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PROLOGUE

Foretelling and Facts: The Fall of the First King

There has been much debate relating to the demise of Legenimor, the First King. Some say he took his own life. Others claim he was betrayed. There are even those who say he lives still, in some unknown form.

Nevertheless, the various accounts agree on the following: The petrified form of the First King was discovered on the highest point of His realm; His brother, Morgeilen, vanished after the discovery; and the crown passed to the mortal knight, Granthithor.

It is believed that the First King released his awesome and terrible powers to the Heavens, and that to him they would return after a thousand years. Early descendents of his kind, wizardly scholars and those of magical persuasion, prophesied that "the bearer of Legenimor's offering would receive His gifts, and take His place as supreme monarch."

How this might relate to attempts to locate and unearth his stony form remains a mystery. As is the identity of the "Item," as this tool has come to be called. One thing is certain: whoever discovers the Item's form and function, and wields it successfully, may become the greatest being in the world... if not beyond.

It is hoped by the good and knowing few that no such discovery is made. For if it were, no living being would be safe.



INTRODUCTION

A long, long time ago, when magic was the only science known to man, there dwelt in the land of Llewddor a wizard named Manannan. He was very learned in all matters of the heavens and earth.

Of great age, Manannan presented a frail appearance, as though his skin were made of bleached and weathered parchment. Manannan's impression of fragility lasted only until one looked into his coal-black eyes, which burned with a strange fire. This was, indeed, a powerful wizard.

Although he was powerful, and capable of conjuring up vast armies of spirit servants to sweep his hearth, prepare his meals, and other menial tasks with which he would not soil his hands, this solution to his everyday needs was not satisfactory to him. For he liked his solitude, and didn't want a lot of spirits (who besides all else, are quite inquisitive and mischievous) cluttering up the house. Instead, he apprenticed a very young boy to do his bidding, taking the lad when he was only a year old, so that the boy would have no memories to tug at him in the years to come.

Unfortunately for Manannan, boys grow up and become adventuresome young men. As his slave grew in stature and in strength, Manannan was irritated to find him poking around in areas of the house where he didn't belong. Or he would climb down the narrow path leading to Manannan's mountaintop retreat to explore the surrounding countryside. Even punishment did not stop him for long.

One day, when his slave was 18 years of age, the wizard found him practicing magic spells. This was the last straw!

"YOU!" Manannan screamed. "You have read my books of spells and plundered my supplies of powders and potions. You have even ventured into Llewddor again, against my expressed command, for nowhere else could you have gathered some of these ingredients!

"You think you will win your freedom with these tricks?" the wizard sneered. "You shall see your mistake! You have earned only your own demise!" And with that, Manannan raised his hands menacingly.

Suddenly the earth began to shake and his slave was no more. Only a small pile of ashes remained where he had stood.

"Next time, I won't make the same mistake," Manannan snarled. "I'll never let any of my slaves reach manhood. I'll have no more accidents."

And so the years passed. Manannan went out and found another small boy to be his slave. He stole him from a country some distance from Llewddor, to direct suspicion away from himself. Manannan was more careful with this child, and watched him closely. The wizard punished the boy severely when he caught him away from the house. And he made sure the boy didn't get his hands on even any ordinary items that might be transformed into magic charms or potions. On the whole, Manannan didn't have much trouble with him, but still, on the lad's 18th birthday, the wizard zapped him out of existence.

"It's a nuisance, having to train a slave all over again," he mumbled complainingly. "But it's better than having trouble like the last time."

And so he went on, every 17 years kidnapping a small boy from his loving parents, then slaying him on the 18th anniversary of his birth. (Occasionally the cycle was shortened slightly, when he unfortunately chose a precocious child that learned too much before his 18th year.)

And time went on...

WINDOWS INSTALLATION INSTRUCTIONS

1. Ensure no windows are open on the desktop and no other programs are running.
2. Locate and run the **KQ3_Redux10.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 III* remake into. The default directory is **C:/Program Files/AGD Interactive/King's Quest III Redux**

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. A message will inform you if the installation was successful. You now have three options:

- View Readme:**
It is strongly recommended that you view the **Readme.txt** file to see the latest game information before playing *King's Quest III Redux*.
- Run the King's Quest III Redux Launcher:**
This opens the menu launcher, allowing you to run the game, change game settings, visit the AGDI website, or read the game manual.
- Read Game Manual:**
Allows you to read the game's PDF manual.

The options available on the menu launcher are as follows:

- Play Game:**
Begin playing *King's Quest III Redux* .
- Settings:**
Alter various game settings, screen display resolutions, and sound devices.
- Read Manual:**
Allows you to read the game's PDF manual.
- Visit Website:**
Takes you to the AGD Interactive website.
- View Readme:**
View the **Readme.txt** file to see the latest game information.
- Exit:**
Closes the launcher menu and returns you to the desktop.

The game can be accessed at any time by clicking the "King's Quest III Redux" icon on the desktop or by clicking "Play King's Quest III Redux" 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 **KQ3_Redux10.dmg** file with Toast or Dmg Mounter etc.
2. Drag the King's Quest III Redux 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 *King's Quest III Redux* has been installed, you can run the game by clicking on the "AGD Interactive" program group (or whichever program group you installed the game into) from the Start Menu. There, you will see an icon enabling you 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 **Kq3Redux.exe** to run the game directly. Double-Clicking on the **winsetup.exe** file will permit you to run the setup program to change game settings and options.

MAC

Once *King's Quest III Redux* has been installed, you can run the game by clicking on the King's Quest III Redux 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 Daventry 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 Daventry 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 Valance. 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

The first time you run *King's Quest III Redux*, the introduction sequence will start automatically to help first-time players gain a better understanding of their upcoming quest. On subsequent runnings, the game will go directly to the title screen. From here you can click on the **Opening** button to watch the game's introduction sequence again if you wish.

If you have previously watched the introduction sequence, click on the **Play** button to begin the game.

When playing an adventure game like *King's Quest III Redux* 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 Llewddor.

The game won't allow you to get stuck easily, but you can still reach an unavoidable dead-end if you save the game in a forbidden location while the wizard is only moments away from returning. It is important to use multiple save slots to avoid this situation.

Sometimes the solutions to puzzles can be solved directly, and other times the solutions are more obscure, requiring deeper thought. Finally, don't forget to save your game early and often!

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).



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.

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 brown bag) on the icon bar, or by pressing the **Tab** key (or **CTRL+I** in Windows or **CONTROL+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 depicting the item, click on the character, object, or screen area where you wish to use the item.

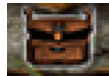


Some items collected during the course of your adventure will be outlined by a blue glow, indicating that the object is forbidden. These items represent evidence that you have visited locations that your master would not approve of (such as the valley of Llewddor or certain areas of the wizard's house). Being caught with forbidden items in your inventory will result in quick and fatal punishment at Manannan's hands.

NOTE: If you want Gwydion to eat, drink, open, or otherwise personally interact with an item in any way, click the item in question on Gwydion himself and watch what happens. Usually (but not always) the same result can be achieved by clicking the **Interact (Hand)** icon on the item inside your inventory window.

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. From left to right:

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.

About: displays general information about the game.

AGS: displays information about the Adventure Game Studio engine.

Play: closes the Options Menu.

Sound Volume: adjusts the volume of sound effects.

Music Volume: adjusts the volume of music.

Game Speed: adjusts the speed of gameplay.

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

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

Speech + 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.

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 indicates the one currently selected. 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.

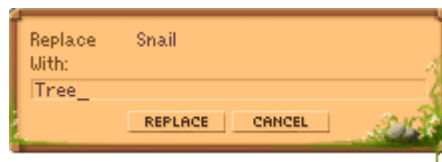
If you already have the maximum number of save-game files in your game directory when you click the **Save** button on the Options Menu (or press the **F5** hotkey), the Replace Game Menu will appear instead.

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.

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 one currently selected. 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. The Quit menu will appear. Click **Yes** to return to the desktop or click **No** to resume playing. You may also press **CTRL+Q** in Windows or **CONTROL+Q** on Mac at any point during the game to access this menu.



SLAVE SURVIVAL RULES

The key to escaping the clutches of your evil master is knowing when to be on your best behavior and when to explore, experiment, and experience the game world. Staying on Manannan's good side involves obeying two vital rules:

Do what your master tells you to do (and do it fast). The wizard is not a very patient person and failing to do your chores or fix him a meal in time will usually result in punishment.

Don't do what your master forbids (and get caught in the act). Exploring areas of the house you're not allowed to be in, venturing into the Llewddor countryside, discovering your master's secrets, or collecting items that are potential ingredients for magical spells aren't deadly activities in their own right, just don't do these things while your master is watching you. Curiosity killed the cat. It can certainly kill you too.

The Timer

When he's at home, Manannan usually keeps a close eye on you. There will be times, however, when the wizard decides to take a short nap or go on a journey. You're free to do whatever you want until he awakens or returns. When Manannan appears before you and announces that he is taking a nap or a journey, the timer at the top of the screen will turn green to indicate his absence. The exact moment the wizard decides to shift his attention back to you is determined at random, but the color of the timer will change, giving you a general idea how long it will take before it's time to start covering your tracks.

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When Manannan takes a nap or a journey, the timer will initially turn green, but will change yellow and eventually red as time progresses. Shortly after the timer changes color from yellow to red, the wizard will return to check on your activities. No excuse will justify being caught in the wrong place or carrying forbidden items, so it's best to keep a very close eye on the timer and plan your moves accordingly. It certainly beats being zapped out of existence.

The Bed

The bed in your room has two important functions in the game:

As a storage area: You'll inevitably acquire inventory items that will alert the wizard to your forbidden activities, should he discover them in your possession. In order to prevent Manannan from catching you with incriminating evidence on your person, you'll need to store these items in a safe hiding place while he's around watching you. Manannan never enters Gwydion's bedroom, so whatever you hide under your bed will be safe from the wizard's prying eyes. You can store individual items by selecting them from your inventory and then clicking them on your bed. You can also hide or retrieve multiple items by clicking the **Interact (Hand)** icon directly on Gwydion's bed and clicking **Hide** or **Remove**. In the subsequent menu, you can quickly retrieve or hide individual items by clicking on them in the window. Or you can use the **Hide All** or **Take All** buttons to hide/retrieve every item at once. Clicking the **Backpack** button alternates between "hide" and "retrieve" modes. Any items surrounded by a blue glow shouldn't be in your own pockets when Manannan confronts you.

As a way to kill time: When clicking the **Interact** icon on Gwydion's bed, a menu appears. You can click the **Sleep** button to take a nap. Sleeping will cause time to fast-forward to the moment of the wizard's next appearance. This is useful if you've just returned from a trip to the valley and you don't want to wait around for Manannan to make his next appearance.

HOTKEYS AND KEYBOARD CONTROLS

The following is a list of hotkeys that can be used in *King's Quest III Redux*.

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>

IF YOU GET STUCK

There is occasionally more than one set way to solve certain puzzles, 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 III Redux* forum on the web at <http://www.agdinteractive.com/forum/> where you can request a specific hint and other people will be happy to offer you some playing tips.

THIRD TIME'S THE CHARM

During the writing of King's Quest II: Romancing the Stones, it became apparent that the third instalment of the series could be handled in a similar way. While the story of Sierra's original King's Quest III was strong enough to stand on its own, there was room for fleshing out some characters and areas, as well as the inclusion of its predecessor's story arc.

Exploring the relationship between Manannan and Gwydion was of particular interest, as was delving into the back-story of the wizard's history of servants. Developing the peripheral characters was enjoyable - the pirates are one example of this, leading to a side-quest of their own.

It should be noted that, while every attempt has been made to respect the source material, this is a work of non-canonical fiction. As such, creative decisions were made that distinguish this project from the original game. Don't expect to be able to walk through this adventure with ease if you're familiar with what came before.

Among the expanded sections in the game are the desert (where once the fiendish Medusa did reside), the town, and a brand new area to explore during Gwydion's journey to Daventry. Material related to copy protection (i.e. the spells) have been re-written so as to avoid reproduction here.

Lastly, a heart-felt thank you goes to the original team who brought us the King's Quest series. Most notably Roberta Williams, whose imagination has inspired the members of AGD Interactive to revisit her world and contribute to it. We ask that they accept this, and the games before it, as an expression of our appreciation and gratitude.

Long Live Adventure Games.

Daniel Stacey
(AKA Cadbury Wookie)

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 III Redux.

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 haven't already, click on the **Opening** button to see the events that took place prior to the game's starting point. (if you've already watched the introduction sequence once, click on **Play**).

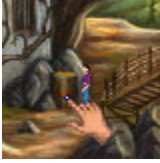


After the introduction sequence, Gwydion will be standing in the entry hall of the mansion. His thoughts still dwell on the strange figure in front of the cave, but right now, there are more pressing matters at hand. You have chores to tend to, and impatience is only one of your master's negative personality traits.

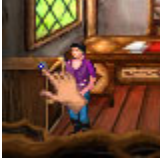


A few seconds after the game has started, the wizard will appear and assign you a chore. This chore is picked randomly, but involves either:

-Feeding the chickens outside by taking food from the grain barrel near the chicken coop.



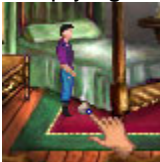
-Cleaning the wizard's study by taking the duster atop the cabinet.



-Sweeping the kitchen floor by taking the broom near the chimney.



-Emptying Manannan's chamber pot by taking the chamber pot in Manannan's bedroom.



All actions involve clicking the **Interact (Hand)** icon on the item you want to take or use. Go and explore around the house a little, making sure to complete your chore when you're in the right location. While exploring the kitchen and dining room, take whatever items the game will allow you to take, again by clicking the **Interact (Hand)** icon on them. Don't try to walk down the mountain path outside the house yet, because your master will surely notice.

Soon, Manannan will re-appear to check if you completed your chore. If you did, he'll vanish without so much as a compliment. But if you didn't, you'll receive a punishment. Once the wizard has gone, walk upstairs and enter Manannan's bedroom.



It's time to try something risky. Walk over to the dresser on the right-hand side of the room and open its drawer to see a close-up of its contents.



The only item inside that you can take is the red vial, labelled "Rose Essence". Take it by clicking the **Interact** icon on it.



You may have noticed that your score at the top-right of the screen increased by one point when you obtained the Rose Essence. The maximum score that you can attain is 210 points. The higher your final score, the more thoroughly you will have played the game and the greater your accomplishments. Try to obtain full points for the ultimate gameplay experience.

Now that you have the Rose Essence in your possession, you should close the drawer using the **Interact** icon. Closing the drawer is very important if you don't want the wizard to discover what you've been up to!

Now, quickly leave Manannan's bedroom and walk one screen to the right, into your own bedroom. This room is your only place of solitude within the house as the wizard never enters it (although if you've failed to cover your tracks after doing something forbidden, hiding in here will only delay his wrath!)



Once inside your own bedroom, click the hand icon on the bed. This will bring up a menu, from which you should click the **Sleep** button.



Gwydion will lie down and nap until he knows the wizard will be looking for him.



After awakening, save the game. From the pop-up icon bar, click the **Options** button (the one depicting the slider bar) and then click on the **Save** button. Alternatively, you can simply press the **F5** hotkey as a shortcut. Type the name of this saved game. For example, "In Gwydion's bedroom" (or call it whatever you like). Then click on the **Save** button. You will be returned to the game.

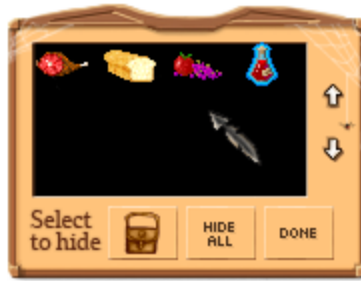


With the game saved, walk back out to the hallway. Whoops, looks like Manannan is rather unforgiving in regards to people searching through his personal belongings. It's a good thing you saved your game!

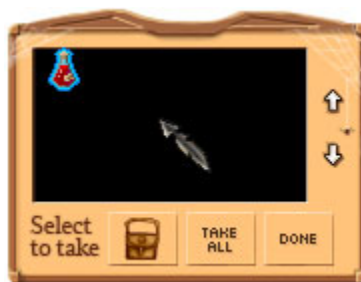
Click the **Restore** button from the Game Over menu, highlight the game you just saved, and then click **Restore** again. You'll be back in your bedroom, just after waking up from your nap.



Instead of walking back out to the hallway again, click the **Interact** icon on Gwydion's bed and choose the **Hide** button this time. A window will appear showing all the inventory items that you are carrying on your person. The Rose Essence will be enveloped by a blue glow, indicating that the wizard will not tolerate you having this item in your possession.



Click the mouse pointer on the Rose Essence item in the main window (or just click the **Hide All** button). When clicked, the Rose Essence will visibly disappear from your inventory window, meaning that it's now hidden safely beneath your bed, away from Manannan's prying eyes. At this point, if you click the **Backpack** button, you can switch to the "Take Items" window. Notice that the Rose Essence will be visible in this window, since it's hidden under the bed.



Click the **Done** button to close the window. Now, walk back out to the hallway and Manannan will appear before you.

He'll tell you that he's taking a journey. Great! Notice that, as your master disappears in a cloud of smoke, the clock at the top of the screen (on the score bar) will turn green, indicating that the wizard is no longer watching the house... or you. The timer will start out green, eventually turning yellow, and finally red, indicating the status of the wizard's hiatus.

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If you'd like to play it safe, you'll want to make sure to get rid of all evidence of your forbidden deeds the moment the timer turns red. For now, don't worry about that and enjoy your first trip down the mountain and into the valley of Llewddor. After spending seventeen years on top of a mountain, you're no doubt eager to expand your horizons!



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