
King's Quest

Le Vieux Manuel

**NOTICE**

This software is backup protected. Please keep it in its protective sleeve when not in use.

KING'S QUEST ™

Designed by Roberta Williams
Programmed by Charles Tingley, Ken MacNeill, and Chris Iden
Graphics by Doug MacNeill and Greg Rowland
Story by Annette Childs

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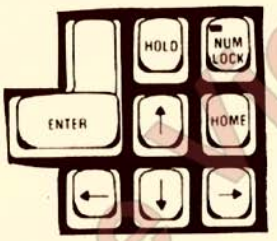
## LOADING INSTRUCTIONS

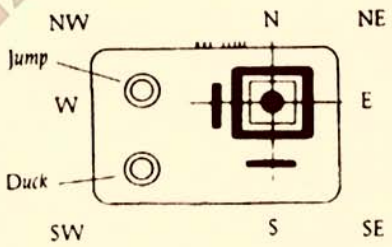
A. Insert King's Quest™ disk, label side up, into Drive A. Close the door to the drive.
B. Turn on power to the monitor, then the computer.
C. When the banner page appears, press any key to select keyboard control or press joystick button to select joystick control.

## COMMANDS FOR THE HERO

Your computer will be your hands, eyes and ears. Talk to it in commands of two words, or even whole sentences. Unless otherwise instructed, follow all commands with the ENTER key.

A joystick or the arrow keys on the keyboard move Sir Graham North, South, East or West, and when appropriate, up or down. To halt his steps with the keypad, press the last direction key again.




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Acrobatic feats may be required at times. Give your computer a single command. Type:
(You can also use the joystick buttons to jump and duck.)

JUMP, or SWIM

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GNOME

You may later need objects you see along the way. Type:

GET THE KEY

Pay attention to details. To see an object closely, type:

LOOK AT THE KEY

Answer your computer's questions directly. Your command to unlock a door may prompt your computer to ask "With what?" Answer:

WITH THE KEY

To save you typing time, these convenience keys quickly and easily make these common commands:

| | |
|---|---|
| ESC | Pause King's Quest |
| TAB | Check Sir Graham's inventory and score |
| 1 | Turn sound off/on |
| 3 | Save Game A-Z |
| 5 | Restore Game A-Z |
| 7 | Restart King's Quest |
| 9 | Repeat last command |
| 0 | Jump (or press upper joystick button) |
| - | Duck (or press lower joystick button) |
| = | Swim |

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## MAGIC OF YOUR OWN

You may want to take a break at some point, and later begin where you left off. You can save your progress on a separate disk, your own "play disk." Use a blank disk, or one with information that you do not need, because it will be erased when it is prepared.

**Formatting or Preparing a "Play Disk"**

You will need to prepare your "play disk" only once. Any time during the game,

TYPE: COPY DISK

Follow the prompts on the screen to create the "play disk". Then leave the "play disk" in the drive and continue the game. When you want to save a game, you will do so on this disk.

**Saving a Game**

The game can be saved almost any time during play. If you do this often, then you won't lose much ground if Sir Graham should have an unfortunate accident.

TYPE: SAVE GAME

You will be instructed to put your "play disk" in the drive and enter a letter to identify your game. If your "play disk" is already in the drive, then simply type the letter.

TYPE: A - Z

The game will be saved, and you may then continue playing King's Quest.

**Restoring Your Game**

To resume a saved game any time after loading King's Quest,

TYPE: RESTORE GAME

You will be asked to take out the King's Quest disk and insert your "play disk". If your "play disk" is already in the drive, simply

TYPE the letter (A-Z) for your saved game

Now you may continue playing King's Quest from the point at which you saved the game.

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8 84

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