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King's Quest VI

HEIR TODAY, GONE TOMORROW

SIERRA

ADVENTURE

IMPORTANT

THIS MANUAL CONTAINS YOUR WARRANTY CARD!

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

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In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

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WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)

2. Cut along the dotted lines.

3. Send you warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd
Customer Services
4 Brewery Court
Theale, Reading
Berks RG7 5AJ

Customer Services Hotline   01734 303 171
Customer Services Faxline   01734 303 362

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 dive 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,

Quality Assurance Department.

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].

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.

* 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.

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.

ALL SYSTEMS

Using a Mouse to Play Space Quest IV

To position the onscreen cursor, move the mouse to the desired position.
To move your character, position the cursor at the location to which you
want the character to walk and click the mouse button. To exedute a com-
mand, click the mouse button (multi-button mouse users, click the left but-
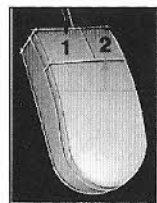ton). For more detailed mouse instructions, see below.

1 - Button Mouse

1. [ENTER]
[SHIFT-click] Cycle through available cursors. [Ctrl-
Click] Toggle between WALK and last cursor chosen.
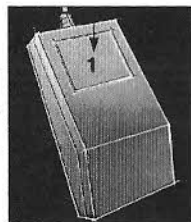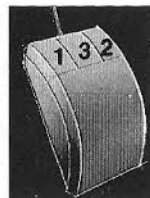

2 - Button Mouse

1. [ENTER]
2. Cycle through available cursors.
[Ctrl-Click] Toggle
between WALK and last cursor chosen.

3 - Button Mouse

1. [ENTER]
2. Cycle through available cursors.
[Ctrl-Click] Toggle between WALK and
last cursor chosen
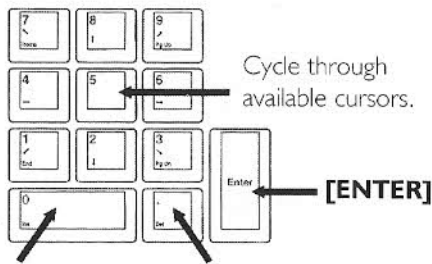**3.** Toggle between WALK and last cursor chosen.

For other commands, mouse users can use the numeric keyboard.

Using a Keyboard to play King Quest VI

To position the onscreen cursor or move your game character using a keyboard, press a direction key (arrow keys) on the numeric keypad. To stop your character, press the same direction key again. To select an Icon or execute a command, press [ENTER]. For more detailed keypad instructions, see below.
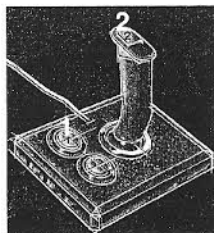
Numeric keypad

Cycle through available cursors.

[ENTER]

Toggle between Walk and last cursor chosen (only when run from DOS).

Open Icon Bar and last cursor (Number lock must be off).

Using a Joystick to Play King Quest VI

To position the onscreen cursor using a joystick, move the stick in the desired direction. To select an Icon or execute a command, press the FIRE button. For more detailed joystick instructions, see below:

1. Open Icon Bar and last cursor
2. Press the fire or (ENTER) button.

For other commands, joystick users can use the numeric keyboard.

ICONS AND CURSORS

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you. To open the icon bar, press [ESC] or move the cursor all the way to the top of your screen. Some icons will have a menu of choices. Use the [Tab] key, mouse or joystick to move between choices within an icon menu.

The Walk Icon

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

The Walk Cursor (mouse mode only)

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

PLEASE NOTE: In Keyboard an Joystick mode, the character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped. There will not be a special cursor onscreen.

The Look Icon

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

The Look Cursor

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

The Action Icon

Choose Action when you want the character to perform an action on an object (Example: getting a drink from a pond, opening a door, etc).

The Action Cursor

When you choose Action, the cursor will change to a hand. Place the hand at the desired place on the screen and press [ENTER], click the mouse button or press the joystick fire button. The necessary action for this screen position will be performed.

The Talk Icon

Choose Talk when you want to initiate a conversation between game characters.

The Talk Cursor

When you choose Talk, the cursor will change to a talking head. Position the mouth on the person (or thing) and click the mouse button, press the joystick fire button or press [ENTER]. If conversation is possible, the character will talk, or a conversation will begin.

The Smell Icon

Choose Smell when you want to take a good, hearty whiff of something.

The Smell Cursor

When you choose Smell, the cursor will change to a nose. Position the nose on the person or thing you want to smell (pyew!) and click the mouse button, press the joystick fire button or press [ENTER]. If it smells, you'll get a complete and, no doubt, nauseating description.

The Taste Icon

Choose Taste when you want to try tasting something.

The Taste Cursor

When you choose Taste, the cursor will chage to a mouth-and-tongue. Position the tongue on the person or thing you want to lick and click the mouse button, press the joystick fire button or press [ENTER]. You'll get a description of the result - probably something in bad taste !

The Item Icon

The Item icon shows the last inventory item you selected. Choose Item when you want to see or use this item.

The Inventory Icon

Choose Inventory when you want to see and select from the items you are currently carrying.

The Controls Icon

This icon allows four game variables to be adjusted:
* **Speed**: Adjusts the speed of the game animation.
* **Volume**: Adjusts the sound volume.
* **Text/Speech Control**: Allows selection between displayed text and spoken text. If the button is marked as TEXT, clicking on it will restore speech mode. If the button is marked as SPEECH, clicking on it will restore speech mode.
* **Game Detail**: Adjusts the amount of non-essential animation in the game. If your game is running too slowly, you may want to adjust the Game Detail to lessen the amount of non-essential animation. **SAVE, RESTORE & QUIT** are also accesed via the **Controls** icon.

The Information Icon

Choose Information when you need to be reminded what the various icons do in the game. The cursor will change to a question mark. Pass the question mark over the other icons in the icon bar to see what they do.

Object Cursors

Each item in your inventory has a special **object** cursor associated with it. These can be used to perform game actions with your inventory items. Follow these steps:

1. You can choose the **Inventory** icon from the icon bar, or press the [Tab] key.
2. Move the **arrow** cursor the **inventory** item you want to use, and press [ENTER], the joystick fire button or click the mouse button. The cursor will change to look like the item you have selected.
3. Choose the **OK** icon. You will exit the inventory screen to the game.
4. Move the **Object** cursor to the place onscreen where you want to use the inventory item and press[ENTER], the joystick fire button or click the mouse button.

THE ANCIENT ONES' ALPHABET

HINT FOR PART IV

The alphabet of the Ancient Ones consists of graphic symbols. It is clear that their language and ours has the same root, for their writings are directly translatable by simply replacing the appropriate letter of our alphabet for its corresponding symbol in theirs. It is probable that the Ancient Ones spoke in our language and used these symbols in their writings as a code for secrecy or for their ceremonial beauty. Or, perhaps, our own "letters" for the spoken language evolved as short-hand notations for the complex symbols used by the Ancient Ones. In any case, there are twenty-six primary symbols in their alphabet. There are other minor symbols, but those were used only for accent and as representations of complex philosophical ideals and are not included here. In addition to their alphabetical functions, each symbol also represents an emotion, a color, a creature, and a natural or metaphysical element.

A This symbol represents harmony, the cat, the color sienna, and earth.

B This symbol represents sorrow, the albatross, the color charcoal-gray, and onyx.

C This symbol represents hope, the dove, the color pearl-gray, and opals.

D This symbol represents tranquillity, the mouse, the color sable, and granite.

E This symbol represents irony, the whale, the color ochre, and paper.

F This symbol represents humility, the grasshopper, the color olive, and plants.

G This symbol represents purity, the unicorn, the color white, and air.

H This symbol represents rage, the shark, the color red, and fire.

I This symbol represents cowardice, the sheep, the color orange, and coal.

J This symbol represents honesty, the parrot, the color green, and emeralds.

**K** This symbol represents wisdom, the owl, the color brown, and wood.

L This symbol represents loneliness, the cricket, the color beige, and clay.

M This symbol represents romantic love, the swan, the color gold and the element gold.

N This symbol represents hate, the crab, the color black, and ebony.

O This symbol represents joy, the dolphin, the color azure, and sapphires.

P This symbol represents fear, the rabbit, the color violet, and rubies.

Q This symbol represents faith, the caterpillar, the color turquoise, and the stone turquoise.

R This symbol represents grief, the jackal, the color silver, and the element silver.

S This symbol represents happiness, the dog, the color pink, and marble.

T This symbol represents perseverance, the tortoise, the color sea-green, and water.

U This symbol represents intuition, the serpent, the color royal-blue, and rain.

V This symbol represents foolishness, the monkey, the color yellow, and ivory.

W This symbol represents familial love, the horse, the color hazel, and leather.

X This symbol represents bravery, the lion, the color purple, and diamonds.

Y This symbol represents patience, the cow, the color amber, and pearls.

Z This symbol represents desire, the warthog, the color burgundy, and garnets.

King's Quest VI Help Sheet

There are a few points in King's Quest VI where you may need a couple of clues to help you progress in the game. To help you, here are some extracts from the diaries of a man believed to have set foot upon the mysterious kingdom known as the Land of the Green Isles.

The Ancient Ones

The Ancient One's culture inhabited the Isle of the Sacred Mountain perhaps as much as a thousand years ago. At that time, it is likely that there was no 'kingdom' and that the Ancient Ones existed alone in the sea, since no similarly aged records appear on any of the other islands.

The Ancient Ones were believers in the power of language. They were fond of saying 'A master of languages will soar.' This presumably refers to intellectual heights rather than physical ones, but who can say? It is also known that they were great lovers of symbols and had a complex theology which seemed to worship all things aerial, though only fragments of their belief system are understood today. The Ancient Ones gave meaning to every creature, every colour, every element and every mineral. In addition, they studied the emotional states of being. Every emotion, like every creature, colour or element ranked high or low on their theological scale- the lowest being 'base' and the highest being 'pure.' At the top of this scale were the Sacred Four; the emotion 'Tranquillity,' the colour 'Azure,' the creature 'Caterpillar,' and the element 'Air.' The colour azure and the element air are obvious allusions to the sky. Similarly, tranquillity is reminiscent of the heavens above. The caterpillar is the one surprise. In their reasoning, however, it makes perfect sense. After all, there are birds aplenty in the skies, but what glory is it to fly when one is born with wings?

Is it not more glorious still to be born to crawl upon the ground and build one's own wings?

The Logic Cliffs

One of the most intriguing artefacts left by the Ancient Ones are the logic cliffs. The cliffs are so named from a series of riddles written on the face of the cliff leading from the beach of the Isle of the Sacred Mountain to the Winged Ones' city. Chiselled painstakingly into solid rock, the viewer must question what purpose the words serve. From the ancient scroll that references the cliffs, it can be determined that the riddles on the cliff were part of an elaborate mechanism designed to protect those who dwelt at the top of the cliffs from undesirables that might arrive from the sea below. The following translations from the cliffs of logic scroll may help the reader understand the mystique that surrounds this artefact.

The first challenge: 'Only those pure of heart will be able to RISE the cliffs of logic.'

The third challenge: 'The Stones of Stealth,' are associated with this riddle:

> Four men standing in a row,
>
> Third from the left and down you go,
>
> The rest, in order, move you on,
>
> The Youngest, the Oldest, and the Second Son.

The Fifth challenge: 'Only those of the highest order may ASCEND the cliffs of logic.'

The Catacombs

Another remnant of the Ancient Ones' culture, the catacombs, is tragically inaccessible to visitors today. The catacombs held the burial chambers of the Ancient Ones, and are designed as a giant labyrinth. To protect their tombs from looters, the Ancient Ones built death traps into the catacombs and filled it with dead-end paths, maze-like corridors, and rooms where

secret knowledge is required.

The Winged Ones were close to mastering the secrets of the catacombs some years ago, when a minotaur, taking an instant liking to the dark, funereal place decided to take up residence. At first, the kingdom attempted to regain the hostaged artefact, but between the dangers of the catacombs itself, and the minotaur's stealth and treachery, the losses became too grave to continue the struggle and the minotaur was left to his prize. Since then the catacombs have been bolted shut. It is one of the great sorrows of the kingdom that each year the minotaur demands, and must be given, the living sacrifice of his choice lest he emerge from the catacombs and attack the city.

The catacombs were obviously a place of high reverence for the Ancient Ones, as a message on an ancient tablet that once adorned the doors to the catacombs shows:

> Three roses laid upon the bower,
> A scythe for he who cuts the flower,
> A crown, a dove, most noble race,
> Thy bones make sacred this dread place.

**Please send you warranty card
in a stamped envelope to the following address:**

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