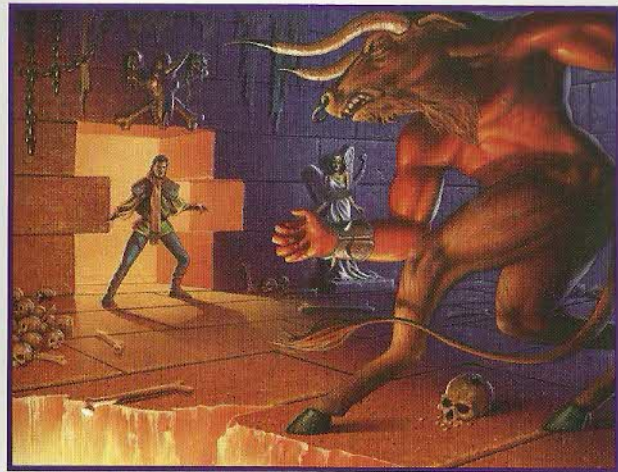


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ROBERTA WILLIAMS'

King's Quest® VI®

HEIR TODAY, GONE TOMORROW

803024330/S302110



Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR <ENTER>

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.*C:\SIERRA\KQ5<<ENTER>>

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown
Corporate Quality Assurance

KING'S QUEST® VI

MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you **must** create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

PLAYING DIRECTLY FROM THE CD

To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD. To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example: e:), and press [ENTER].

Type readme and press [ENTER].

PLAYING WITH AN INSTALL FILE (RECOMMENDED)

This program will create an install file using either hard disk or a floppy disk.

Running the INSTALL program saves your sound configuration in the install file.

Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.

TO RUN THE INSTALL PROGRAM:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].
3. Type **install** and press [ENTER].

Follow the instructions of the INSTALL program.

TO RUN THE GAME USING THE INSTALL FILE:

1. Place your CD game disc into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: c:), and press [ENTER].

Note: If you installed to a floppy disk, you will need to place that disk in the drive, before you type the name of the drive.

3. Type **cd\sierra** and press [ENTER].*
4. Type **KQ6cd** and press [ENTER].

* If you have installed King's Quest VI to a directory other than

the default setting, please type **KQ6cd** from the directory where you installed the game.

INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS

From the CD (if there is no SETUP floppy in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing **win /s** or **win/3**, but may be different for your installation. If you are unsure refer to your Windows documentation.
3. Select "Run" from the "File" menu.
4. Type **e:setup** where e is the drive letter of your CD-ROM drive. Press [ENTER] or click on "OK."
5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then set up a program group and program icon so that you may play the game.

NOTE ABOUT SYNTHESIZERS

- Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the control panel. Use the Index to find help on changing your MIDI setup.
- The channel assignments are 13 thru 16 for base level and 1 thru 10 for extended. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.
- Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.
- If you have a Soundblaster, Pro Audio Spectrum, or Thunderboard; select the Base-level synthesizer.
- If you have a Roland MT-32, LAPC-I, or CM-32L, select the Extended synthesizer.

TO RUN THE GAME

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard or Enhanced mode. This is usually done by typing **win /s** or **win/3**, but may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

USING A MOUSE:

To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position.

To move your character, position the WALK icon at the desired screen location and click the mouse button.

To execute a command, click the left mouse button.

Try the right and center buttons too, They help you change cursors.

PART I

THE LAND OF THE GREEN ISLES

The Land of the Green Isles is an ancient kingdom ruled by a royal family designated simply as the "Crown." Its location so far from the rest of the known world, combined with the dangers of the surrounding sea, have effectively isolated it from the influence of other lands. This small kingdom might as well exist on a distant star as on the other side of an inhospitable sea.

Because of this isolation, the citizens of the kingdom have a unique flavor and a quaint naivete. If one asks about the history of the Land, they are eager to speak. Yet of true answers, little can be found. They can recite the names of the holders of the Crown spanning back hundreds of years, can speak of each dwelling's origin, of practically every citizen's lineage, yet when I asked how the kingdom began, bewilderment is the response. "The kingdom has always been," they say, "There has always been a royal family." It is as if this place has existed, unaltered since the dawn of time.

But there is some basis for a different picture: that these islands have actually held a succession of kingdoms, each bleeding into

the next, new civilizations building on ruins scarcely cold. I base this opinion on the traces and legends of an ancient civilization to be found on one of the islands-but more of that later.

The kingdom as it stands today, has remained relatively unchanged for hundreds of years. Four islands make up the bulk of the Land. The Isle of the Crown is the center of the kingdom. There on a magnificent rise stands the Castle of the Crown, the seat of the royal family of the kingdom and the heart of the Land. A village and docks comprise the rest of the island and run most of the kingdom's daily commerce, such as it is.

Across a short distance of sea is the Isle of Wonder, an aptly-named place of sheer delight ruled by a pair of rival queens who are, despite their own internal strife, unalterably loyal to the Crown.

The Isle of the Beast is the least hospitable of the islands. Seemingly deserted, I did not see much of the place since obstacles made it impossible to travel far inland. Nevertheless, the place has its own history and is listed among the kingdom's holdings.

The fourth island is the Isle of the Sacred Mountain, so called for the soaring peak that rises from the base of the island into

the clouds, and around which that community - both literally and philosophically - is built. The Isle of the Sacred Mountain has its own rulers who are also subservient to the Crown.

A more dissimilar set of cultures can scarce be imagined than those on these four islands, yet they seem to exist in harmony and function as a whole. The uniting factor is the Crown, which maintains loyalty both by means of its undisputed heritage as the seat of all government, and by the grace of its goodly royal family.

Peace has reigned for centuries in this idyllic kingdom and seems likely to continue. That is, as long as the Land remains hidden from the evil that we know exists in the world. Though I am a stranger here, I hope not to influence this place overly much. Who would wish to change such a paradise?

PART II THE ISLE OF WONDER

Imagine a place where the very path beneath your feet might complain of your weight and the trees purposely drop twigs on your head for the sheer merriment of it all, and you'll have an idea of what it's like to be on the Isle of Wonder.

The Isle of Wonder is a comma-shaped body of land that might as well resemble a question mark, for confusion and astonishment are sure to be the lot of the unsuspecting visitor. The island is teeming with life. Vegetation is abundant as are the island's inhabitants. In fact, the two are frequently one and the same. One can scarcely pick up a grain of sand on that shore without it demanding to be put right back...and this instant, if you please!

The history of this unusual island is an issue of fervent speculation. Many believe that it was an uninteresting deserted island until a wizard enchanted the whole place, bringing everything in it to life, and presented it to his daughter as a birthday present. Others say that the island was once the prison of a beautiful princess, held captive there by a powerful and jealous queen. The maiden was so fair that the very trees and stones themselves could not bear to hear her crying and came to life to provide her companionship. Still another group ardently claims that the Creator of the Universe simply got tired of the serious business of life-giving and decided to indulge His or Her sense of humor.

Whatever the origin, a more delightful spot could scarcely be imagined. But be warned! Those travelers who like to know exactly what to expect from life would be well-advised to go elsewhere. While most of the island's inhabitants are friendly, some of the "thornier" natives are capable of being downright rude, and all are quirksome.

Visitors are frequent on the Isle of Wonder, for it offers a refreshing respite from the ho-hum of everyday life. Even the king and queen enjoy a picnic on Exclamation Point or a stroll in the gardens, and they are on occasion to be found there relaxing and passing the time of day with the island's natives.

The rulers of the Isle of Wonder are a pair of queens, rivals in every way, and most frequently to be found arguing over everything from the color of the sky to the consistency of potato hash. Despite their eccentricities, the Isle of Wonder seems to run smoothly and be a flourishing part of the kingdom, providing many valuable exports and lending the kingdom a light-heartedness to counter their more serious countrymen on the Isle of the Sacred Mountain.

PART III

THE ISLE OF THE SACRED MOUNTAIN

The Isle of the Sacred Mountain, on first impression, appears to be nothing but a great wall of cliffs rising to the sky with no apparent means of scaling it. The visitor is soon met, however, by a pair of greeters" of the Winged Ones race.

The Winged Ones are the inhabitants of the Isle of the Sacred Mountain. Towering to a height of six to seven feet, the Winged Ones are by far the most impressive creatures I have ever seen. Each one of them, male and female alike, is surpassingly beautiful. Their bodies are muscled and athletic and gleaming with health. From their broad backs mighty wings emerge like secondary limbs, strong and webbed, and covered with large white feathers. And when they spread those massive wings...oh!...it is as if the sun itself is eclipsed.

Two of these creatures, the greeters, meet visitors at the base of the cliffs and so was I met. Gently, they took my arms and flew me upwards. Has there not been a man who has dreamed of flying? Are we all not Icarus in our heart of hearts? Imagine then, the thrill of that flight and the glory of the beings who rule the very air around us!

