

King's Quest I

GAME MANUAL

TABLE OF CONTENTS

Introduction.....	2
Windows Installation Instructions	5
Mac Installation Instructions.....	6
Running the Game	7
The History of King's Quest.....	8
The Making of King's Quest I Remake.....	13
Playing the Game	15
The Icons.....	17
Inventory.....	18
Speaking to Characters.....	19
Game Options	20
Saving the Game.....	21
Overwriting Saved Games	22
Restoring a Previously Saved Game	23
Quitting the Game	23
Hot Keys and Keyboard Controls	24
If You Get Stuck	24
Walkthrough	25
Credits.....	30



INTRODUCTION

A long, long time ago, when unicorns still roamed the forests and the merfolk still dwelt in the shallow waters frequented by men, there ruled in the kingdom of Daventry King Edward and his lovely Queen. The people of Daventry were prosperous and happy, and everywhere peace reigned. But the King and Queen were sad because they were childless. They had no son to inherit the throne, nor a daughter to gladden their hearts.

One bright, sunny day King Edward the Benevolent (for so he was called) and his Queen were walking in the castle garden when suddenly before them appeared a powerful sorcerer. "I know your problem and I can cast a spell that will bring you a child," he said.

"Oh, great sorcerer, if you can help us, we will be everlastingly grateful," said the Queen.

"We will bestow upon you many honors, and great riches," said the King.

"I have no use for honors or riches. My payment will not be so great. All I ask in return is the mahogany-framed Mirror that hangs in your private chamber."

The sorcerer's words gave them pause, for that Mirror was priceless. It had the power to read the future, and helped to keep Daventry prosperous. The royal couple used it to foretell the weather for planting and harvest, as had the kings and queens before them. It had been hundreds of years since a crop had been planted before the last frost, or had been ruined by autumn rain. What the sorcerer desired was indeed valuable. The King and Queen retired to their chamber to consult the magic Mirror.

King Edward and his wife gazed into the Mirror's depths and saw a young princely figure with a gold crown upon his head. Imagining the youth to be the son they yearned for, the royal couple gladly bestowed the Mirror upon the sorcerer. He took it to his dwelling, where he set one of his beasts to guard over it.

The months passed and the Queen did not conceive a child. For the first time in four hundred years, Daventry lost the harvest to an early autumn rainstorm. The King and Queen wept, and everyone tightened their belts. Instead of having excess produce to sell to neighboring kingdoms, the people of Daventry had to supplement their stores with food bought elsewhere.

With famine came the dreaded plague, and the Queen was stricken. For three days she lay in the grip of a great fever, with Edward maintaining a constant vigil by her side.

On the fourth day of the Queen's illness, a diminutive figure pushed his way between the legs of the castle guards. "I have a cure for the Queen," he claimed. Quickly the courtiers ushered him into the Queen's chamber, where the King despaired.

"I have traveled a great distance to bring relief to your dear wife. This powerful root known only to dwarves will cure any plague."

The dwarf leaned over the Queen and touched the root to her lips. Her eyes fluttered open and she smiled at Edward.

The Queen's attendants looked at each other in wonderment. "Only a touch revived her," they whispered. "Imagine how fast she will recover when given the whole root!"

"Ask any reward for this miraculous gift, oh small one," exclaimed King Edward.

"I ask in repayment the Shield left you by your father when he died," said the dwarf softly.

The King paled at the thought. The Shield, made of titanium and set with emeralds, was traditionally carried in battle by the ruler of Daventry. Legend held that he who bore the Shield was invincible, and his army always victorious. Thus there had been no successful attack on the kingdom of Daventry for over five hundred years.

"Ask again little man. I will give you your weight in gold, but please do not ask for the Shield," said the King.

"You do not appear to value your wife's life, your highness," said the dwarf. "I will take no other reward than that which I have requested." Haughtily he turned to go.

"Come back," Edward called. "I'll give you the Shield." The dwarf took the Shield, and secreted it away in a hole in the ground, in the way of Dwarves.

The Queen partook of the root, but to no avail. She worsened and died. Daventry's church bells tolled in mourning, and the King vowed vengeance against the false dwarf. Years passed, and the news of the loss of the Shield spread. Armies attacked the weakened Daventry, and the King went out to lead his armies without the Shield. Never before did they have need of the Mirror to foretell enemy moves. Now, that too was gone.

Many years passed, and the King was very lonely. One day, while out riding with his courtiers, Edward came upon a pack of wolves tearing at the lower limbs of a big tree. When the group approached, the wolves scattered to reveal a beautiful young woman perched in the tree.

She descended regally, "I thank you for the rescue, kind sirs. I am the Princess Dahlia, of Cumberland. I was traveling through this land when that pack of wolves fell upon my group. My bodyguard fled in terror from their fangs, leaving me quite alone. I owe you my life, and my heartfelt gratitude."

The King was charmed with the Princess Dahlia, and brought her back to his castle to visit. He felt new life coursing through his veins, and knew it was because he had met someone who might fill the loneliness left by his late Queen.

In due time Edward asked Dahlia to marry him, and she accepted. The people of Daventry were wildly excited at the prospect of a new Queen (and hopeful again of an heir), and made preparations for a glorious wedding celebration.

On the night before the wedding, when the air was thick with toasts and merriment, Princess Dahlia bid Edward good night. He never noticed her hand stealing up to his belt and extracting the ring of keys hanging there. Much later, the royal treasurer approached the King with alarming news.

He had discovered the treasury door standing open, with the King's own key in the lock. The Princess Dahlia had been inside, holding a small Chest of gold.

The treasurer stood frozen to the spot. The Princess' bright laughter changed to a witch's cackle as her form grew old and withered. She grasped the Chest and mounted her broom to fly out the open window. The treasurer watched in dismay as she swooped up through the clouds and disappeared.

When the King heard the news, he wept in despair. The Chest was magic, and the last great treasure remaining in Daventry. No matter how much was taken from it, the Chest always remained brimful of golden coins. Without the Chest he could buy no more food, pay no more soldiers.

Many more years passed, and Daventry grew poor and weak. King Edward was old and feeble, and saw that his end was near. Fearing that the country would fall into even greater disorder when he died, he sent for his favorite knight, Sir Graham.

"You are the bravest and truest knight in my kingdom, Sir Graham. Long ago I envisioned your form in my magic Mirror, and thought I was seeing my son and heir. The years have proven me at least half wrong. But the prophecy may yet be fulfilled."

"To prove yourself worthy of my crown, I command you to journey out into the world and retrieve the three great treasures taken from Daventry by treachery and stealth. Succeed in this great quest, and you shall become King upon my death. Fail, and our beautiful Daventry will grow ever weaker until it is invaded and conquered by unfriendly nations. This I promise by all that is honorable and right."

"May you return victorious, Sir Graham!"

Become Sir Graham and travel through lands of myth and magic to recover the great treasures. You must retrieve them all, for only the combined magic of the three will restore Daventry to its former glory.

Look at the fables and fairy stories of yore for clues. Leave no stone unturned, no avenue unexplored, and you will triumph in your Quest. Along the way, collect as many treasures as you can. The kingdom of Daventry will need everything you can bring back. And you will profit from the experience.

It may be possible to accomplish each task in more than one way. The more imaginative your solutions, the better fitted you will be to rule Daventry.

The road you must travel is long and perilous; it is beset by many dangerous beings. You must have the wisdom to know when to stand and fight and when to flee from superior strength. But take heart - you may receive help in unexpected places.

Go now, Sir Graham. And in the words of King Edward, "May you return victorious!"



WINDOWS INSTALLATION INSTRUCTIONS

1. Ensure no windows are open on the desktop and no other programs are running.
2. Locate and run the **Kq1vga41.exe** file to begin the installation process.
3. Read the information screens and then press the **Next** button to continue.
4. You will be prompted to select a destination directory to install the *King's Quest I* remake into. The default directory is **C:/Program Files/AGD Interactive/King's Quest I**

If you wish to install the game elsewhere, please specify a different drive and/or directory.
5. The progress bar will begin to move, indicating that the game files are being installed. When the progress bar reaches 100%, the installation process will be complete.
6. You will see a message informing you if the installation was successful. You will then have two options:

- View Readme:**
It is strongly recommended that you view the **readme.txt** file to see the latest game information before playing the *King's Quest I* remake.
- Launch the Menu Launcher:**
This opens the menu launcher, allowing you to run the game, change game settings, visit the AGDI website, or read the game manual.

The options available on the menu launcher are as follows:

- Play Game:**
Begin playing the *King's Quest I* Remake.
- Settings:**
Allows you to change various game settings, such as screen display resolutions and sound devices.
- Read Manual:**
Allows you to read the game manual.
- Visit Website:**
Takes you to the AGD Interactive website.
- View Readme:**
It is strongly recommended that you view the **readme.txt** file to see the latest game information.
- Exit:**
Closes the launcher menu and returns you to the Windows desktop.

The game can be accessed at any time by clicking the *King's Quest I* Remake launcher menu icon on the desktop or by clicking "Play *King's Quest I*" from the Start Menu.

NOTE: Before playing, it is recommended that you install the latest version of DirectX on your system, available from <http://www.microsoft.com/directx/>

MAC INSTALLATION INSTRUCTIONS

1. Mount the Dmg file with Toast or Dmg Mounter etc.
2. Drag the King's Quest I Game Application to your application folder. After installation, eject the disc image and open the game in your application folder to play it.

NOTE: Before playing, it is recommended that you install the latest version of Apple's X11 on your system.

RUNNING THE GAME

WINDOWS PC

1. Once the King's Quest I Remake has been installed, you can run the game by clicking on the 'AGD Interactive' program group from the Start Menu, where you will see an icon to play the game.
2. Alternatively, you can locate and click the **Launcher.exe** file in the game folder to run the menu launcher, or **Kq1vga.exe** to run the game directly. Running the **winsetup.exe** file will permit you to run the setting program to change game settings and options.

MAC

Once the King's Quest I Remake has been installed, you can run the game by clicking on the King's Quest I Application in your application folder - or wherever you chose to install the game.



THE HISTORY OF KING'S QUEST



The King's Quest series was created by Sierra On-Line and written and designed by Roberta Williams. The original version of King's Quest I: Quest for the Crown was first released in the early 1980's and would pave the way for seven critically acclaimed sequels.

Quest for the Crown is the first game in the King's Quest series. Created in 1984, it originally used Sierra's AGI interpreter which permitted only a few colors, utilized a very low resolution resulting in blocky and pixelated graphics, and contained only PC speaker blips and beeps as sound and music. In spite of this, the game was a trailblazing success which, for its time, showcased technology and computer gaming features that had not previously been seen in any PC game.

Quest for the Crown was remade and revamped by Sierra On-Line in 1990. The remake was upgraded to run on Sierra's newer parser-based SCI0 engine and contained updated graphics, an EGA color palette allowing more colors, detailed character sprites and background graphics, plus added support for advanced sound cards. Sierra's own remake of this title, however, remained parser-based and did not receive the full 256-color upgrade treatment that several other Sierra remakes did.

Sierra's SCI0 remake of King's Quest I failed to sell enough copies to warrant further upgrades or remakes of Sierra On-Line's classic line of 'Quest' adventure games. As a result, the game never was, and never will be, recreated again by Sierra. Yet, this was one of the very first adventure games ever made. So we at AGD Interactive decided to pick up where Sierra had left off by remaking Quest for the Crown into a Point & Click, graphically detailed remake ourselves.

We wanted to provide players with the opportunity to re-experience (or experience for the first time) the kingdom of Daventry with the game that essentially kick-started the PC adventure gaming industry.

Take a trip down memory lane over the next few pages and bear witness to the history of this groundbreaking series. Discover the numerous technological improvements that were introduced to each new installment to the King's Quest series, making each sequel more enthralling than its predecessor and setting down the foundations for the entire genre of adventure games.

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 (1990)

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 be "destroying 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 Sierra's future attempts to modernize other *King's Quest* installments. In comparing this version to the original, it's interesting how much the added music soundtrack enhances 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* not only provided 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 popular 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 3D 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 gameplay, design, and overall presentation. It was Sierra's first million-dollar-plus development effort. Designer Roberta Williams assembled an unequalled 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 similarly life-like and fluidly 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 Valance. 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.

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 stunning 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 bookmarking 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 that could not be released on diskette, as the number of disks that 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.

Synopsis:

Rosella of Davenport is reaching marriageable age, and her mother Valanice 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)

This is the final game in the *King's Quest* series. The classic Sierra adventure interface of the past has been abandoned and replaced by a controversial, simplified point-and-click interface. The characters now take the form of 3D polygonal models. This adventure features a rich, immersive story and 3D technology, along with camera control that allows you to switch between first person views and cinematic third person views—though you don't play as a Royal Family member this time around. Although the setting is only very loosely tied to previous *King's Quests*, the game is still great fun to play when judged on its 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 Davenport was beset by a terrible curse. You, Connor of Davenport, 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.



THE MAKING OF THE KING'S QUEST I REMAKE

You may be wondering what could inspire a few newbie game-makers to remake a game nearly two decades old. It's simple. We wanted to revive interest in the classic, old adventure games of yesteryear which upheld strong storylines, solid plots, and intrigued the player, making them want to keep playing and discover what happens next, rather than basing the entire value on flashy graphics and effects like many modern games do.

Our main intention in remaking *Quest for the Crown* was to bring the graphics up-to-date, matching those of the classic Sierra On-Line of the early to mid 1990's, while simultaneously allowing players to re-experience this classic adventure game again in an enhanced gaming experience.

Remaking the game that essentially single-handedly started the genre of adventure gaming was not necessarily a difficult task, but it involved a tremendous amount of busy work, making the process very time consuming. We were quite concerned about keeping this remake as authentic as possible to Sierra's original SCI version, and therefore decided not to stray far from the original simplified plot. We also kept the graphics similar in style to the hand-painted VGA artwork contained in the classic Sierra games of early 1990's. Our artistic interpretation was that of Andy Hoyos, the lead art director for several of Sierra On-Line's classics, including *King's Quest V* and *Quest for Glory III*.

THE ENGINE

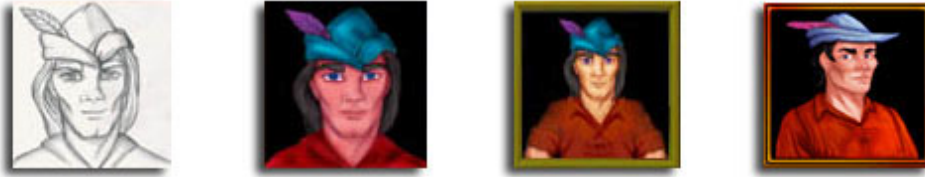
From the outset we were determined to use the Adventure Game Studio (AGS) game engine to create this remake. In our opinion it was, hands-down, the best tool for the job. It has tons of excellent features and is consistently being updated with user suggestions. Once you've learnt the basics of the scripting language, it's quite easy to use. If you would like to learn more about this fantastic adventure game creation tool, please visit the official AGD website at www.bigbluecup.com



THE ARTWORK

Creating the art and animations for the *King's Quest I* remake was probably the most time consuming part of the entire project. The backgrounds took several months to complete, and the animations took equally as long a time (if not even longer!)

Our remake also includes hand-drawn, original dialogue picture portraits which were found in neither the original AGI or SCI versions of *King's Quest I: Quest for the Crown*. To create dialogue portraits, concept drawings were first sketched on paper. These went through a process of touch-ups and refinements until finalization, before being scanned into the computer and being colored using Adobe Photoshop and animated with Adobe ImageReady and other animation software.



The layout of the game backgrounds was kept mostly identical to the screens in the SCI version of *King's Quest I*. This was a decision made to recreate the feeling of familiarity for long-time players – of maintaining the feeling of exploring the kingdom of Daventry players have already come to know from previous games by Sierra.

For the initial version of the game, the art team collected a myriad of textures from all over the Internet to create fantasy backgrounds with a semi-realistic touch. In addition to using pre-made textures, the artists also used just about every available tool in Photoshop to create and improve different aspects of each background. Animations were again created with Adobe ImageReady and Ulead GIF Animator. First, we created sprites for characters by either shrinking the colored dialogue pictures and touching them up, or by making a new character sprite, pixel-by-pixel. Like the backgrounds, we attempted to keep most characters similar to those of the original game – though for some, we used artistic freedom to recreate entirely different-looking characters. Once we had created a sprite and placed it on a brightly colored background (such as fluorescent pink or green), we began the animation progress of creating new frames, each one containing small incremental movements differing slightly from the last. For many animations, we used the original frames from the SCI *King's Quest I* game for inspiration and to “learn the ropes” when creating similar movements. For other in-game animations, we created entirely original frames through a method of slightly altering previous frames (Photoshop layers), using the Cut & Paste tool, and afterwards, touching up and refining any inconsistencies in the motion. Several animation sequences were planned out entirely on paper which served as a base for creating them on the computer at a later stage.

Finally, atmospheric background animations were likewise created by using one of the previously mentioned programs and methods.

As of the 2008 revision, every game screen has been entirely re-edited and given original texturing, correct shadowing and highlighting, as well as more attention to detail. When first creating this remake back in 2001, we were still developing our skills and experimenting with what would work artistically. However, having released several more games since then, this outdated artwork was no longer an accurate reflection of our abilities. We wanted our earlier remake of *King's Quest I* to match our later games for consistency. We opted to remove all of the unsightly textures and replace the background screens with originally detailed artwork akin to classic Sierra titles. In addition, dialogue portraits were redrawn entirely from scratch to be much larger and more detailed. They were also given lip-synced mouth frames.



THE MUSIC

In order to get the most authentic-sounding music possible, we wanted to use the *actual* music from the SCI version of *King's Quest I*. However, since none of us were experts in the musical field, we decided to contact Tom Lewandowski of QuestStudios to ask if he would be willing to arrange general MIDI versions of each theme in the *King's Quest I* soundtrack. Luckily for us, Tom agreed and has produced some very nice-sounding pieces of familiar *Quest for the Crown* music, which sounds identical on all soundcards. Tom also created a few personal arrangements of some *King's Quest* themes, which sound equally fantastic too. Aside from being a talented musician, Tom had access to several of the original *King's Quest I* music resource files, which he obtained directly from Ken Allen, the original composer of the *King's Quest I* SCI soundtrack and musical score. All things considered, Tom was the best-suited person for the task of recreating a revamped soundtrack for a revamped game. Check out Tom's Sierra game music-related website at www.QuestStudios.com.

There is also a digitally recorded music pack created by Tom for use in-game. As of the 2008 revision, the game no longer supports MIDI and only utilizes the digital music pack for a consistent gameplay experience.

VOICE ACTING

Originally, we did not plan on using voice actors for this remake of *King's Quest I*. We felt that the quality of the voice pack would be well under professional level, and also did not believe that people would enjoy playing a game with voices that sounded differently than the ones they had heard for the same characters in previous *King's Quest* games. But one fan brought up the clever (and seemingly unrealistic) idea of contacting Josh Mandel, the original voice actor of Graham. He suggested that the actor would probably be interested in our project and in reprising his role for our remake.

With the new possibility of having the *genuine* voice for Sir Graham, we were forced to rethink our stance, so we quickly emailed Josh! He soon wrote back, saying that he'd be glad to do some voices for the game. He was amazingly dedicated and professional, offering tips and advice, and recording several voices for the remake within a short period of time.

The other voices for the game were recorded by various people in the acting profession. Listening to the completed lines, we are quite pleased with the results. As of the 2008 revision, all of the game's character voices have additionally been lip-synced to further enhance the experience.

CONCLUSION

After nearly a year of hard work, dedication, and hours of beta testing, we have a completed game. What started as just a dream of devoted Sierra fans became reality, proving that with enough effort, anything is possible.

Perhaps you're wondering if completing this game has fulfilled our desire to recreate a classic, making us content to sit back and bask in the glory of the finished product for the next few decades. Of course not! We're inspired to keep our dreams alive and start future projects. No matter who you are, where you start, or what you want to accomplish, if your dream is strong enough, you can do anything you put your mind and heart into. We hope our remake of this classic game will be an inspiration to others in following what they believe in.

PLAYING THE GAME

After you have loaded the game, wait for the title screen to appear. From here you can click on the **Introduction** button to watch the game's introduction sequence. First-time players should watch the introduction sequence prior to starting the game in order to get a better understanding of their quest.

Once you have finished watching the introduction scene, click on the **Start Game** button to begin your mission. You will be confronted with a menu asking whether you wish to play the game with dead-ends enabled or disabled. In previous versions of *King's Quest I: Quest for the Crown* (including both Sierra originals and all previous versions of AGD Interactive's remake), it was often possible to get stuck in unwinnable situations where finishing the game was no longer possible. In past releases, we have left the integrity of the game design intact, flawed though it may be, in order to "preserve" this classic as it was originally intended to be played upon its release. At the same time, we recognize that the adventure game genre has been refined and perfected further over the decades and while dead-ends were once tolerated, they are now considered a major faux-pas of adventure game design. Modern adventure game players tend to grow quite frustrated and infuriated when such unwinnable situations present themselves, forcing a complete restart. In fact, many gamers get so put-off by this, they do not want to ever bother playing the game from the beginning again!

Thus, the ability to disable dead-ends is a new feature to Version 4.0 which was implemented to reduce frustration and encourage new players to finish the game, rather than giving up on it. The player is always provided an opportunity to win from any point and some of the harder game puzzles which previously required precision-clicking have also been simplified. If you have never played *King's Quest I* before, it is recommended that you play with dead-ends disabled (unless you like a challenge!) To keep purists happy, you can also still play the game with dead-ends left intact.

When playing an adventure game such as *King's Quest I* 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, the best thing to usually 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 to everyone 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 puzzles can be solved directly, and other times the solutions will be more obscure.

THE ICON BAR



The game is played using a pop-up icon bar interface. The icon bar appears whenever you move your mouse up to the very top of the game screen. Select the appropriate icon from the pop-up bar and then click it in the game screen to perform the currently selected action. Further information about the available icons is shown below.

ICONS

When your mouse pointer is moved to the top of the screen, the Icon Bar appears. These icons are **Walk**, **Look**, **Interact**, **Talk**, **Item**, **Inventory**, **Options**, and **Help**.



Walk allows your character to move around the area in walk mode. Simply click the icon wherever you want your character to walk to.



Look permits you to look at things in the game world, such as the screen you are standing in, other characters, or your inventory items and spells.



Interact allows your character to interact with the world around him, such as opening a door, lifting a rock, etc.



Talk allows you to speak with other characters. If a conversation is possible, the menu tree or parser window will usually appear.



Item stores the inventory item you last selected.



Inventory opens the Inventory icon bar and window, which are described below.



Options opens the Control Panel, which is described below.



Help displays several help and information text windows about the game.

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

THE INVENTORY



The inventory window is best described as your character's backpack, where he stores all of 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 clicking on the inventory button (the red bag) from the icon bar, or by pressing the TAB key (or **CTRL+I**) during the game. 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 screen, click the arrow pointer on the item. Your mouse cursor will change into that item. Click the OK button to close the Inventory menu and return to the game. With your mouse cursor still representing the item, click on the character, object, or screen area where you wish to use the item.

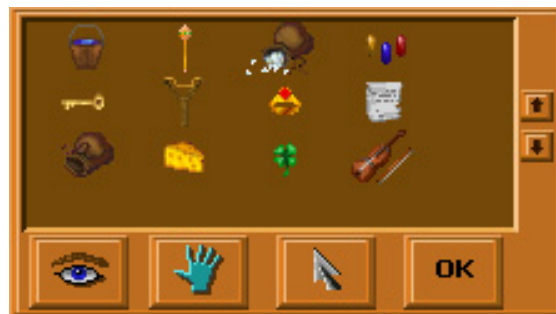
NOTE: If you want Sir Graham to eat, drink, open, or otherwise personally interact with an item in any way, simply click the item in question on Graham himself and watch what happens.

THE INVENTORY ICON BAR

Selecting the Inventory icon opens the Inventory icon bar and window.



If you select the inventory icon, an Inventory Icon Bar and a Inventory window will appear.



The Inventory Icon Bar at the bottom of the Inventory window consists of four buttons. Left to right:

Look allows you to inspect items in your inventory. You will be shown the item's name, a brief description, and how many of the item you are carrying.

Interact allows you to feel or manipulate an item in some way.

Arrow allows you to select the item you have clicked on.

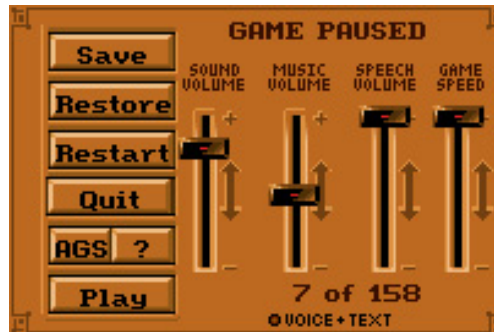
OK closes the Inventory icon bar. If you press OK when you have an inventory item selected, that item will become your active mouse cursor, allowing you to use it in the game.

Above the Inventory icon bar is the Inventory window. This is where all the items your character is carrying are listed. The **up** and **down** arrows on the right side allow you to scroll through your character's items.

SPEAKING TO CHARACTERS

In order to speak to other characters, 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 you and your quest.

THE OPTIONS MENU



The Options Menu (or Control Panel) allows you to alter various game settings.

Save allows you to save the current game.

Restore allows you to load a previously saved game.

Restart allows you to restart the game from the beginning.

Quit exits the game if you wish to stop playing.

AGS displays information about the Adventure Game Studio game engine.

Question Mark displays general information about the game.

Play closes the Control Panel.

Sound Volume adjusts the volume of sound effects.

Music Volume adjusts the volume of music.

Speech Volume adjusts the volume of narrator and character speech.

Game Speed adjusts the speed of game play.

Voice & Text Toggle allows you to cycle through the various speech and text settings for in-game use. There are three available options:

Voice & Text:

Narrator and character speech will be accompanied by on-screen textboxes.

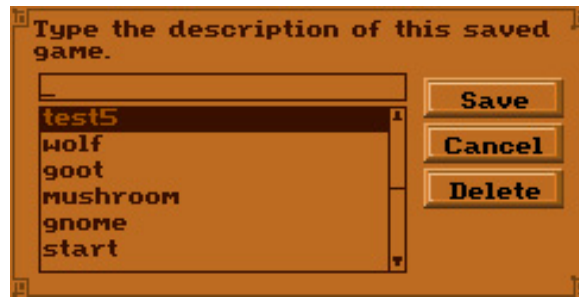
Voice Only:

Narrator and character speech will not be accompanied by on-screen textboxes.

Text Only:

No narrator or character voices will play. Only textboxes will appear.

SAVE GAME MENU



The game will allow you to save 50 save game files. When you click the Save button from the Control Panel (or press the F5 hotkey), the regular Save Game Menu will appear if you have not yet reached the save game limit.

You should type a description into the text bar which reminds you of the game you're currently saving. Then press **Enter** or click the **Save** button in order to save your game to the hard drive.

Clicking the **up** and **down** arrows at the right-hand side of the save games list box (or pressing the up and down arrow keys on your keyboard) will scroll up and down through your list of saved games. The highlighted file means that it's the currently selected one. You may highlight a new description by using the up and down arrow keys, or by pointing your mouse cursor at a description and left-clicking on it.

When you click the **Delete** button, you will be asked to confirm that you really want to delete the highlighted save game file. If you're sure you want to, click **Yes** and the file will be deleted. If not, click **No**.

Clicking **Cancel** will close the Save Game Menu and return you to the game.

If you already have the maximum number of save game files located in your game directory and you click the **Save** button on the Options Menu (or press the F5 hotkey), the Overwrite/Replace Game Menu will appear instead.

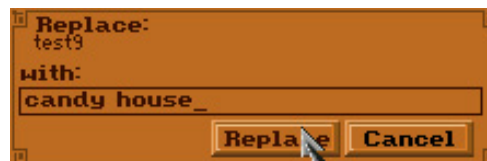
REPLACE GAME MENU



This Menu differs slightly from the Save Game menu, in that it doesn't contain a text bar that allows you to save a new file. Instead, you must overwrite one of your existing save games. Highlight the save game description you want to save over, then press **Enter** or click **Save**. A confirmation menu will appear, asking if you really wish to overwrite your existing save game file. If you're sure you want to, click **Yes**. If not, click **No**.



If you click **Yes** to overwrite the game, another menu will now appear with a text bar, allowing you to type in a new description for the save game file that you are saving over. Type in a new description and press **Enter** or click **Save** to overwrite the existing file. You may also press **Escape** or click **Cancel** to return to the previous menu.



RESTORE GAME MENU



The Restore Game Menu allows you to load any of your previously saved game files. Open the Restore Game Menu by clicking the **Restore** button on the Control panel or by pressing the **F7** hotkey.

Clicking the **up** and **down** arrows at the right-hand side of the list box (or pressing the up and down arrow keys on your keyboard) will scroll up and down through your list of saved games. The highlighted description means that it's the currently selected one. You may highlight a new description by using the keyboard up and down arrow keys, or by pointing your mouse cursor at a description and left-clicking on it. Press **Enter** or click **Restore** to load the highlighted game. Note that any unsaved progress in your current game will be lost.

When you click the **Delete** button, you will be asked to confirm that you really want to delete the highlighted save game file. If you're sure you want to, click **Yes** and the file will be deleted. If not, click **No**.

Clicking **Cancel** will close the Restore Game Menu and return you to the game.

QUITTING THE GAME

If you wish to stop playing the game at any time, move your mouse to the top of the screen to make the pop-up icon bar appear. Click on the **Options** button and then click **Quit** from the Options Menu. Sir Graham will ask you to confirm whether you really want to cease adventuring. Click **Quit** to return to the desktop or click **Oops** to resume playing. You may also press **CTRL+Q** at any point during the game to quit.



HOTKEYS AND KEYBOARD CONTROLS

The following is a list of hotkeys that can be used in *King's Quest I: Quest for the Crown*.

TAB (or CTRL+I):	<i>Show inventory window</i>
F1:	<i>Show help information</i>
F5:	<i>Save game</i>
F7:	<i>Restore game</i>
CTRL+Q:	<i>Quit game</i>
CTRL+T:	<i>Cycle Voice + Text modes</i>
F9:	<i>Restart game</i>
F12:	<i>Save a screenshot</i>
Arrows / Numeric Keypad:	<i>Manual character walking (alternative to Walk icon)</i>
Esc:	<i>Skips walking animation (if ESC SKIPS WALK option is on)</i>

IF YOU GET STUCK

There is usually more than one set way to solve each puzzle, so if you get stuck on something, don't despair, just try to think of a different way to approach the problem. If you're still stuck, visit our *King's Quest I* forum on the web at www.agdiforums.com/forum where you can request a specific hint and other people will be happy to offer you some playing tips.

WALKTHROUGH

WARNING: The following section contains specific hints, tips, and puzzle solutions that are intended to assist novice players and help them get started. This walkthrough will describe how to solve a minor game puzzle using the interface and icons in the King's Quest I: Quest for the Crown remake.

If you do not wish to receive tips and would prefer to experience the entire game and its puzzles on your own accord, you should skip reading this section.

Okay, so you have loaded the game, viewed the introduction sequence, and Graham is now standing outside the castle gate... now what?



Well, for starters, you'll want to get familiar with the game interface and make yourself comfortable with the controls and how to maneuver Sir Graham around the land of Daventry. Move your mouse up to the top of the game screen. A pop-up interface will appear which runs horizontally across the top area of the screen.



At the far left is a button with a small image of Graham on it. Click this button and your mouse pointer will change into a small Graham icon. Your mouse cursor is now set to the **Walk** icon, which means that you are in walking mode. Try it out by clicking the Walk icon on the grass just outside the castle. As long as nothing is blocking his path, Graham will walk to the destination point that you clicked.

Next, we are going to try something dangerous! But before we do this, you will need to know how to save your game. So, make the pop-up icon bar appear, and then click on the **Options** button, which looks like a slider control bar.



Another box will appear with several options and buttons displayed on it. We are interested in the button labeled **SAVE** at the moment. Click on it and the **Save Game** menu will appear on-screen. Simply type a descriptive name that will remind you of the game, and then press the **Save** button or press the **Enter** key. For the purpose of this walkthrough, type "Outside castle" and then press the **Save** button. Your game will now be saved.



All right, now we can try something dangerous! Click the **Walk** icon on the water of the moat and watch what happens.



Oops! Perhaps that wasn't the best thing to do. Luckily, you saved your game beforehand. From the Death Notification window, click the **Restore** button. The **Restore Game** menu will appear, allowing you to select and restore a previously saved game. You will see the game description that you typed and saved earlier at the top of the list. Click on it to highlight it and click the **Restore** button. The savegame file is loaded and you will be taken back to the point in the game before your character died.



Now that we know how to use the Walk icon, we can go places (and avoid others!). Make Graham walk to the west of the castle, over the bridge, and into the next screen – two screens to the West of the castle entrance.



You will now be standing in a clearing area of the woods where two large rocks sit in the center of the screen. Hmm, how about trying to move those rocks to see if there is anything important hidden beneath. In order to accomplish this, you will need to change your mouse cursor to the **Hand** icon by clicking on the hand button from the pop-up icon bar. Clicking on the hand button will change your mouse cursor into a hand and sets the game to **Interact** mode. While in this mode, you can interact with things in the game world, just as we are about to interact with the rocks. **Interact Mode** also permits you to pick items up, which will be explained further shortly.



Now that you have the **Hand** icon selected, let's attempt clicking on the larger boulder to the right side... it seems as this particular rock won't budge! So, let's try walking up near the top of the screen and then clicking the **Hand** on the rock on the left instead.



Bingo! At least this rock wasn't as heavy! You will notice a shallow hole where the rock used to be. Things are getting interesting now. You will probably want to examine this hole more closely. This is where the **Eye** icon will be useful. Change to the **Eye** icon by clicking on the eye button from the pop-up icon bar.



The **Eye** icon sets the game to **Look** mode. Clicking the eye on things will provide you with a description, information about the item, and perhaps even some puzzle clues and hints. In this case, click the **Eye** icon on the shallow hole. You will notice that there is a dagger in the hole! Change back to the **Hand** icon and click it on the hole to pick the dagger up. Congratulations, you have just collected your first inventory item. To see a collection of all the inventory items that your character is carrying, click on the red bag button from the pop-up icon bar. The **Inventory Menu** will appear, displaying all the items that you currently have in your possession. As you gather more items during the course of your quest, the number of items visible in the window will increase.

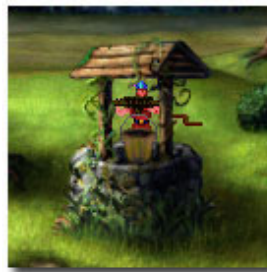
From the **Inventory Menu**, select the dagger icon. Your mouse cursor will change into a dagger, indicating that it is now your active inventory item, meaning that you can use it by clicking on things in the game world. Press the OK button and change your mouse cursor back to the **Walk** icon once more. Move Sir Graham two screens west and then one screen north. You will find yourself standing next to an old, stone well.



Attached to the well, you will notice a wound-up bucket and rope. This bucket may be useful later on in your quest, so cut it loose and take it with you. Use the dagger, which you recently selected from your inventory. Access the pop-up icon bar and you will see that the dagger icon is still displayed on the **Last-Used Item** button, to the left side of the Inventory button.



Click the dagger on the **Last-Used Item** button to change it back into your mouse cursor, then simply click the dagger on the rope to cut the bucket free. Graham will take the bucket into his possession.



When you moved the rock, picked up the dagger, and cut the rope, you may have noticed that the points counter, located at the top right-hand corner of the screen, increased. This means that you did something correct and scored points for your actions.

However, if you perform a wrong action, you may alternatively lose points! The King's Quest games reward players with higher points being given if they use brains to solve puzzles, rather than brute force. So, for example, while you *may* still earn points for solving certain puzzles in a violent and direct manner, you will always score higher points for using a non-violent (and perhaps more subtle), well thought-out solution.



The maximum score that you can attain is 158 points. The higher your final score, the better-suited you are to become the next ruler of the Kingdom of Daventry. So, think carefully before you act – some mistakes cannot be undone.

The final icon is the **Talk** button. Since you are now familiar with all of the other icons in the game

and know how to access them, the **Talk** icon should be fairly self-explanatory. Put simply, you click the **Talk** icon on any character that you would like to speak to. If the individual (or thing) is willing to speak, then conversation will begin. Listen carefully to what is said, as it may be of importance to your mission.



You should now have a decent enough grasp on the basic game controls and icons to provide a better idea on how to play the game. We'll leave it in your capable hands from here, Sir Graham!

CREDITS

WRITTEN & DESIGNED BY

Roberta Williams

MUSIC BY

Ken Allen

CONVERSION BY

AGD Interactive

ORIGINAL GAME BY

Sierra On-Line

BACKGROUNDS

John Paul Selwood

Emily Selwood

Johan Botes

Britney Brimhall

Christopher T. Warren

ANIMATIONS

Christopher T. Warren

Britney Brimhall

DIALOGUE PICTURES

Britney Brimhall

SCRIPTING BY

Christopher T. Warren

AGS ENGINE

Chris Jones

MUSIC ARRANGED BY

Tom Lewandowski

BETA TESTERS

Daniel Stacey

Pedro Groppo

Laerte Andrade

Travis Atwood

David Carpenter

Jurjen Bakker

Julien 'Dju' Vandenbosch

Will 'Beernuts' Jennings

Ryan Richardson

Stijn van Empel

Wolfgang Abenteuer

Alexander Deyke

Deltamatrix

Richard Turner

Austin Swallow

Paul Carr

VOICE ACTING

John Bell
Josh Mandel
Christopher T. Warren
Hope Kodman
Matthew Meaby
Ryan Swindoll

AGDI LOGO

Adam Alim
Brandon Klassen

GAME MANUAL

Christopher T. Warren

MAC PORT

Les Wavrychuk

SPECIAL THANKS

Sean Nichols



2010 AGD Interactive LLC.

King's Quest is copyrighted by Sierra Entertainment, Inc. and is used with permission. King's Quest is a trademark or registered trademark of Sierra Entertainment, Inc. Please do not contact Sierra with questions or technical issues regarding this product. All inquiries should be made on the [AGD Interactive forums](#). If you enjoy this game, please try the original version, King's Quest I: Quest for the Crown, by Sierra. This game is a non-profit production available for download at www.AGDInteractive.com and is not to be sold, rented, or distributed under any circumstance.