King's Quest II

ROMANCING THE STONES

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PROLOGUE

*I*n the Beginning, the Ancients came.

They traversed the world before all others; preceding even the First Mages, the founders of civilization. Such power had They, that Their influence was fully felt by all of creation. The Ancients were master seers. They perceived within every living being a spectrum of destiny; one's path, and its infinite branchings. This was as natural and easy for Them as it is for one to perceive the spectrum of a rainbow.

This ability allowed the Ancients great freedom to do as They chose. Gaze They would through the turbulent channels of time without peril. Apply They did such clairvoyance to satisfy Their insatiable desire for knowledge. They fathomed the unfathomable, and learned the unlearnable. Their abilities were unmatched. Their potential unlimited. Fortunately, They were not unwise. They knew that so long as Their perceptions did not alter the natural path of the cherished world They inhabited, They would continue in Their entrusted role as its caretakers. Thus, interference in the order of things was made strictly taboo.

"This world is good, for it has not been tainted by selfish action," They said.

For a long, long time, the Ancients remained.

They cared for it and its inhabitants; nurturing and encouraging the ever changing forms that was life. Peace and harmony reigned for many an age, and protected well was the world by its caretakers.

They said: "This world is good still, as it has not been tainted by selfish action."

Sadly, however, the trust bestowed upon Them was betrayed... and they were forced to leave the world. And it was all because of One.

One did not hold in such high regard the principles of His peers, and felt not the duty that His kind shared. He would not keep sacred the natural order of the living. He would manipulate the spectrum of destiny to his advantage. No regard He gave to any feeling, save His own. To the detriment of the living world, He drew closer His own desired destiny.

The other Ancients, angered by His selfish and callous behavior, moved to punish Him. Within the very stone of the mountains, They sealed Him. Imprisoned, He would remain, until such time came that He would learn the essence of the natural order.

To Him, they spoke: "This world was good, but has been tainted by selfish action. No longer can we remain here. But You shall remain; imprisoned and alone. The cycle of life, the natural order of the living, shall be Your only means of salvation. Only when the Gems of Nature are brought to thee, will You be freed from Your eternal, accursed existence."

Then to Him, They spoke no more.

And thus were formed the three Gems of Nature.

The first was cast into the water, from where all life had sprung.
The second was cast skyward, to be consumed by cloud and consciousness.
The third was placed beneath the earth, where the living committed the lifeless.

And then, the Ancients left the world.

Time passed. Yet One remained as He had been; seeing nothing, hearing nothing, feeling nothing.

His past slowly ebbed from recollection.
In time, He had forgotten His own name.
In time, He became It.

Still, It waited.
Though maddeningly passive, It had retained knowledge of the spectrum of destiny, and knew of one who would one day approach; a being... a human being... who would seek his own destiny through what It had long since become.
It even knew what this being would say:

"Greetings. I am King Graham of Daventry."

INTRODUCTION

*I*n a time long since dispensed to legend, there lived in the realm of Daventry a king called Graham. During his first year as monarch, he reigned in solitude. While the kingdom prospered under his wise rulership, he grew ever more lonely.

His recently sworn in minister, Gervain, tried to aid the king by organizing a great ball. Many eligible maidens came from far and wide, in hopes of being wooed as Graham's bride.

Over the course of two long days, Graham performed countless formal greetings. He wore an endless false smile as he addressed again and again the question of dowries. They all came wearing their best garments, smelling of the sweetest scents and flashing their whitest teeth.

But the king could not warm to any of the women he met. They had all come to see him; to win his hand. They had done everything in their power to impress him, yet Graham felt nauseated by the event. For to him, it had become little more than a twisted contest... with himself as the grand prize for the finest specimen. The ball ended, the maidens and their once hopeful families went home. Graham sought refuge in the place where he had ruled for only a year thus far, tending to his kingdom with but half a heart.

One such day came and found him sitting on his throne in solitude. Isolated, with his thoughts, he dwelt over the seemingly eternal emptiness he felt. He hadn't even noticed that Gervain had entered the throne room, and was just now speaking to him...

FOR THOSE IN THE KNOW

(Please skip if you are not familiar with the original "King's Quest II".)

*I*f you have played "King's Quest II: Romancing the Throne", you will undoubtedly find great disparity between that game, and this one. While "King's Quest II: Romancing the Stones" is based (rather loosely) on the original, it strives to expand on its predecessor's concepts and ideas, and aims to provide you with fresh and original story elements.

The basic plot is the same: King Graham, lonely of heart, sets out to find a woman worthy of being his bride. After seeing a vision of her in the magic mirror, his journey takes him to the land of Kolyma, where he must find three 'keys' (of a sort) to help him unlock the door to a mystical land. In that land, stands a tower in which a beautiful maiden awaits her rescuer. Along the way, he will have many adventures, and encounter many creatures; from that of the sea, to that of the undead!

Be prepared, however, for a number of enchanting, exciting and dangerous new plot twists! Also, you will meet a number of original characters, explore many unique areas, and solve an array of intriguing puzzles.

We hope that you enjoy playing this game as much as we did making it. Perhaps "King's Quest II" may now take its place alongside the fourth and sixth in the series: the games that, for us, defined the pinnacle of adventure gaming in this genre.

Tierra Entertainment
2002

INSTALLATION

1 *M*ake certain that no windows are open on your desktop and quit any other applications you may have running.

2 Insert the **KING'S QUEST 2 VGA** disc into your CD-ROM drive.

3 Click the Start button and select 'Run' from the menu. Then select your CD-ROM drive and use the 'Browse' Button to locate the KQ2INSTALL.EXE program. Double click it to begin the game's installation process.

4 Read the Information disclamer screen and then press the 'Next' button to continue.

5 You will be prompted to select a destination directory to install **KING'S QUEST 2 VGA** into. The default location is: **C:\Program Files\Tierra\KQ2VGA** (The letter of your hard drive may be different.) If this is not where you want to install the game please specify a different drive/location.

6 The progress bar will begin to move, indicating that the game files are in the process of being installed. Please wait a few moments until the bar reaches 100%.

7 If setup was successful, you will see a message telling you so. You will now see two options:

☑ *View Readme:*
It's strongly recommended that you view the readme to see the latest game information.

☑ *Launch the KING'S QUEST 2 VGA menu launcher:*
Opens the menu launcher which allows you to run the game, select game options, visit the Tierra website or read the manual.

INSTALLATION

*T*he Options available on the Launcher menu are as follows:

☑ **PLAY GAME**
Start playing **KING'S QUEST 2 VGA**.

☑ **OPTIONS**
Allows you to change various game settings, such as screen resolutions and sound devices.

☑ **READ MANUAL**
Allows you to read the manual for the game.

☑ **TIERRA LOGO**
Takes you to the Tierra website.

☑ **EXIT**
Closes the menu and returns you to the windows desktop.

The game can be accessed at any time, by running either:

KQ2MENU.EXE
(Loads the menu launcher),   or;

KQ2VGA.EXE
(Loads the game directly using current settings).

NOTE: *Before playing KING'S QUEST 2 VGA, it is recommended that you Install the latest version of DIRECTX on your system. (DirectX not included on CD). ***

* DirectX can be downloaded from www.Microsoft.com

Please view the Readme.txt file to see the latest information, not contained in this manual.

RUNNING THE GAME

1 *T*o install the game, insert the KING'S QUEST 2 VGA disc into your CD-ROM drive and follow the installation instructions on page 3.

2 Once KING'S QUEST 2 VGA is installed, you can run the game by clicking on the 'Start' button and pointing to the Tierra Entertainment program group, where you will find an icon for the game.

Alternativley, you can manually locate the file named KQ2MENU.EXE in the game's folder. The menu launcher will appear when you run it. You can also click on the KQ2VGA.EXE file in order to run the game directly, bypassing the launcher menu.

THE LAUNCHER

*T*he KING'S QUEST 2 VGA menu launcher has the following options:

☑ **Play KING'S QUEST 2:** This button launches the game.

☑ **Options Menu:** Allows you to select from a variety of sound and graphics options. Also allows you to play the game in full-screen mode or in windowed mode.

NOTE: **KING'S QUEST 2 VGA** was designed to run at 320x200 screen resolution. Playing the game at higher resolutions will not result in better graphics and may reduce the frame-rate.

Unless you experience problems with getting the game to start, it is highly recommended that you play **KING'S QUEST 2 VGA** in 320x200 mode.

☑ **Visit Website:** Takes you to the Tierra website where you can see the latest projects that we are working on.

☑ **View Readme:** It is strongly recommended that you read the information contained in this file prior to playing **KING'S QUEST 2 VGA**. It includes last minute details and up to date information, which may be important.

THE HISTORY OF KING'S QUEST

*T*he KING'S QUEST series was created by Sierra On-Line, and designed by Roberta Williams. The original version of KING'S QUEST I: QUEST FOR THE CROWN was first released in the early 80's, and would go on to spawn 7 critically acclaimed sequels!

QUEST FOR THE CROWN is the very first game in the KING'S QUEST series. Made in 1984, it originally used Sierra's AGI engine, which allowed only a few colors, had large pixilated graphics and used PC speaker beeps for sound. Despite this, the game was a blazing success and, for its time, showcased technology and features that were previously unseen in any PC adventure game!

QUEST FOR THE CROWN was remade by Sierra in 1990 with updated graphics (EGA - 16 colors) and sound. However, it never received the full 256-color treatment that many other Sierra games did. In 2001, we at Tierra Entertainment took it upon ourselves to create a VGA remake of King's Quest I: Quest for the Crown.

Our remake turned out to be quite successful - even more so than we had ever anticipated. As the news spread across the internet, KQ fans from all around the globe began to download the game. A year after KQ1VGA's release, over half a million people have downloaded the game! The feedback from King's Quest fans around the world, inspired us to start work on a remake of the sequel; King's Quest 2: Romancing the Throne. We've changed the subtitle to 'Romancing the Stones' to more accuratley reflect the revamped plot, but the premise of the game is still the same as the original.

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
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 "destroy 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 future attempts to modernize later King's Quest installments. In comparing this version to the original, it's interesting to note how much the addition of the music soundtrack adds to 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 provided not just 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 successful 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 3-D 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 game play, 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 life-like and fluid-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 Valanice. 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.

THE HISTORY OF KING'S QUEST

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 real 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 book marking 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 which could not be released on diskette, as the number of disks, which 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.

THE HISTORY OF KING'S QUEST

Synopsis:

Rosella of Daventry is reaching marriageable age, and her motherValanice 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)

Mask of Eternity is the final game in the King's Quest series. The classic Sierra adventure interface of the past has been replaced by a controversial, simplified point and click interface and the characters now take the form of 3D polygonal models. This adventure features a rich, immersive story, 3D technology and camera control that allows you to switch between first person views and cinematic third person views. Although you don't play as a Royal family member this time around, and besides the fact that the game world is only very loosely tied to King's Quest, the game is still great fun to play on it's 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 Daventry was beset by a terrible curse. You, Conner of Daventry, 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

*W*hen playing an adventure game like KING'S QUEST 2 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, usually the best thing to do 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 is not nailed down and speak toeveryone you can 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 Daventry. Sometimes the solutions to puzzles can be solved directly, and other times the solutions are more obscure.

THE INTERFACE

The game is played using a pop-up icon bar interface, which appears whenever you move your mouse to the top of the screen. You select the appropriate icon and then click it in the game screen to perform the action of the currently selected icon. Further information about the icons in **KING'S QUEST 2 VGA**, is shown on page 17.

THE INVENTORY

As in any adventure game, **KING'S QUEST 2 VGA**, has an Inventory screen. The inventory window is best described as your character's backpack, where he stores all 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 selecting the inventory button (the red bag) from the icon bar or by pressing the CTRL and I keys simultaneously during the game. Either way, 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 world, click the arrow pointer on the item. Your mouse cursor will then change into an image of the icon. Then, just press the OK button to return to the game. While your mouse cursor is still being displayed as the item, simply click the item on the character, object or location that you wish to interact with. If something is supposed to happen, it will happen. If not, you will receive a message telling you otherwise.

NOTE: If you want King Graham to eat, drink, open or otherwise interact with an item in any way, click the item on Graham himself and watch what happens!

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PLAYING THE GAME

SPEAKING TO CHARACTERS

In order to speak to another character, 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 your and your quest!

There is usually more than just one set way to solve each puzzle, though. So if you get stuck on something, don't despair, just try to think of a different way to approach the problem.

If you are still stuck, visit the **KING'S QUEST 2 VGA** Message boards at *www.tierragames.com* , where you can request a specific hint, and other people will be happy to offer you some playing tips!

THE ICONS

THE ICON BAR

*W*hen your cursor is moved to the top of the screen, the icon bar appears. These icons are **WALK, LOOK, DO, TALK, ITEM, INVENTORY, OPTIONS**, and **HELP**.

The icons are all standard Sierra icon interface, and work the same way as Sierra's old point and click adventure games. Left click to perform the action of the currently selected cursor. Right click to cycle through available cursors.

THE ICONS

WALK - Click this icon to move Graham where you want him to walk.

LOOK - Click this on specific things to receive a description about them.

HAND - Use this to pick items up and also to interact with your environment . (e.g. opening a door.)

TALK - Position the talk cursor on the person (or thing) you want to speak to. If conversation is possible a conversation will begin.

SKIP SCENE - Whenever a green arrow appears over the wait icon (crown), this signifies that the sequence may be skipped by pressing the ESCAPE key.

NOTE: Since some sequences contain vital information for completing the game, the SKIP SCENE icon will only appear if you have finished the game at least once.

NOTE: There is a small, red point on most of the above icons. This point represents the icon's hotspot and allows you to pinpoint exactly where you wish to click on screen.

ITEM Displays the last inventory item you selected. Click it when you want to use this item.

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GAME OPTIONS

INVENTORY: Choose this when you want to see and select from the items you're carrying. Within the inventory screen are several options:

    SELECT *(Arrow)*: Selects an item
    LOOK *(Eye)*: Displays a description of an item.
    USE *(Hand)*: Examines and/or Manipulates an item.
    OK: Returns to the game.

HELP *(Question Mark)*: Displays in-game help information.

OPTIONS: When pressed, several options will be displayed.
    SAVE, RESTORE, RESTART, QUIT, AGS, ABOUT(?),
    PLAY, SOUND VOLUME, MUSIC VOLUME, SPEECH
    VOLUME and **GAME SPEED.**

SAVE: Saves your game's progress.
RESTORE: Restores to a previously saved game.
RESTART: Restarts the game again from the beginning.
QUIT: Stop playing.
AGS: Information about the AGS engine.
ABOUT: Information about the game.
PLAY: Return to the game.
SOUND VOLUME: Alters the volume of in-game sound effects. Drag the slider higher to increase it, or lower to decrease it.
MUSIC VOLUME: As above, but for music.
SPEECH VOLUME: If a speech pack is installed (and if one is available), this slider will increase/decrease the volume of character spoken dialog.

NOTE: If the speech pack is not present (or if a speech pack is not available for this game), then the speech volume slider cannot be moved.

GAME SPEED: Alters the game's speed, depending on the slider level.

SAVING & RESTORING

*A*long the way, you may wish to save the progress of your game. Doing so will allow you to resume game play from the save point at a later time. This feature is very useful if, for example, your character dies in the game, or also if you want to quit the game and return to it later, but do not wish to restart from the very beginning. If you have previously saved games, you can simply restore one of them and resume play from where you previously saved.

SAVING THE GAME

To save a game, move your mouse over the top section of the screen to make the icon bar pop up. Click the **options** icon and then the **save** button on the resulting screen. Alternatively, you can press the F5 key at any point in the game. A new window will appear, containing a list of your previously saved games (if any exist) and a text field, for you to type in a description of the game you wish to save. Simply type in any name that will remind you of the save point and press OK. And that's it - your game has now been saved. There are 20 available Save game slots available. Use the up and down arrow buttons on the right edge of the save box to scroll through the list. To save over a an existing game-slot, highlight the old description in the list, then type in a different description for your new savegame and press OK.

RESTORING THE GAME

The restore game box works in much the same way as the save game box, except it is used to load previously saved games. To access the restore game box, press the **options** button on the pop up icon bar, and then press the **restore** button on the resulting screen, or press F7 at any point in the game. The restore game window will appear, with your saved games listed in the order that you saved them. To load one of them, click on it so it is highlights and press the restore button. The game will then be loaded.

QUITTING THE GAME

*I*f you wish to stop playing the game and return to Windows at any time, move your mouse to the top of the screen and make the pop up icon bar appear. Click on the **options** button and then click **Quit** on the resulting screen. King Graham will ask you to confirm if you truly want to quit the game. Press **Quit** to return to Windows, or click **Oops!** to resume playing the game. You may also press the CTRL and Q keys at any time during the game if you wish to quit.

HOTKEYS

*O*n this page, is a list of Hot Keys, which you can press during the game. Pressing these keys acts as a convenient shortcut, enabling you to quickly access some of more common game menus and features.

ESC	=	Skips in-game Sequences/Cutscenes (Use with Caution!)
F1	=	Displays the help screen
F5	=	Quick Save
F7	=	Quick Restore
F12	=	Save Screenshot
CTRL-Q	=	Quit the game
CTRL-I	=	Access Inventory
TAB	=	Access Inventory

TROUBLE SHOOTING

*I*f you are experiencing problems with KING'S QUEST 2 VGA Please consult the section below, and see if your problem is listed. If it is, then please follow the suggested steps. If it still doesn't work visit our message board at **www.tierragames.com** and let us know of the problem you're having.

PROBLEM
-Sound effects and speech are extremely quiet in the game

SUGGESTED SOLUTION
-Turn up the sound volume in Windows before you play the game. It may be necessary to double-click the speaker icon in the system tray, and individually adjust the separate slider levels. In particular the **Wave/DirectSound Balance** and **Play control Balance** settings.

PROBLEM
-I can't hear any sound or I receive an error message saying that the game was unable to initialize the sound.

SUGGESTED SOLUTION
-Make sure that you have the latest version of DirectX installed. Go to the Game options, and if **Default DirectSound Device** is selected, change it to **Default WaveOut Device**, then try running the game again. Try experimenting with the different sound setttings and see if you can get a combination of them to work.

PROBLEM
-The game seems to have frozen! How do I return to Windows without rebooting my system?

SUGGESTED SOLUTION
-If the game has locked up for some reason, press the ALT and X keys at the same time. This will return you to Windows.

PROBLEM
-MIDI music doesn't work in my game, or it sounds bad.

SUGGESTED SOLUTION
-It's strongly recommended that you play the game with the optional digital Music pack. The game was designed with the digital music in mind, and without it, you are missing over half of the gaming experience! So if you can't get MIDI music to work.. then forget about MIDI and get the digital music pack instead!

RE-TELLING A CLASSIC

GENESIS

*I*n June 2001, I sat down to write an expanded opening scene for a remake proposal that I was to pitch to the AGDs at Tierra Entertainment. The scene was from King's Quest II: Romancing The Throne, a game which had been made back in 1985 by Sierra On-Line. It was quite an interesting challenge. I wanted to explore the character of Graham, bringing out in him something that was both familiar and new for the many fans who knew him implicitly.

After I had concluded the opening scene, which mirrored the original (only with a great deal more character emphasis and exposition), I realized the need to have a suitable conclusion. After all, an opening needed an ending to rival it. So I tried to write one.

A WRITER'S WORK IS NEVER DONE

The end scene seemed to counter the intro well, and it felt like a decent sub-plot had been touched upon when looking at the two scenes side-by-side. However, the new 'bookend' plot (coming to the player's attention only at the two ends of the game) suggested that other scenes might be necessary to expand and explain my new additions to the storyline. A mid-game cutscene was written in. Followed by another.

By this time, I had submitted what had been written so far to the AGDs. Their response had been very positive. They would indeed be interested in remaking this game, with my added material... but could more parts of the game be expanded? Such as a sub-plot surrounding Neptune's Trident, for example. I agreed, not realizing then that this would be the beginning of an incredible evolution that would span four months... before even a single line of code would be scripted for the game.

By the time I was 'finished' (though that is not accurate, considering I was tweaking dialogue even as the game neared completion), I had a story written in novel format, and a screenplay based on that, running over a hundred pages long. The screenplay had become an experience in itself. It had to convey all the dialogue, presented in an orderly and coherent form. It had to include a points list, character list, inventory and descriptions, death messages, alternative ways to solve puzzles, optional actions, fatal actions, narration, design direction... all in all, it was quite an undertaking! I still cannot believe it took only a month to complete the first draft. Looking back, I recall that the hardest part of writing the screenplay was having to omit so much from the short novel. Ah well.

During this time, screen shots of intended scenes for the game were being sent to me, so that I could write the random descriptions for them. More drafts of the screenplay soon followed; roughly one per month. By January 2002, the 'final' screenplay was sent... and just in time - for a third of the game had already been scripted based on previous 'editions'.

Re-telling a Classic

WHETHER OR NOT YOU SUCCEED AT FIRST, DO IT AGAIN ANYWAY

No written work can be perfect the first time around (or second and third for that matter). In fact, no written work can be without flaws... so it was only natural that - even after the final draft of the screenplay - a plethora of little details were mulled over. Should Graham be sitting on a seahorse during one of the close-ups? If a clue is added in relation to a particular puzzle, does it then become too easy to solve? Without this same clue, does it become too difficult? Should the music be forceful in a particular scene, or should it be gentle? What should the new characters look like? Should we maintain that part of the game, or replace it with something else? And the original Easter eggs... do we keep those? Could we add new ones, and if so, what kind?

These sorts of questions, and many, many more had to be addressed throughout the entire production of the game. It was fortunate that I was working with such a supportive, collaborative and above all, professional team, or we might well have all ended up in a big, confused heap!

WHY RE-WRITE HISTORY?

Kings Quest II, in its original form, had laid the foundations for a great game. Regretfully, many of the game's characters did not have the opportunity to shine. There were some intelligent and interesting puzzles to be solved, but the experience was over all too quickly. With this re-telling of the classic tale, I focused on the characters; allowing their personalities to dictate the direction of the story to a degree.

I also took the opportunity to focus on a number of themes: The cycle of life. Denial of age and obsession with youth. The association of colours and 'elements' to stages in the natural order. Progress versus tradition. Truth; that not all is at it appears. Jealousy. The lust for power. Faith. And above all else... unconditional love.

AND OVER TO YOU...

I'd like to close by mentioning some of my favorite additions to the game. The revamped introduction, the Town of Kolyma, the 'Tests' (you'll see!), an ever-lengthening quest involving a certain type of headwear, pumpkins and a wagon load of poetry all stand out as highlights for me.

Oh... and I shall not forget the very last thing you will experience in the game...
So what are you waiting for? Rediscover the adventure as Graham journeys to Kolyma. His Destiny awaits... once again.

Daniel Stacey
(AKA Cadbury Wookie)

JUST THE FACTS

*I*n King's Quest II: Romancing The Stones, you will find...

- Approximately one hundred and forty screens; 25% are VGA enhanced versions from the seventeen-year-old game, 25% are modified versions of their AGI counterparts, and the remaining 50% are entirely original!

- Around thirty 'speaking' characters, around half of which are unique to this version of the game. Many of the others have had their roles considerably expanded; some even altered.

- All 185 points from the original game still intact (you'll just have to find them!)

- Tons of new puzzles!

- An intro and ending that, when combined, total nearly twenty minutes of beautifully illustrated, animated and scored storytelling!

King's Quest II

WALK-THROUGH

WARNING: The following section contains specific hints, tips and puzzle solutions that are intended for novice players, to help them get started. The walk-through will describe how to solve a game puzzle, using the interface and icons in the game.

If you do not wish to receive such tips, and want to experience the entire game and its puzzles for yourself, please turn directly to page 29.

WALKTHROUGH

*I*f you have not done so already, click on the **Introduction** button to see why Graham has journeyed to Kolyma.

Click on **Begin Game** and you will see Graham standing on a pier, with his own vessel departing a short way in the distance.

Use the **EYE** icon on the vessel. Now click the **HAND** icon on it. Guess it's too late to leave now! If you want to say a quick "cheerio" to your crew, click the **TALK** icon on the vessel.

There's a net caught around one of pier's pylons. Try clicking the **HAND** icon on it. Hmm... looks like Graham can't reach it from where he's standing. Maybe there's another way. Diving off the pier into unknown waters might not be a good idea, so perhaps he should take the 'long' way around.

Use the **WALK** icon to exit the screen to the right (click on the far most right of the screen, on the pier).

Graham has now arrived at a beach in Kolyma. Walk off the pier, onto the sand, and head into the water. Graham will start swimming when he reaches a certain point. Swim left and you will end up in the screen you started in... only this time you're in the water! Click the **HAND** icon on the net again. Aha! Graham has the net now and can carry on with his journey.
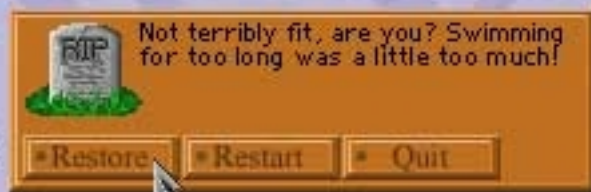
WALKTHROUGH

Now might be a good time to save your game. Click on the **OPTIONS** icon at the top of the screen (the one with the slider bars). Now click on **SAVE**. Type in the name of this saved game. For example, "Swimming, have net". Or call it whatever you like. Then click on **SAVE**. You will be returned to the game.

GAME PAUSED

SAVE

RESTORE

RESTART

QUIT

AGS ?

PLAY

SOUND VOLUME   MUSIC VOLUME   SPEECH VOLUME   GAME SPEED

0   of   185

Just for fun, keep swimming west (left) until Graham gets into trouble and drowns. Oh well, it's a good thing you saved your game! After reading the death message, click on **RESTORE** and select the game you saved earlier. Now you are back at the pier, still swimming in the water.

Head right onto the beach screen again, and this time keep going until you reach a pool of water. Go north (up) and east (right). Cross over the bridge. On the next screen to the east you will see an interesting looking rockface, set within the mountain side.

Perhaps you should get a closer look. Walk between the two 'rock arms' and the rock transforms into a door with a face! **TALK** to the door and watch the ensuing sequence...

RIP   Not terribly fit, are you? Swimming for too long was a little too much!

*Restore   *Restart   * Quit

You now know your quest: You must find the three *Gems of Nature* and use them to open the Door of Destiny. Beyond, the woman you hope to be your bride awaits a rescuer. Good luck!

CREDITS

BASED UPON THE ORIGINAL GAME BY:
Roberta Williams

WRITTEN BY
Daniel Stacey
(AKA Cadbury Wookie)

ORIGINAL MUSIC
Tom & Dianne Lewandowski
Quest Studios

VGA CONVERSION
Tierra Entertainment

ORIGINAL GAME BY
Sierra On-line

BACKGROUNDS
Anonymous Game Creator #1
Anonymous Game Creator #2

DIALOGUE PICTURES
Anonymous Game Creator #1

ANIMATIONS
Anonymous Game Creator #2

SCRIPTING
Anonymous Game Creator #2

AGS ENGINE BY
Chris Jones

3D CUTSCENE
Brandon Klassen

TIERRA THEME MUSIC
Rufus the Hat Rack

CREDITS

BETA TESTERS

Erpy
Alexander "adeyke" Deyke
Noah B. Koontz
Chrille Blomqvist
Xorcist
Ian Tyrrell (RodeoClown)
Anee
Luke Jensen
Frogman
Spyros

TIERRA

Jim "N.K.B." Weaver
Randy the Tierra fan
Leopold McGinnis
Shannon Jay Novak
The Infamous Mecha Sonic