saved game.

Restart: allows you to restart the game from the beginning.

Quit: exits the game if you wish to stop playing.

AGS: displays information about the Adventure Game Studio game engine.

Question Mark: displays general information about the game.

Play: closes the Options Menu.

Sound Volume: adjusts the volume of sound effects.

Music Volume: adjusts the volume of music.

Speech Volume: adjusts the volume of narrator and character speech.

Game Speed: adjusts the speed of gameplay.

Voice + Text: allows you to cycle through the various in-game speech and text settings. There are three available options:

Voice + Text: Narrator and character speech will be accompanied by on-screen textboxes.

Voice Only: Narrator and character speech will not be accompanied by on-screen textboxes.

Text Only: No narrator or character voices will play. Only textboxes will appear.

Esc Skips Walk: Toggling this option on allows you to press the **Escape** key while walking to automatically skip Graham's walk animation and arrive instantly at the destination point.

SAVE GAME MENU



The game will allow you to save up to 50 save-game files. When you click the **Save** button from the Options Menu (or press the **F5** hotkey), the regular Save Game Menu will appear if you have not yet reached the save-game limit.

You should type a description into the text bar that reminds you of the game you're currently saving. Then click the **Save** button (or press the **Enter** key) in order to save your game to the hard drive.

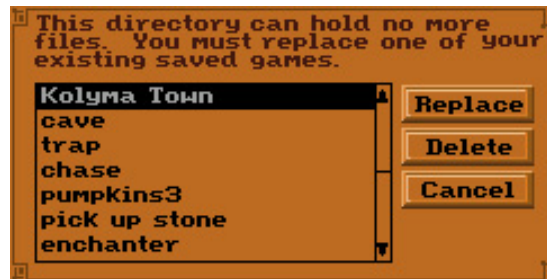
Clicking the **up** and **down** arrows at the right-hand side of the save-games list box (or pressing the **up** and **down** arrow keys on your keyboard) will scroll through your list of saved games. The highlighted file is the currently selected one. You may highlight a different save-game file either by using the up and down arrow keys or by clicking directly on a save-game description.

If you click the **Delete** button, you will be asked if you really want to delete the highlighted save-game file. If you're sure, click **Yes** and the file will be deleted. If not, click **No**.

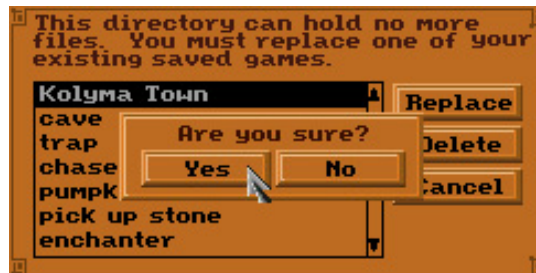
Clicking **Cancel** or pressing the **Escape** key will close the Save Game Menu and return you to the game.

If you already have the maximum number of save-game files in your game directory when you click the **Save** button on the Options Menu (or press the **F5** hotkey), the Replace Game Menu will appear instead.

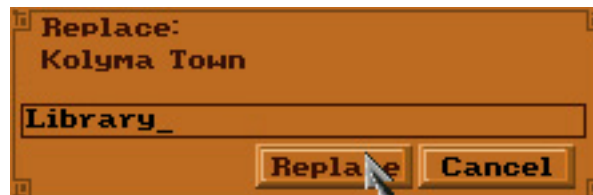
REPLACE GAME MENU



This menu differs slightly from the Save Game Menu, in that it doesn't contain a text bar for saving a new file. Instead, you must overwrite one of your existing save-games. Highlight the save-game description you want to save over, then click **Replace** or press the **Enter** key. A confirmation menu will appear, asking if you really wish to overwrite your existing save-game file. If you're sure, click **Yes**. If not, click **No**.



If you click **Yes**, another menu will appear with a text bar. Type in a new save-game file description and click **Replace** (or press the **Enter** key) to overwrite the existing file. You may also click **Cancel** (or press the **Escape** key) to return to the previous menu.



RESTORE GAME MENU



The Restore Game Menu allows you to load any of your previously saved game files. Open the Restore Game Menu by clicking the **Restore** button on the Options Menu or by pressing the **F7** hotkey.

Clicking the **up** and **down** arrows at the right-hand side of the list box (or pressing the **up** and **down** arrow keys on your keyboard) will scroll through your list of saved games. The highlighted file is the currently selected one. You may highlight a different save-game file either by using the up and down arrow keys or by clicking directly on a save-game description. Click **Restore** (or press the **Enter** key) to load the highlighted game. Note that any unsaved progress in your current game will be lost.

If you click the **Delete** button, you will be asked if you really want to delete the highlighted save-game file. If you're sure, click **Yes** and the file will be deleted. If not, click **No**.

Clicking **Cancel** or pressing the **Escape** key will close the Restore Game Menu and return you to the game.

Note: You can also double-click on save-game files from your save-game folder in Windows to launch them directly.

QUITTING THE GAME

If you wish to stop playing the game at any time, move your mouse to the top of the screen to make the pop-up Icon Bar appear. Click on the **Options** button and then click **Quit** from the Options Menu. Sir Graham will ask you whether you really want to cease adventuring. Click **Quit** to return to the desktop or click **Oops!** to resume playing. You may also press **CTRL+Q** in Windows or **7CBHFC@Q** on Mac at any point during the game to quit.



HOTKEYS AND KEYBOARD CONTROLS

The following is a list of hotkeys that can be used in *King's Quest II: Romancing the Stones*.

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TAB (or CTRL+I):	<i>Show inventory window</i>
F1:	<i>Show help information</i>
F5:	<i>Save game</i>
F7:	<i>Restore game</i>
CTRL+Q:	<i>Quit game</i>
CTRL+T:	<i>Cycle Voice + Text modes</i>
F9:	<i>Restart game</i>
F12:	<i>Save a screenshot</i>
Arrows / Numeric Keypad:	<i>Manual character walking (alternative to Walk icon)</i>
Escape:	<i>Skips walking animation (if ESC SKIPS WALK option is on)</i>

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IF YOU GET STUCK

There is usually more than one set way to solve each puzzle, so if you get stuck on something, don't despair; just try to think of a different way to approach the problem.

If you're still stuck, visit our *King's Quest II* forum on the web at <http://www.agdiforums.com/forum/> where you can request a specific hint and other people will be happy to offer you some playing tips.

RETELLING A CLASSIC

GENESIS

In June 2001, I sat down to write an expanded opening scene for a remake proposal that I was to pitch to the AGDs at AGD Interactive. The scene was from *King's Quest II: Romancing the Throne*, a game that had been made back in 1985 by Sierra On-Line. It was quite an interesting challenge. I wanted to explore the character of Graham, bringing out in him something that was both familiar and new for the many fans that knew him implicitly.

After I had concluded the opening scene, which mirrored the original (only with a great deal more character emphasis and exposition), I realized the need to have a suitable conclusion. After all, an opening needed an ending to rival it. So I tried to write one.

A WRITER'S WORK IS NEVER DONE

The end scene seemed to counter the intro well, and it felt like a decent sub-plot had been touched upon when looking at the two scenes side-by-side. However, the new "bookend" plot (coming to the player's attention only at the two ends of the game) suggested that other scenes might be necessary to expand and explain my new additions to the storyline. A mid-game cutscene was written in. Followed by another.

By this time, I had submitted what had been written so far to the AGDs. Their response had been very positive. They would indeed be interested in remaking this game, with my added material... but could more parts of the game be expanded? Such as the sub-plot surrounding Neptune's trident, for example. I agreed, not realizing then that this was the beginning of an incredible evolution that would span four months... before even a single line of game code was scripted.

By the time I was "finished" (though that is not accurate, considering I was tweaking dialogue even as the game neared completion), I had a story written in novel format, and a screenplay based on that, running over a hundred pages long. The screenplay had become an experience in itself. It had to include a points list, character list, inventory and descriptions, death messages, alternate ways to solve puzzles, optional actions, fatal actions, narration, design direction... all in all, it was quite an undertaking! I still cannot believe it took only a month to complete the first draft. Looking back, I recall that the hardest part of writing the screenplay was having to omit so much from the short novel. Ah well.

During this time, screenshots of intended scenes for the game were being sent to me, so that I could write the random descriptions for them. More drafts of the screenplay soon followed, roughly one per month. By January 2002, the "final" screenplay was sent... and just in time—for a third of the game had already been scripted, based on previous "editions".

WHETHER OR NOT YOU FIRST SUCCEED, DO IT AGAIN ANYWAY

No written work can be perfect the first time around (or second or third for that matter). In fact, no written work can be without flaws... so it was only natural that—even after the final draft of the screenplay—a plethora of little details were mulled over. Should Graham be sitting on a seahorse during one of the close-ups? If a clue is added in relation to a particular puzzle, does it then become too easy to solve? Without this same clue, does it become too difficult? Should the music be forceful in a particular scene, or should it be gentle? What should the new characters look like? Should we maintain a particular scene in the game, or replace it with something else? And the original Easter eggs... do we keep those? Could we add new ones, and if so, what kind?

These sorts of questions, and many more, had to be addressed throughout the entire production of the game. It was fortunate that I was working with such a supportive, collaborative, and above all, professional team, or we might well have all ended up in a big, confused heap!

WHY RE-WRITE HISTORY?

King's Quest II, in its original form, had laid the foundations for a great game. Regretfully, many of the game's characters did not have the opportunity to shine. There were some intelligent and interesting puzzles to be solved, but the experience was over all too quickly. With this re-telling of the classic tale, I focused on the characters, allowing their personalities to dictate the direction of the story to a degree.

I also took the opportunity to focus on a number of themes: The cycle of life. Denial of age and obsession with youth. The association of colours and "elements" with stages in the natural order. Progress versus tradition. Truth; that not all is as it appears. Jealousy. The lust for power. Faith. And above all else... unconditional love.

AND OVER TO YOU...

I'd like to close by mentioning some of my favourite additions to the game. The revamped introduction, the Town of Kolyma, the "Tests" (you'll see!), an ever-lengthening quest involving a certain type of headwear, pumpkins, and a wagon-load of poetry all stand out as highlights for me.

Oh... and I shall not forget the very last thing you will experience in the game...
So what are you waiting for? Rediscover the adventure as Graham journeys to Kolyma. His Destiny awaits... once again.

Daniel Stacey
(AKA Cadbury Wookie)

JUST THE FACTS

In *King's Quest II: Romancing the Stones*, you will find:

- Approximately one hundred and forty screens; 25% are SVGA enhanced screens from the original 1985 version of the game, another 25% are modified versions of their 1985 (AGI) counterparts, and the remaining 50% are entirely original.

- Approximately thirty "speaking" characters, about half of which are unique to this version of the game. Many of the others have had their roles considerably expanded, some even altered.

- All 185 points from the original game still intact (you'll just have to find them!).

- Tons of new puzzles.

- An intro and ending that, when combined, total nearly twenty minutes of beautifully illustrated, animated, and scored storytelling.

WALKTHROUGH

WARNING: The following section contains specific hints, tips, and puzzle solutions that are intended to assist novice players and help them get started. This walkthrough will describe how to solve a minor game puzzle using the interface and icons in *King's Quest II: Romancing the Stones*.

If you do not wish to receive tips and would prefer to experience the entire game and its puzzles on your own, you should skip reading this section.

If you have not done so already, click on the **Introduction** button to see why King Graham has journeyed to Kolyma.



Click on **Begin Game** from the title screen and you will see Graham standing on a pier with his own vessel departing back to Daventry.

Use the **Eye** icon on the vessel. Now click the **Hand** icon on it. Guess it's too late to leave Kolyma now! If you want to say a quick "cheerio" to your crew, click the **Talk** icon on the vessel.



There's a net caught around one of the pier's pylons. Try clicking the **Hand** icon on it. Hmm, looks like Graham can't reach it from where he's standing. Maybe there's another way. Diving off the pier into unknown waters might not be a good idea, so perhaps Graham should take the long way around instead.



Use the **Walk** icon to exit the screen (click on the far-most right of the screen, on the pier).

Graham has now arrived at a beach in Kolyma. Walk off the pier, onto the sand, and head into the water. Graham will start swimming when he reaches a certain point. Swim left and you will end up in the screen you started in... only this time you're in the water. Click the **Walk** icon close to the net to move nearer to it. Then click the **Hand** icon on the net again. Aha! Graham has the net now and can carry on with his journey.

King's Quest II 1 of 185

You may have noticed that the score bar at the top of the screen increased by one point when you obtained the net. The maximum score that you can attain is 185 points. The higher your final score, the more thoroughly you will have played the game. Try to obtain full points for the ultimate gameplay experience.



Now might be a good time to save your game. Click on the **Options** icon at the top of the screen (the one depicting the slider bar). Now click on the **Save** button. Type in a name for this saved game. For example: "Swimming, have net". Or just call it whatever you like. Then click on the **Save** button. Your save-game will be created and you will be returned to the game.



Just for fun, keep swimming west (left) until Graham gets into trouble and drowns. Oh well, it's a good thing you saved your game earlier! After reading the death message, click on the **Restore** button and select the save-game that you saved previously, and then click the **Restore** button to load it. Now you are back at the pier, still swimming in the water.



Head east (right) onto the beach screen again, and this time keep walking east until you reach a shallow pool of water. Go north (up) and east (right). Cross over the rickety wooden bridge. On the next screen, over to the eastern side, you will notice an interesting-looking rock formation set within the mountainside.

Perhaps you should take a closer look. Walk between the two "rock arms" and the rock transforms into a door with a face! **Talk** to the door and watch the ensuing sequence.

You now know your quest: You must find the three *Gems of Nature* and use them to open the *Door of Destiny*. Beyond, the woman you hope to be your bride awaits a rescuer. Good luck!

CREDITS

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Daniel Stacey

ORIGINAL MUSIC

Tom & Dianne Lewandowski (QuestStudios)

CONVERSION BY

AGD Interactive

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Valanice	Rachael Faught
Possum	Britney Brimhall
Door of Destiny	Christopher T. Warren
Sharkee King	Christopher T. Warren
Baby Pumpkin	Britney Brimhall
Mama Pumpkin	Earth Warren
Haystack Creature	Daniel Stacey
Town Librarian	Britney Brimhall
The Father	TamTu Bui
Disciple/Cloud Spirit	Christopher T. Warren
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Count Caldaur	Richard Aronson
Countess Lavidia	Birgit Grodotzki
Anastasia	Britney Brimhall
Angelina	Hope Kodman
Dwarf	Earth Warren
King Neptune	Christopher T. Warren
Young King Edward	Cris Skelton
Ghost Father	Daniel Stacey
Boatman	Christopher T. Warren
Monk	Sean V. Crisden
Child Graham	Azure
Gold Fish	Christopher T. Warren
Merchant	Dylan Nagel
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SPECIAL THANKS

Chris Martin
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