

**All-New Format!**

## **KING'S QUEST®2**

*Romancing the Throne*

**INCLUDES COMPLETE WALK-THRU**

**INCLUDES ALL AREA MAPS**

**LIST AND LOCATION OF ALL OBJECTS**

**ALL SOLUTIONS REVEALED**

**HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED**

**THE PERFECT GAME ACCESSORY**



## *General Questions*

***All I do is wander around. What's going on here? There must be more to adventure game life than this!***

Start fresh from the very beginning. Re-boot the disk. Don't touch any key and watch the story that unfolds. It will tell you the plot of the game.

"Look" a lot. Perhaps you'll get a hint. Look for objects lying around & take them with you. *Almost* every object in the game has a purpose, & is used for something.

You are seeking a beautiful girl, possibly near a tower.

You feel sure those magic doors have something to do with it.

***The game is too fast! The game is too slow!***

On some computers you can type "slow", "normal", or "fast" to change speeds. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

***How do I "see" the objects I'm carrying?***

Just type "look" & the name of the object.

***How do I "drop" objects?***

You don't. You're going to need everything you find. (You may, however, "use" things, thus consuming them.)

***Am I the only one who keeps "failing in my quest?" I'm tired of starting all over again from the beginning of the game. What am I doing wrong?***

Nothing. Everyone "fails" a lot in adventure games. That's one reason it's so satisfying to finally solve one! Your problem is: you aren't "saving" your game as your progress. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

To save a game, you'll need a blank disk or one with data on it that is no longer needed. See your reference card for details.

After you have a "saved game" disk, you just type "save game" at any time to

save a game in exactly that spot. Follow the prompts to name your saved game. See your reference card for further explanation.

***Where does King Graham put all that stuff he's carrying?***

The same place Superman puts his street clothes when he flies!

## **To Open the First Magic Door The Land of Kolyma**

***I die whenever I swim too far in the ocean.***

That's right, you do! You can only swim for a little while without heading for shore again.

Swimming may not be the answer.

***How do I find the mermaid?***

Find the first magical door and read the inscription.

The mermaid will appear on a rock at the beach.

***If the rickety old bridge always collapses under me, how will I ever finish this game?***

After all, it *is* a rickety old bridge! It may only be good for a few crossings.

It won't always collapse. You're just crossing it *too* often.

It's good for three round trips, plus one more (seven crossings total). If there's a problem, you may be playing from a saved game that has some extra trips.

(Insider's hint: the counter for how many times you've crossed is located somewhere in the center of the bridge. Don't meander around on the bridge; go directly across.)

***How do I get to the castle in the middle of the poisoned lake?***

You can't until *after* you unlock the second magic door.

Read the inscription on the third magic door.

Look for a boatman at the south end of the lake.

### ***How can I make the antique store open?***

Perhaps you're too eager. Remember, this game changes as you progress.

It will open when you are ready for it.

See hints under "to open the Second Magic Door"

### ***I can't find anything to steal from the monastery.***

You'd steal from a church???

Bad idea.

Instead, you might try doing what normal people do in a holy place.

Walk to the altar and "pray".

### ***There's a wolf in Grandma's bed!***

When you encounter the wolf in Grandma's bed, leave and try again later. Grandma may be there the next time you enter.

### ***There's a grandma in Grandma's bed! (But I still don't know what to do!)***

You don't have to solve this puzzle but it will help you later in the game.

Notice that Grandma is sick.

What did your mommy feed you when you were sick?

Go look in the dwarf's fireplace.

Get the pot of chicken soup and feed it to Grandma.

### ***How do I get the winged horse to appear?***

What was the third gift you received from the genie?

When you rub the magic lamp a third time, the genie will give you a bridle.

Throw the bridle on the snake.

***All right, I'm getting desperate! I've paid my moey! I want to know how to get that door open! And I want to know right now!!!***

Gosh! Grumpy, aren't we?! Are you sure you want to read this?

OK, find the magic door.

Read the inscription on the magic door.

Find the trident.

Give the mermaid one of your treasures. She will summon a seahorse.

Ride the seahorse to King Neptune.

There is a golden key inside the giant clam next to King Neptune.

Wave the trident to open the clam. Take the golden key.

Use the golden key to unlock the magic door.

## **Neptune's Kingdom**

***How can I swim far enough to find King Neptune?***

You can't. But you can ride a magic seahorse underwater.

The mermaid will summon the seahorse if you give her a nice present.

***How can I get that mermaid to take me to King Neptune?***

You can't. But she may know someone...

Befriend the mermaid. Offer her a little something.

No, not dinner and a show! Show a little class!

Try one of your treasures.

***I'm with King Neptune, but can't do anything but leave.***

You need to have something with you.

Something King Neptune would like.

A trident.

***King Neptune keeps getting made at me, very mad!***

If you gave the trident to the mermaid to get her to summon the seahorse skip to

↓

If you have the trident, you can “wave the trident” to open the clam.

Just don’t give him the trident after you’ve opened the clam.

↓ You’ll never get anywhere with King Neptune unless you have the trident.

## **Characters you may Encounter around Kolyma Little Red Riding Hood**

***What should I do with Little Red Riding Hood?***

If you talk to her, she’ll give you a clue.

She’s looking for her basket of goodies.

The basket is near Grandma’s house.

Inside the mailbox.

## **The Mermaid**

***There’s a mermaid on a rock, but whatever I try, she swims away.***

Never get too close to a mermaid.

Offer her something.

A treasure perhaps? (Sometimes bribery works!)

## The Good Fairy

### *Why is the Good Fairy here?*

Maybe it's your lucky day!

Maybe not.

If you can get close enough to her, she'll sprinkle you with a (rather short-lived) magic spell that will protect you from "certain evil elements."

### *Even though I've been protected from "certain evil elements" I still can't swim to that island in the center of the poisoned lake.*

Evidently, the lake is not one of the "certain elements".

The Good Fairy's magic spell will only protect you from the following things:

Hagatha

The Evil Enchanter

The Dwarf

### *How can I escape from the "bad guys" hanging around Kolyma?*

The best way is to just avoid them entirely. Go around these scenes, or...

Walk near the edge of the screen. Then, if they come close you can quickly move to another room. Or...

Hide behind a tree or bush. (Insider's hint: if even one bit of you shows, you may be seen.)

## Hagatha

### *How do I stop getting killed by Hagatha?*

Stay away from her.

Sometimes the obvious answer is the correct answer.

The Good Fairy's spell will help, but only outside her cave.

### *Is it possible to get that nightingale from Hagatha's cave?*

Keep entering her cave until you find that she's not home.

You can then take the cage without fear.

## The Dwarf

*The dwarf keeps stealing stuff from me!*

Whenever you allow him to get close to you, he'll take one of your treasures.

The Good Fairy's spell will protect you from the dwarf.

It is possible to recover anything he takes.

He usually puts his boot in his house.

Look inside the chest.

*I can't figure out what to do after I put on the dwarf's hats.*

Call Sierra and tell them how you did it since it's impossible!

*How can I stop the dwarf from "getting me" while I'm inside he house?*

Easy. Wait until you enter his house and he's not home. (It's difficult to get away from him because he's so fast!)

## The Enchanter

*How do I get away from the Enchanter?*

The Good Fairy's magic spell will protect you from the Enchanter.

*Does the Evil Enchanter have any redeeming social value whatsoever?*

No, but he makes great frog legs.

## To Open The Second Magic Door The Land of Kolyma

### ***What, another door??!***

Yes, and you're going to need another key!

Be sure to read the inscription on the second door.

But remember, the game has changed as you've progressed.

New things will happen to help you find key #2.

### ***I can't figure out where to start solving this one!***

Remember the famous bumper sticker: "When the going gets tough, the tough go shopping!"

Since you read the inscription on the second magic door, the sign in the window of the antique store now reads "Open"

Go to the antique store.

### ***The antique store puzzles me.***

Talk to the old lady.

You'll want to buy something from her.

Give her two treasures.

She'll give you an old oil lamp.

### ***I've got the old oil lamp from the antique store. Now what?***

You might try flying.

You'll need some help.

Did you ever read The Arabian Nights?

You need a flying carpet.

Rub the genie's lamp and you'll get a free ride.

## **The Top of the Cliffs**

***Why did I come up here? All I can do is get killed.***

Maybe you could use your sword.

You don't have a sword? "I Dream of..."

Rub the lamp again.

Use the sword to kill the snake.

### ***OK, I give up! How do I get that second door open?***

Go to the antique store. It's open for business now.

Buy the oil lamp by giving the old lady two of your treasures.

Leave the store and rub the lamp.

Ride the carpet to the top of the cliffs.

Rub the lamp again and the genie will give you a magic sword.

Kill the snake with the magic sword.

Go past the snake. The second golden key is inside the cave in the hillside.

Ride the carpet again to return to Kolyma.

Use the golden key to unlock the second magic door.

## **To Open the Third Magic Door The Land of Kolyma**

### ***I can't even get started. What's changed? What do I do first?***

Be sure to read the inscription on the third magic door.

Go to the south shore of the poisoned lake.

Notice there's a rowboat (complete with shrouded ghoul!) here for the first time.

### ***How do I take the rowboat across the poisoned lake?***

Offer something to the shrouded ghoul.

One of your treasures.

## Count Dracula's Castle

*I've crossed the poisoned lake & landed on that island in the middle. Why bother coming? All I do is die!*

Keep trying. It is possible to make it through the bramble bushes without dying!

If you have the magic sugar cube, eat it. It will prevent the brambles from harming you.

You got the sugar cube from the winged horse after you talked to him.

Don't you remember? The snake became the winged horse after you threw the leather bridle on him.

What leather bridle? Why, the one you got by rubbing the oil lamp the third time. (No, of course not, you can't kill the snake with the sword first!)

*Those ghosts always make me walk into the poisoned brambles.*

Did you ever go "Trick or Treating?"

Wear a disguise so they don't recognize you.

The black cloak and ruby ring.

You found them under the bed at Grandma's house, didn't you?

*I've encountered Count Dracula roaming his castle. He always gets me.*

Think back to those old movies you used to watch on late night TV.

Try something he doesn't like.

Show him the silver cross.

You got it from the priest in the monastery.

*I keep stumbling in the dark. Where's the flashlight in this game?*

There is no flashlight. Irving Duracell hasn't been born yet!

Where do you keep the candles at your house?

Search through the drawers.

In the bedroom at the top of the west tower.

### ***Now, how do I light this thing?***

If you didn't take a flaming log from Hagatha's fire, skip to \*\*\*

You took a flaming log from Hagatha's fire?

How?

This is a fake clue. Shame on you!

\*\*\* Find a flame.

One that's low enough for you to reach.

On the stairway down from the bedroom where you found the candle.

### ***I've found Count Dracula's "sleeping area" but...***

If the coffin is open, slip to ♠ below.

Open the coffin.

After Dracula awakes, show him the silver cross. He'll leave.

♠ Reach in the coffin and get the golden key from under Count Dracula's pillow.

### ***I have the key but I can't get the trunk open in the top of the tower.***

You'll need the silver key.

The only way to get the silver key is to kill Dracula while he's sleeping in his coffin.

To kill Dracula, you must have the stake and the mallet.

### ***OK, I give up! How do I get the third magic door open?***

Go into the monastery.

Pray with the monk. Tell him your name is “Graham”. He’ll give you a silver cross.

Go to the south shore of the poisoned lake. Find the boat.

Give the boatman one of your treasures.

Make your way through the deadly brambles.

Show the cross to the ghosts.

Find the upstairs bedroom in the castle.

Get a candle from the drawer.

Light it in the flame of the torch on your way down the stairs.

Find Count Dracula’s crypt.

If Count Dracula attacks you, show him the silver cross.

Look under the pillow in the coffin.

Take the golden key and use it to open the third magic door.

## **On the Enchanted Island**

***I’m stuck on a strange beach.***

Search the beach.

Throw the net. Perhaps you will catch something.

What? You expected to catch a fish the very first try? Obviously, you’ve never gone fishing with me!

Try again!

***I’m stuck on a strange beach with a fish.***

Perhaps you don’t need a fish.

The fish needs your help as much as you need it's help.

You could always throw it back.

Throw the fish back into the ocean.

If it offers you something, take it up on its offer.

Ride the fish.

***I'm stuck on a strange beach with a dead fish.***

Too bad. Try reading the hint immediately before this one.

***Now that I'm on the enchanted island, I realize there's something back in Kolyma that I need. How do I go back?***

You can't.

You'll have to restore an older saved game and try again.

***I'm in the tower but I can't get past the deadly lion.***

You need a weapon with great magic.

Use your magic sword to kill the lion.

Or you might ham it up a little...

***I've found her! But, you know, it just doesn't seem like the game is over. I mean, after all this I was expecting more than just a kiss. Maybe some fireworks, or a fancy message from somebody at Sierra or...***

The game's not quite over. You must get Valanice out of the tower and safely back to Daventry.

She's afraid to walk down those stairs. Think of another way.

Remember, Dorothy, you're not in Kansas!

Inspect the amulet.

You found it north of the tower. (Didn't you?)

Think “home”.

Enjoy your wedding!

### ***OK, I give up! How do I finish this game?***

Find the net on the strange beach.

Cast the net until you catch a fish.

Throw the fish back into the ocean.

Ride the fish.

Find the amulet.

Its north of the tower.

Enter the tower.

Kill the lion with your magic sword.

Enter the room and meet Valanice!

Hold the amulet.

Think “home”.

Enjoy your wedding!

## **AFTER “The End” Of the Game**

### ***How did you...***

#### ***...make the mermaid summon the seahorse?***

I gave her a treasure (but I lost points equal to the treasure’s value).

I gave her the bouquet of flowers I got from Red Riding Hood.

#### ***...get the key from King Neptune?***

I waved the trident to open the clam, and swiped it!

He gave it to me – after I gave him back his lost trident.

### ***...get the nightingale from Hagatha?***

I entered her cave when she wasn't home.

While Hag was there, I sneaked behind her to the cage, dowered it with the cloth, took the cage, then sneaked out without her noticing me.

### ***...get past the snake at the top of the cliffs?***

I killed him with my magic sword.

I threw the leather bridle on him. We chatted a bit, after which he gave me a magic sugar cube.

### ***...cross the poisoned lake?***

I gave the shrouded ghoul a treasure.

I disguised myself as Count Dracula by wearing the black cloak and ruby ring.

### ***...get through the bramble bushes after landing on Count Dracula's island?***

I just walked right on through!

I ate the sugar cube.

### ***...get past the ghosts guarding Dracula's door?***

I wore the black cloak and ruby ring.

I wore the silver cross.

### ***...stop Count Dracula?***

I showed him the silver cross.

I wore the silver cross. When he saw it, he turned into a bat & flew away.

I killed him while he lay sleeping in his coffin.

***...get in Valanice's chamber?***

I killed the lion with my magic sword.

I fed the lion the smoked ham from Dracula's dine room table.

***Did you also try...***

...letting the enchanter "get" you?

...drinking from the poisoned lake?

...looking at the tree in the wood north and east of the trident?

...talking to the seahorse?

...talking to King Neptune?

...talking to Hagatha in her cave?

...opening the nightingale's cage?

...giving the leather bridge to the snake?

...kissing Hagatha?

...approaching Hagath's cave often? (Sometimes something silly happens, but only rarely!)

...letting the ghosts possess you?

...blowing out your candle while in Count Dracula's castle basement?

...walking into the waterfall on the strange beach?

...asking "what is Graham's last name?"

...asking "who wrote this game?"

# Points

How & where earned

Value

## Before Opening Door #1

Opening the mailbox outside Grandma's house		1
Taking the basket of goodies from the mailbox		2
Giving the basket of goodies to Red Riding Hood		4
Praying in the monastery		2
Getting the silver cross from the monk		2
Wearing the silver cross		2
Lookin in the hold (south of the monastery, near the lake)		1
Taking the brooch from the hold		7
Taking the bracelet		7
Taking the stake		2
Taking the mallet		2
Taking the trident		3
Taking the necklace		7
Each trip across the rickety bridge (limit 7 trips)		1
Giving the bouquet of flowers to the mermaid		2
Giving a treasure to the mermaid of	- value	treasure
Riding the seahorse		2
Getting the bottle & cloth from King Neptune		4
Getting the key to Door 1		5
Unlocking Door 1		7

## Before Opening Door #2

Opening the bottle and removing the cloth		2
Covering the nightingale's birdcage with the cloth		2
Taking the birdcage		2
Trading the nightingale for the oil lamp at the antique store		6
Trading two treasures for the oil lamp of	- value	treasure
Getting the flying carpet by rubbing the oil lamp		2
Riding the flying carpet		4
Getting the magic sword by rubbing the oil lamp		2
Getting the leather bridle by rubbing the oil lamp		2
Throwing the leather bridle over the snake		5
Getting the sugar cube by taking to the winged horse		2
Getting the key to Door 2		5
Unlocking Door 2		7

### Before Opening Door #3

Taking the pot of chicken soup		2
Losing a treasure to the dwarf	- value of	treasure
Retrieving a stolen treasure from dwarf's chest	- value of	treasure
Taking the earrings		7
Giving the pot of chicken soup to Grandma		2
Finding the black cloak and ruby ring		4
Wearing the black cloak and ruby ring		3
Giving a treasure to the shrouded ghoul	- value of	Treasure
Eating the sugar cube		1
Taking the candle		2
Lighting the candle in the torch flame		1
Taking the smoked ham from Cunt Dracula's table		2
Killing Count Dracula in his coffin		7
Taking the silver key that results		2
Getting the key to Door 3		5
Unlocking the chest in the top of the tower		1
Taking the tiara		7
Opening Door 3		7

### On the Enchanted Island

Taking the fishing net		1
Catching the golden fish		2
Throwing the golden fish back into the ocean		3
Riding the golden fish		1
Taking the amulet		3
Feeding the smoked ham to the lion		4
Entering Valanice's room at the top of the tower		5
Holding the amulet & saying "home"		3

**Maximum possible score      185**

## Location of all Objects

Objects	Where Found	Where Used
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### To Open Door #1

Trident	On beach two scenes north of Start	Give to King Neptune
Basket of goodies	Inside mailbox outside Grandma's house	Give to Red Riding Hood
Bouquet of flowers	From Red Riding Hood	Give to mermaid on large rock in the ocean
Key to Door #1	King Neptune	Use to unlock Door #1

### To Open Door #2

Fairy Spell	From good fairy near antique store	Prevents death from "bad guys"
Nightingale in cage	Inside Hagatha's cave	Give to old lady in antique store
Magic lamp	From old lady in antique store	Rub lamp anywhere outside
Flying carpet	From genie inside lamp	Ride carpet to top of cliffs & back down
Magic sword	From genie inside lamp	Use to kill snake or kill lion
Leather bridle	From genie inside lamp	Throw on snake instead of killing him
Sugar cube	Take to snake/flying horse	Prevents death in brambles outside castle
Key to Door #2	Inside cave on top of cliffs	Use to unlock Door #2

### To Open Door #3

Mallet stake	Inside tree, north & south, then east of large rock in ocean	Use with stake below to kill Dracula while asleep in his coffin
Pot of chicken soup	In fireplace in dwarf's house	Feed to Grandma
Ruby ring	From Grandma after feeding chicken soup	Use with black cloak
Black cloak	From Grandma after	Wear to cross lake free

Silver cross on chain	feeding chicken soup From monk after praying in monastery	and past ghost guards Weat ro pass ghost guards & scare Dracula
Candle	Inside drawer in castle bedroom	Used to see in dungeon
Small silver key	Appears after killing Dracula in his coffin	Room at top of castle tower
Key to Door #3	Under Dracula's pillow inside his coffin	Use to unlock Door #3

### On Enchanted Island

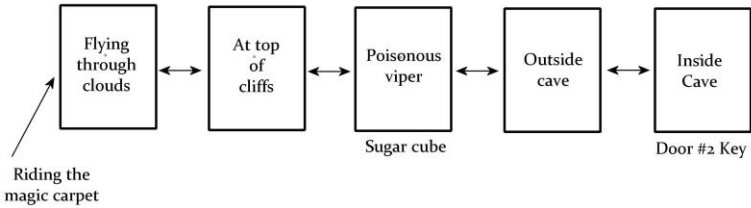
Net	On strange beach one scene north	Fish in rough ocean
Golden fish	After using net several times	Throw back, then ride to enchanted island
Smoked ham	On Dracula's dining table	Feed lion instead of killing him with sword
Amulet	One scene north of tower	After meeting Valanice, hold and think "home"

### Treasures

Bracelet	South of large rock in ocean	(for maximum points, don't use any treasures!)
Necklace	Two scenes north of Grandma's house	
Brooch	Inside hold in rock, south of monastery	
Earrings	Inside chest in dwarf's house	
Tiara	Inside trunk in room at top of castle tower	

# King's Quest II Hint Map

## Top of the Cliffs



## Neptune's Kingdon

