

King's Quest

IV

The Perils of Rosella



512K

APPLE IIGS

Supports color and monochrome graphics

Hard disk optional
3.5 disk enclosed

SRL-367

A 3-D ANIMATED ADVENTURE GAME™



The Bestselling
3-D Animated Adventure Series
by Roberta Williams
Over 800,000 Sold



B

e prepared for a spectacular adventure, three times larger than any previous Sierra adventure, a landmark in computer gaming that transcends existing standards of computer graphics, sound and animation.

Powerfully dramatic, King's Quest IV evokes emotion like no other computer game with a unique combination of lifelike animated personalities, beautiful landscapes, and soul-stirring music. Sierra has recreated the universe of King's Quest, a world that one moment will pull at your heartstrings, the next moment place terror in your heart. Uniting the best programmers, artists, and musicians in the business, Sierra has created a constantly evolving universe where landscapes change from day to night, characters roam freely, and dramatic music interludes tantalize your emotions in a complicated tale of faith and mistrust. Your quest begins with a full-length cartoon and proceeds to plunge you into a fantasy world of mystery, intrigue and enough plot twists to confound even the most dedicated adventurer.

Embark upon a perilous journey into the darkest corners of the King's Quest universe. Not one, but many successful quests must be completed to save the royal family from a tragic destiny. With a surprise introduction and an equally unexpected conclusion, plot twists abound as you strive to discover the mysteries of a strange land, overcome its hostile inhabitants, and reveal the secrets hidden therein.

Roam the grounds at night and discover areas which remain hidden during daylight hours. Travel swiftly, as time is of the essence, and each moment brings the royal family closer to ruin.

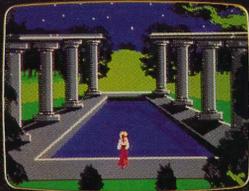


FEATURES

- Over 3.0 megabytes of computer code—the largest computer game ever produced!
- A full-length cartoon introduction to the game (approximately 10 minutes running time).
- Complete day and night cycle.
- Several mini-quests to complete before the final quest can be finished.
- Supports keyboard, mouse and joystick.
- 40 minutes of original music composed and performed by William Goldstein (*Fame* television series, *Hello Again*, a Touchstone film, *Switched on Classics*, a top record album).



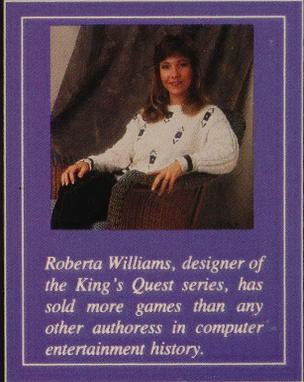
Many strange and unusual places await your arrival.



Explore the countryside carefully (some things happen only at night!).

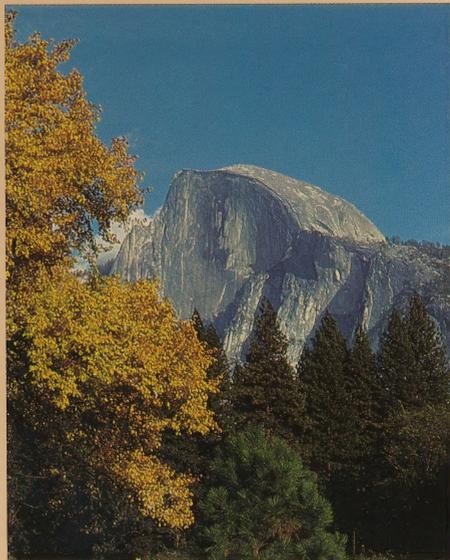


Encounter characters from ancient folklore and legend.



Roberta Williams, designer of the King's Quest series, has sold more games than any other authoress in computer entertainment history.



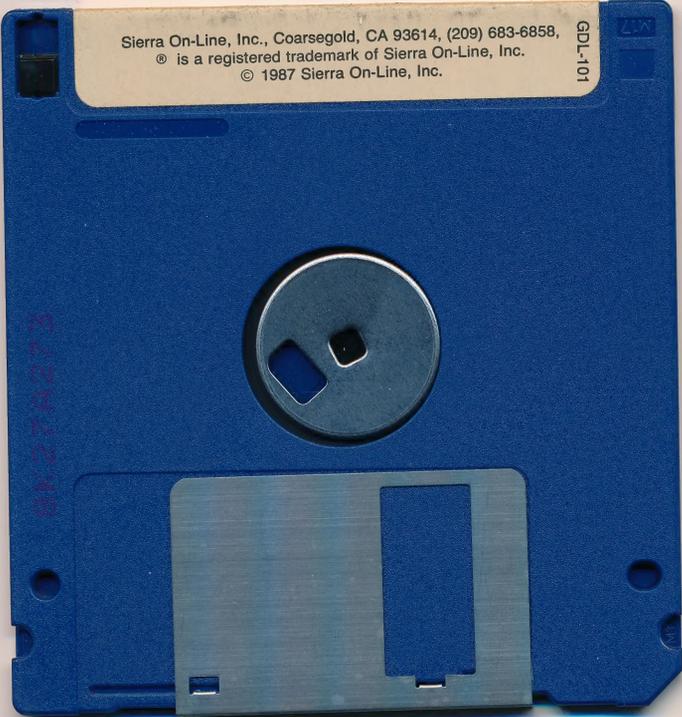


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Sierra On-Line, Incorporated

KING'S QUEST IV
APPLE IIGS

DISK 1 of 3
Version #1.0K
Interp. #2.006



SER# 123158112400944





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QDL-101

SK27A200

HOW TO AVOID THE HOLIDAY HINT CRUSH

In an effort to relieve the "telephone traffic jams" into Sierra this post-Christmas season, and allow others in our town to make a long distance phone call every once in a while, we offer the following suggestions on getting post-holiday hints:

DON'T TRY TO PLAY THROUGH YOUR GAME IN ONE DAY

Too many adventure gamers try to burn through a Sierra adventure as soon as they get one home. Don't attempt this at your home. Sierra games take quite a few hours to get through even if you already know what to do, so don't frustrate yourself.

Besides, this isn't a text adventure, it's a Sierra game. Take time to admire the view.

IF YOU ABSOLUTELY NEED A HINT NOW, PURCHASE A HINT BOOK

At only \$7.95 suggested retail, Sierra hint books cost much less than a call to Coarsegold, California from most areas of the country, and hint books can add to the fun. All the major software stores, and most quality stores, carry Sierra's line of hint books. If you don't see them on the shelf, ask your dealer to order one for you!

IF YOU CAN WAIT FOR A HINT, WRITE US A POSTCARD

Sierra answers tens of thousands of hint request letters each year, and we stay on top of them so you don't have to wait long for your answer. Address your letter to Sierra Customer Support Department, P.O. Box 485, Coarsegold, CA 93614. Put the question on a postcard if possible, and be sure to include your return address.

IF YOU MUST CALL SIERRA, TRY TO CALL IN THE EVENING

During the day, telephone traffic is heavy due to business phone calls. Your call will fight not only with others coming into the Sierra switchboard, but calls coming into the area or other businesses in town. Phone lines will likely be clogged most of the day. Sierra's published hours for this period will be 8 a.m. to 9 p.m. (PST) on Monday through Friday, but don't be afraid to try us on weekends and after hours. If traffic is bad, we may keep the lines open for extended hours.

ASK YOUR DEALER OR COMPUTER OWNING FRIENDS FOR A HINT

There is no guarantee that any of these people will help you find the passport in Leisure Suit Larry II, or the killer in Manhunter, but if they own the game, they'll probably be proud to help you.

OTHER SOURCES FOR SIERRA HINTS

The following are commercial sources other than Sierra where you might find hints on Sierra game products.

Questbusters Journal, P.O. Box 32698, Tucson, AZ 85751. Carries regular hints and "walk thrus" on popular adventure games.

CompuServe (contact your dealer for details). The Games Forum on CompuServe is a fantastic place to get Sierra adventure hints (many of Sierra's beta testers "hang out" in the on-line conference area). If you subscribe to CompuServe, you can get Sierra hints "on-line."

The Official Book of King's Quest. Compute! Books (available at better bookstores everywhere). This well-written book not only gives hints to all the installments of the popular King's Quest series, it gives an interesting and insightful account of the making of the series and the people behind it. This is likely to be the only published source of King's Quest hints until well after Christmas.

MONDAY - FRIDAY, 8 A.M. - 9 P.M. P.S.T.

209-683-6858

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- A TRIP TO THE CASTLES OF ENGLAND
- A TANDY 1000TX COMPUTER
- OR ONE OF 2000 OTHER GREAT PRIZES IN THE GREAT MASTER ADVENTURER CONTEST!

Sierra is proud to announce a special contest for master adventurers only!



GRAND PRIZE

*All expenses paid
Trip for two to
England with a
special tour of
historical sites (or
\$4,000 in cash).*



FIRST PRIZE

*Tandy 1000TX
Computer with Color
monitor and 3.5"
disk drive (a \$1400
value). Three will be
awarded.*



SECOND PRIZE

*Free Sierra software
product (a \$50
value). 500 to be
given away.*

**MASTER
ADVENTURER**

THIRD PRIZE

*King's Quest IV
"Master
Adventurer"
teeshirt. 1500
to be awarded.*

HOW TO ENTER

- **Complete *King's Quest IV* with a perfect score.**
- **Write the special code that appears at the end of the game on the card to the right.**
- **Fill out the rest of the card, place the appropriate postage on the backside and drop it in the mail. It's that easy to enter!**

OFFICIAL ENTRY RULES

1. All entries must be on this original entry form (no xeroxes or other reproductions will be admitted). Winners code number must be clear and correct on form to win. The odds of winning a prize are based on number of cards received.
2. The 2,004 Grand Adventurer prize winners will be determined by Sierra On-Line, Inc. All decisions are final. All entries must be postmarked March 31, 1989 or earlier. No responsibility is assumed for lost or misdirected mail.
3. This sweepstakes is open to the residents of the U.S. and Canada. Employees of Sierra On-Line, Inc. and their families are not eligible. Void where prohibited by law. Taxes on prizes are the sole responsibility of the prize winner. All federal, state and local laws and regulations apply.
4. If winner is under 18, parent or legal guardian must receive grand or first prize. All winners (or their legal guardians) must be obliged to sign and return an Affidavit of Eligibility within 21 days of notification. By acceptance of prizes, winners consent to the use of their name and likeness in advertising, trade and promotion on behalf of Sierra without further compensation.
5. Winners will be announced in the Spring/Summer '89 Sierra Newsletter. For a list of major prize winners, after July 1, 1989, send a separate, self-addressed, stamped envelope to "Sierra Grand Master Adventurers Winners List," P.O. Box 485, Coarsegold, CA 93614.
6. In the event of non-compliance of winners for any reason, an alternative winner will be selected. Any prize returned to Sierra as undeliverable will be awarded to an alternate winner.



**SIERRA
MASTER ADVENTURER CONTEST
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**Sierra On-Line, Inc.
P.O. Box 485
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**WARRANTY REGISTRATION
P.O. BOX 485
COARSEGOLD, CA 93614**

**WARRANTY REGISTRATION
PROCESS IMMEDIATELY**

PLEASE RETAIN THIS CARD

Customer Service Department: (209) 683-6858

Product name _____ Machine _____

Disk I.D. No. _____ Version No. _____

Date purchased _____

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However, **to the original purchaser only**, Sierra warrants that the medium on which the program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect should occur, the product may be returned to Sierra along with proof of purchase and a brief description of the defect, and Sierra will replace or repair the product at Sierra's option without charge to you, provided the returned media has not been subjected to misuse, damage or misapplication of the product. If at any time *after* the initial 90 day period your media becomes defective, the media may be returned to Sierra and we will replace the disk(s) for a \$5 service charge, plus \$2.50 for shipping and handling. **To ensure identification as the original purchaser, please complete and mail the attached Warranty Registration Card.**

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WARRANTY REGISTRATION



3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR APPLE IIGS

Sierra's 3-D Animated Adventure Games represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature colorful hi-res graphics, with animated characters moving through three-dimensional background screens. The improved parser lets you talk to the computer in whole sentences, and the mouse or an optional joystick can be used to help control your on-screen character.

Sierra's new series of adventure games are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game, and the experience is both intriguing and enjoyable. It's the most fun you can have playing an adventure game!

GETTING STARTED: FLOPPY DRIVE(S)

If you will be playing from floppy disks (not hard disk), before starting to play you may wish to format a "saved game" disk. If you use this disk, you will not have to write saved game information to your original program disk and will be able to write-protect your original program disks.

To format a blank disk, see the instruction manual that came with your Apple IIGS computer.

LOADING INSTRUCTIONS (from floppy disk)

1. With the computer off, insert program disk 1 (label side up) into the disk drive.
2. Turn on the computer. The program will boot automatically.

GETTING STARTED: HARD DISK

INSTALLATION

1. Turn on your computer and allow ProDOS to load.
2. Insert program disk 1 into the disk drive and close the door.
3. Use the desktop or utilities to copy the files on the disk to the hard disk. Repeat for each program disk.

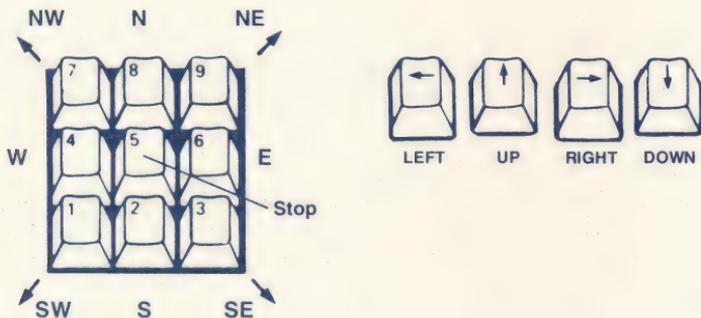
LOADING

1. Turn on your computer and allow ProDOS to load.
2. Boot your adventure game from the desktop.
3. Before play can begin, you will be prompted to insert your program disk 1 into the drive to verify you are an authorized user. All other information from the game will be loaded off of your hard disk.

COMMANDS FOR YOUR HERO

There are several ways to move your character around the screen. Using the mouse, start movement by clicking the mouse button. The character will move to the point where the mouse cursor was when you clicked and stop there (unless there is an obstruction in its path).

You may also manipulate your character with the joystick. If you have not used the joystick in the game, press CTRL-J to activate it. You may also use the number pad and direction keys (see the diagrams below).



Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the RETURN key.

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

TALK TO THE GNOME (RET)

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

GET THE KEY (RET)

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

LOOK AT THE KEY (RET)

Use objects along the way. Type:

INSERT THE KEY IN THE LOCK

GAME CONTROLS AND OPTIONS

You may exercise various options by using the pull-down menus either with the mouse or function keys. Use the mouse to access the pull-down menus by moving the cursor to the top of the screen and pressing the mouse button.

Options on the menus can also be accessed through these function keys:

(Shift) 1	Help: Shows list of function keys (including some that may be specific to your game and not mentioned here)
(Shift) 2	Toggle sound on/off (access the IIGS control panel to adjust volume).
(Shift) 3	Echo (repeat) previous command
(Shift) 5	Save game
(Shift) 7	Restore game
(Shift) 9	Restart game
CTRL-C	Cancel typed input
CTRL-J	Activate joystick
ALT-Z	Quit game
TAB	List inventory (what your character is holding)

SAVING AND RESTORING THE GAME

To allow for errors in judgment, and also for some creative exploration, we make it possible for you to save and restore your game at almost any point. Before you try something that looks dangerous, or just because you have been playing awhile and you don't want to risk losing the progress you've made, **SAVE YOUR GAME!**

You should save your game on a formatted save game disk, not on your program disk.

At almost anytime during a game you may select Save Game from the pull-down menu, type "save game" and RETURN or press (shift) 5 to save your game. At the dialog box, follow the directions below to save your game.

SINGLE DISK DRIVE USERS

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN. If you are using a "saved game" disk, eject the program disk by pushing the eject button on the disk drive and insert your "saved game" disk into the drive. Click the DISK button on the dialog box. Type the name you wish to title your saved game and click the SAVE button on the dialog box. You will be prompted to return your original program disk when the save is complete.

TWO DISK DRIVE USERS

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN. If you are using a "saved game" disk, place it in the other drive and click the DISK button on the dialog box until the desired disk name is shown. Type the name you wish to title your saved game and click the SAVE button on the dialog box.

IN GENERAL

If your character is standing beside a tree when you save a game, title your saved game "BESIDE.TREE" or whatever has meaning to you.

Saved game titles will be listed in the dialog box in alphabetical order. If you wish to store your games chronologically name them "A.NAME, AA.NAME, B.NAME, BB.NAME," etc. to "Z.NAME, ZZ.NAME." After saving 48 games start a new directory and begin again.

You may continue to save games until you are prompted that the disk or directory is full. Each directory will store up to 51 games.

To create a new directory (folder) access the disk you are using to save games. Type in the name of your new directory but *do not* press RETURN. Click the mouse on "New Folder." To open this new directory click the mouse on "Open."

RESTORING A GAME

Select Restore Game from the file menu, type "restore game" and press RETURN or press (shift) 7 to restore a previously saved game. When the dialog box appears, all the titles of games you have saved on the disk will be shown. If you have one drive and are using a "saved game" disk, click the DISK button. If you have two drives and are using a "saved game" disk, insert it into your other drive and click the DISK button on the dialog box until the desired disk is shown. To select the game you wish to restore, scroll through the list of saved game titles and double click the mouse button on the game you wish to restore.

Games are stored alphabetically. Pressing the first letter of a saved game title will highlight the first game beginning with that letter.

WHEN YOU ARE DONE

When you want to quit playing the game select quit from the pull-down menu, press ALT-Z or type "quit" and press RETURN.

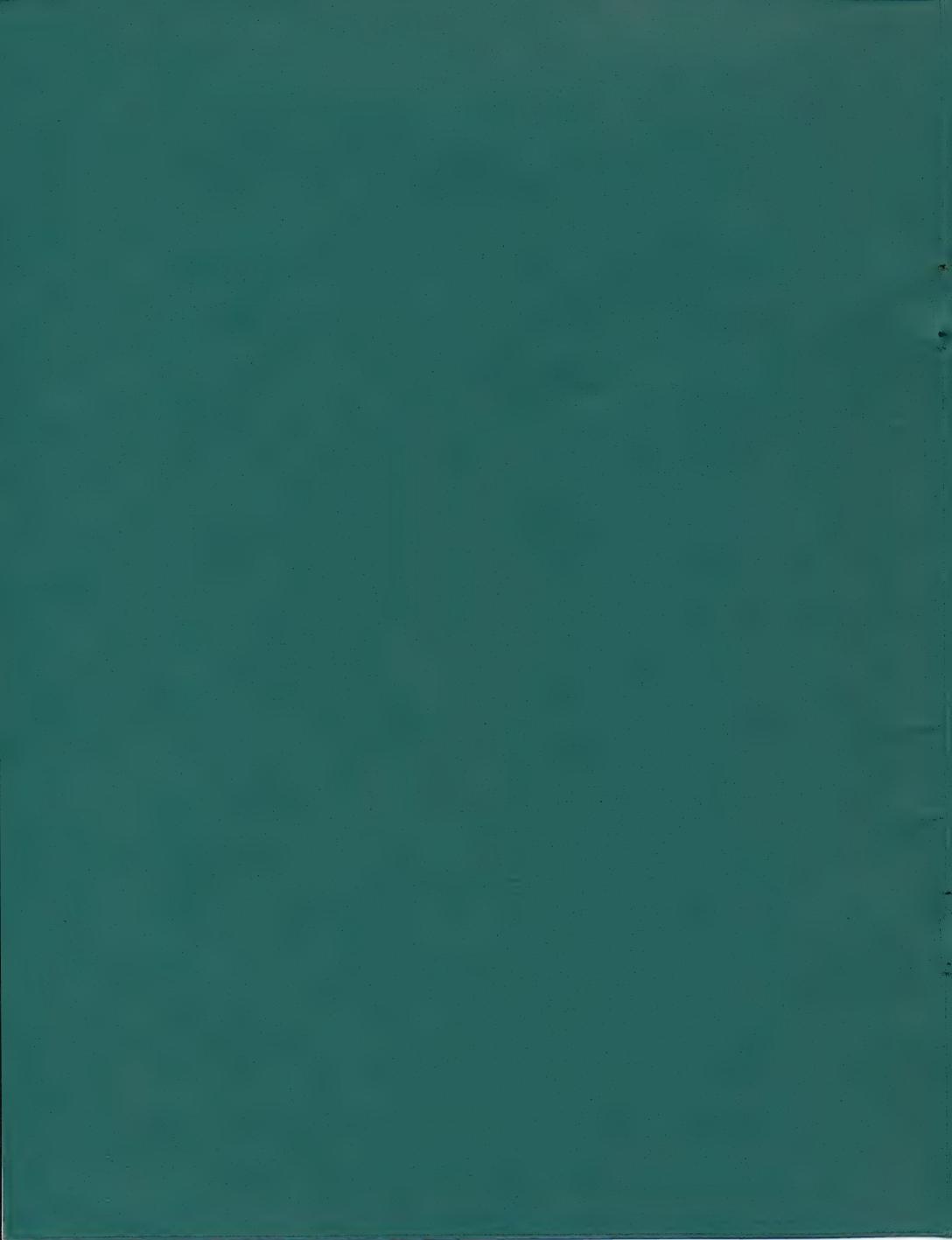




KING'S QUEST
IV



BY ROBERTA WILLIAMS



KING'S QUEST® IV

THE PERILS OF ROSELLA

Written and designed by

Roberta Williams

Music composed and performed by

William Goldstein

Executive Producer

Ken Williams

Game Development System

Jeff Stephenson

Robert Heitman

Pablo Ghenis

Chris Iden

Paul Krasno

Music Development System

Stuart Goldstein

Programming

Ken Koch

John Hamilton

Chane Fullmer

Chris Hoyt

Teresa Baker

Animation and Background Scenes

Carolly Hauksdottir

William Skirvin

Jerry Moore

Documentation

Jerry Albright

NOTE

Because King's Quest IV is not copy-protected it may be installed on a Hard Disk or in a directory of a Hard Disk.

Immediately after booting King's Quest IV you will be asked to enter a word from the documentation you are currently reading. After typing in the correct word King's Quest IV will finish loading.

This is the legend of King's Quest...



Once, in a kingdom called Daventry, there lived a King named Edward. Daventry was a very old kingdom, and it had its share of kings, both good and bad, over the thousands of years. King Edward was a very good King, but he was also very old, and without children. Disorder ruled the land since the loss of the Three Great Treasures. King Edward feared that disorder might degenerate further once he died. Besides, he knew (as well did his people) that without an heir to the throne the kingdom would be in dire straits indeed. Thus, King Edward sent for his favorite knight, Sir Graham.



You are the bravest and most trustworthy of my knights, quick of wit and stout of heart. I have chosen you to succeed me as king, but first you must prove yourself worthy of my crown. Far beyond the walls of this castle lie shrouded the Three Great Treasures of Daventry, stolen years ago by stealth and sorcery. This kingdom will not be restored to its former glory and prosperity until these great treasures are returned to their rightful hearth. Succeed in this, my request, and the crown shall become yours upon my death. Fail, and our once beautiful kingdom will fall to the hands of evil forces who will use the powerful magic of the Three Great Treasures against us.

“May you return victorious, Sir Graham!”

Thus Sir Graham ventured where most humankind dared not tread, and returned home victorious with the cherished Treasures of Daventry, as is chronicled in the tale *Quest For the Crown*.



Now Graham ruled over the land, with the aid of the Magic Mirror and the other Great Treasures of Daventry. The people of Daventry prospered greatly under the reign of the kindly monarch. But peace and prosperity can become quite dull for valiant Kings. Not more than a week after the third anniversary of his appointment to the throne (on the eve of King Edward's death) did King Graham begin to feel the pangs of loneliness.

Fate would have it that Graham was standing next to the Magic Mirror as he pondered his plight. As he glanced toward the Mirror, he noticed that the glass had grown inexplicably cloudy.

As the mist cleared, Graham beheld the image of the most beautiful maiden he had ever seen. She stood glancing from a window, motionless except for a stray breeze that stirred her hair. A tear fell from one eye, and sparkled on her cheek like a diamond on velvet.



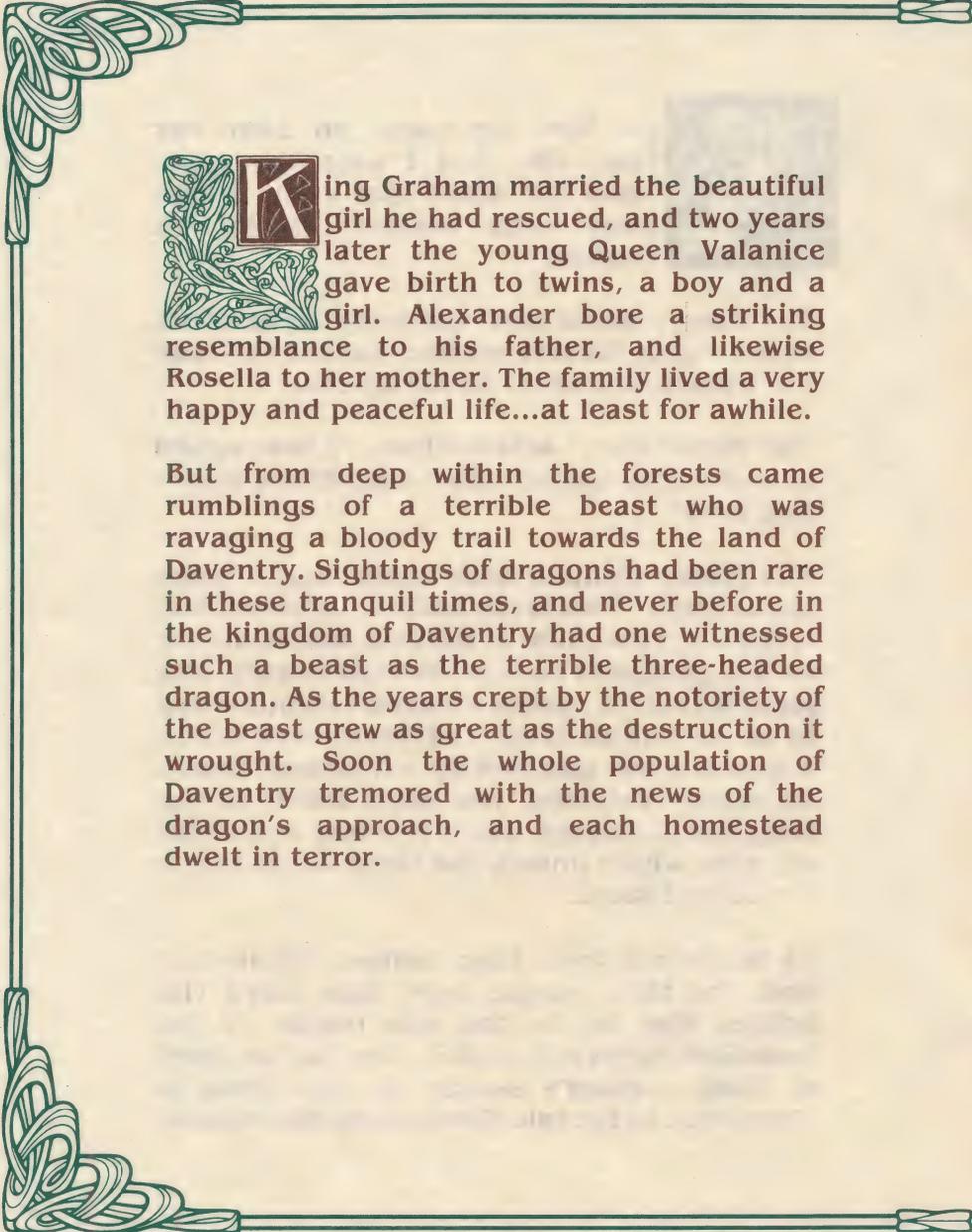
ee! How the tears run down her face. Oh, that I were the glove upon the hand that could brush away such sorrow!" exclaimed Graham.

The King's heart was suddenly intoxicated with longing for this maiden--indeed this was the woman who must be his Queen.

"Oh Mirror wise," said Graham, "I have vowed to make this maiden my bride. Where may I find her?"

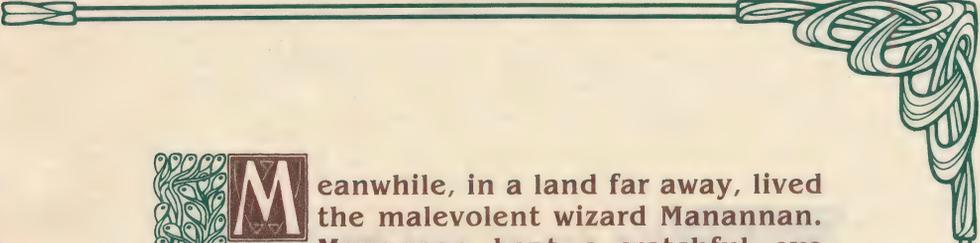
The Mirror clouded once more, and a voice spoke forth. "This is the maiden Valanice. She is from the kingdom of Kolyma, and is known for her goodness no less than her beauty. The jealous crone Hagatha whisked Valanice away to an enchanted land, and imprisoned her in a quartz tower guarded by a ferocious beast. To rescue Valanice, you must travel to the kingdom of Kolyma, where you may search for the keys which unlock the three doors to the enchanted land..."

As the tale is told, King Graham did indeed find the three magic keys, and faced the battles that led to the safe rescue of the beautiful maiden Valanice. The full account of King Graham's search for his bride is chronicled in the tale *Romancing the Throne*.



King Graham married the beautiful girl he had rescued, and two years later the young Queen Valanice gave birth to twins, a boy and a girl. Alexander bore a striking resemblance to his father, and likewise Rosella to her mother. The family lived a very happy and peaceful life...at least for awhile.

But from deep within the forests came rumblings of a terrible beast who was ravaging a bloody trail towards the land of Daventry. Sightings of dragons had been rare in these tranquil times, and never before in the kingdom of Daventry had one witnessed such a beast as the terrible three-headed dragon. As the years crept by the notoriety of the beast grew as great as the destruction it wrought. Soon the whole population of Daventry tremored with the news of the dragon's approach, and each homestead dwelt in terror.



Meanwhile, in a land far away, lived the malevolent wizard Manannan. Manannan kept a watchful eye upon the kingdoms of the world. With a sardonic grin he watched as the three-headed dragon rampaged its way towards Daventry. Manannan's hatred of mankind had intensified with his great age, and his coal-black eyes burned a strange reflection upon the glass of the crystal as he mirthfully watched another human swallowed whole by the vicious beast.

Preferring his solitude, the powerful Manannan was only allowed to be observed by one servant-boy, who maintained his house and performed all of his menial chores. Of course, Manannan could have conjured up spirits to do his dirty work, but he much preferred to see the toil and strain of a young mortal suffering under his thrall.

Most would call it depravity, but it was fear that fueled the flames of Manannan's hatred of humanity, a fear instilled by a vision from his prophetic crystal ball. For within its walls of quartz had Manannan seen his own hideous destruction at the hands of a conquering hero.



Time has wrought many changes, and with it much sorrow. The kingdom of Daventry was ravaged by the deplorable dragon, and the young Princess Rosella was abducted. The entire kingdom was overcome by the brutal onslaught of the beast, and though forewarned, found themselves helpless to defend against its supernatural strength. Much weeping and wailing was heard throughout the land. Even with its power of prophecy, the Magic Mirror could provide no answers, not even a clue, for some bearer of black magic had cast a cloud of darkness upon its face...

And the wizard watched with eyes of venom...!

The entire tale of Rosella's rescue, the wizard's downfall, and the restoration of the royal family are chronicled in the saga *To Heir is Human*.



According to legend, shortly after Rosella's rescue King Graham decided it was time to pass on his adventurer's cap. Gathering in his wife and two children, the King offered a grateful smile upwards, for each member of his family had given him great pride. Gazing down at his children, he couldn't help but see the glint of spirited valor in their eyes. Knowing the future of his kingdom would rest soundly in the hands of its future heir, he slowly lifted his hands to display the infamous adventurer's cap.

And now the commencement of the noblest adventure of all...

AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Princess Rosella, daughter of the dying King Graham.

Each 3-D Animated Adventure Game has a main goal, and yours in King's Quest IV is to find the magic talisman (to save Genesta, the good fairy) and the charmed fruit (to save your father), both hidden in a strange country. You will need to move swiftly and use your ingenuity, for you have but one day to complete your quest. Fail, and your loved ones will die, and you will be stranded in a strange land for the rest of your life.

TIPS FOR NEW ADVENTURE PLAYERS

Note: If you have played an Animated Adventure before, this section can be skipped.

1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. STAY OUT OF DANGER

Due to the dangerous nature of this adventure game, you will want to save your game often. Type SAVE GAME after you have made important progress. Type SAVE GAME when you encounter a potentially dangerous situation.

If you do encounter danger, and your character suffers an unfortunate accident (such as death), you can type RESTORE GAME to return to the place you were at when you last saved your game. Careful use of this function has saved many gallant knights from returning to lowly peasant status.

3. BE OBSERVANT

Look at and examine everything you can. When you enter a new location type LOOK AROUND. When you open a box type OPEN THE BOX. If you want to see the contents of the box type LOOK IN THE BOX. When you want to talk to a fisherman type TALK TO THE FISHERMAN. The descriptions and close-ups offered may provide valuable clues.

6. ARM YOURSELF WITH THE PROPER VERBS

King's Quest IV understands a wide variety of verbs such as:

Bait	Dismount	Hit	Pry	Stand
Blow	Dive	Hug	Pull	Start
Bounce	Dock	Jump	Push	Steal
Break	Drink	Kill	Put	Sweep
Bridle	Drop	Kiss	Raise	Swim
Calm	Eat	Knock	Read	Swing
Call	Enter	Lay	Remove	Take
Cast	Exit	Lead	Ride	Talk
Catch	Feed	Leave	Rock	Tempt
Clean	Find	Lie	Say	Throw
Climb	Fish	Lift	Save	Tickle
Close	Flip	Light	Shake	Turn
Command	Follow	Lock	Shine	Undress
Cross	Force	Look	Shoot	Unlock
Cure	Free	Make	Shout	Untie
Cut	Frighten	Move	Sing	Use
Dance	Give	Open	Sit	Wade
Detach	Go	Pet	Sleep	Wake
Dig	Help	Play	Smell	Wave
Dim	Hide	Polish	Speak	Wear

7. LEAVE NO STONE UNTURNED

There's much more to a 3-D Animated Adventure Game than meets the eye. Try any action you can think of--even the forbidden. No one ever served a stretch of time on the rack from playing computer games. If you do run into serious trouble, you can always resort back to your RESTORE GAME function.

8. AT THE END OF YOUR ROPE?

If you've tried every possible trick in the book and still can't get anywhere, don't panic. Even the most stalwart of adventures have been caught in the midst of a confusion spell.

For this reason, hint books are available for all of Sierra's 3-D Animated Adventures. You can order the hint book for this game by using the order form in the package. Hints can also be received by calling the Sierra Support Line at (209) 683-6858 by having your computer call the Sierra Bulletin Board Service at (209) 683-4463.

YOUR ADVENTURE BEGINS...

AN INTRODUCTORY WALK-THRU TO KING'S QUEST IV

Press Return to bypass the title screen. Press Return again to bypass the credits screen.

The adventure starts with an introductory cartoon. You should watch the cartoon at least once, as it provides valuable information you need in completing your quest. To bypass the introductory cartoon, press Return.

You start out on the west shore of the beach. There are many objects you can LOOK at.

Type:

LOOK AROUND (After each typed-in command, you will receive a response. Press Return when you are ready to proceed with another command or action.)

A river, coming from the east, spills into the blue ocean before you. A lonely beach edges the ocean. From atop the bluff, a lovely meadow stretches eastward.

Type:

LOOK AT THE SKY

The bright blue sky seems to merge as one with the vast ocean before you.

LOOK AT THE ROCKS

There are not many rocks here.

LOOK AT THE BIRD

You see many seagulls gliding through the air in their never-ending quest for food.

LOOK AT THE WATER

The wide blue ocean disappears into the horizon to the west.

LOOK AT THE CLOUDS

Billowy clouds float serenely in the blue sky.

LOOK AT THE SAND

The blue water of the ocean washes serenely over this pretty sand beach.

LOOK AT THE FLOWERS

Beautiful wildflowers adorn the green meadowland to the east.

LOOK AT THE RIVER

The cold water of the river contrasts sharply with the warmer ocean water as the two converge.

Walk into the ocean. When you get in waist deep, you will begin to swim. Practice swimming around.

Type:

DRINK SOME WATER

You taste the ocean water. YUCK! This water's too salty!

Swim back to the beach. Walk to the south. The screen will change. You are now on a new stretch of beach. Walk south. The screen will change again. You have discovered the old fisherman's shanty.

Type:

LOOK AROUND

A poor fisherman's shanty adorns this part of the coastline. A pier stretches, from the house, out into the ocean to the west. You see a pretty meadowland off to the east.

LOOK AT THE HOUSE

The fisherman's shack looks badly in need of repair, as the sun, wind, and salt spray have taken their toll. From the house, an old pier leads out into the ocean.

LOOK AT THE PIER

The old worn pier juts out into the ocean from the weather-beaten house.

Walk onto the pier and head west. The screen will change. You see an old fisherman fishing off the pier. As you approach, the fisherman gets up, and walks off the screen to the east. Follow the fisherman east. The screen will change. Walk up to the door.

Type:

OPEN DOOR

The door opens and you enter. The screen will change. You are inside the fisherman's shanty. Walk up to the man.

Type:

TALK TO THE FISHERMAN

You talk to the grizzled fisherman as he sits at the table. Sighing, he tells you, "Them fish ain't been bitin' lately. If things don't git better soon, I don't know WHAT to do!"

Type:

TALK TO THE FISHERMAN

In reply, the old fisherman comments, "Me and the wife ain't gettin any younger, and times is tough. If you've got any ideas, girlie, let me know."

Again type:

TALK TO THE FISHERMAN

The fisherman chooses to ignore your attempted conversation. Instead, he looks dismally into his coffee cup and sighs heavily.

While you're here, take a look around.

Type:

LOOK AROUND

The inside of the fisherman's shack looks almost as shabby as the outside. You notice the fisherman's pole in the corner.

LOOK AT THE TABLE

It looks like an old worn table.

LOOK AT THE BED

The lumpy bed looks old and uninviting.

LOOK AT THE FISH

You see a large fish hanging on the wall.

LOOK AT THE STOVE

At least the stove keeps it warm in here.

LOOK AT THE COFFEE POT

The smell of hot coffee fills the room.

DRINK SOME COFFEE

You don't like coffee.

TALK TO THE WOMAN

You introduce yourself to the old fisherman's wife. With little patience, she responds, "What're you doin' here, young lady?! Can't you see I'm busy?! We have enough problems without worryin' 'bout you!"

TALK TO THE WOMAN

You try to talk pleasantly to the tired-looking woman, but your words fall on deaf ears. She is obviously annoyed by your presence.

The old woman is annoyed by your constant chattering. It might suit you well to leave her alone.

You are now ready to leave this house and continue on your adventure.

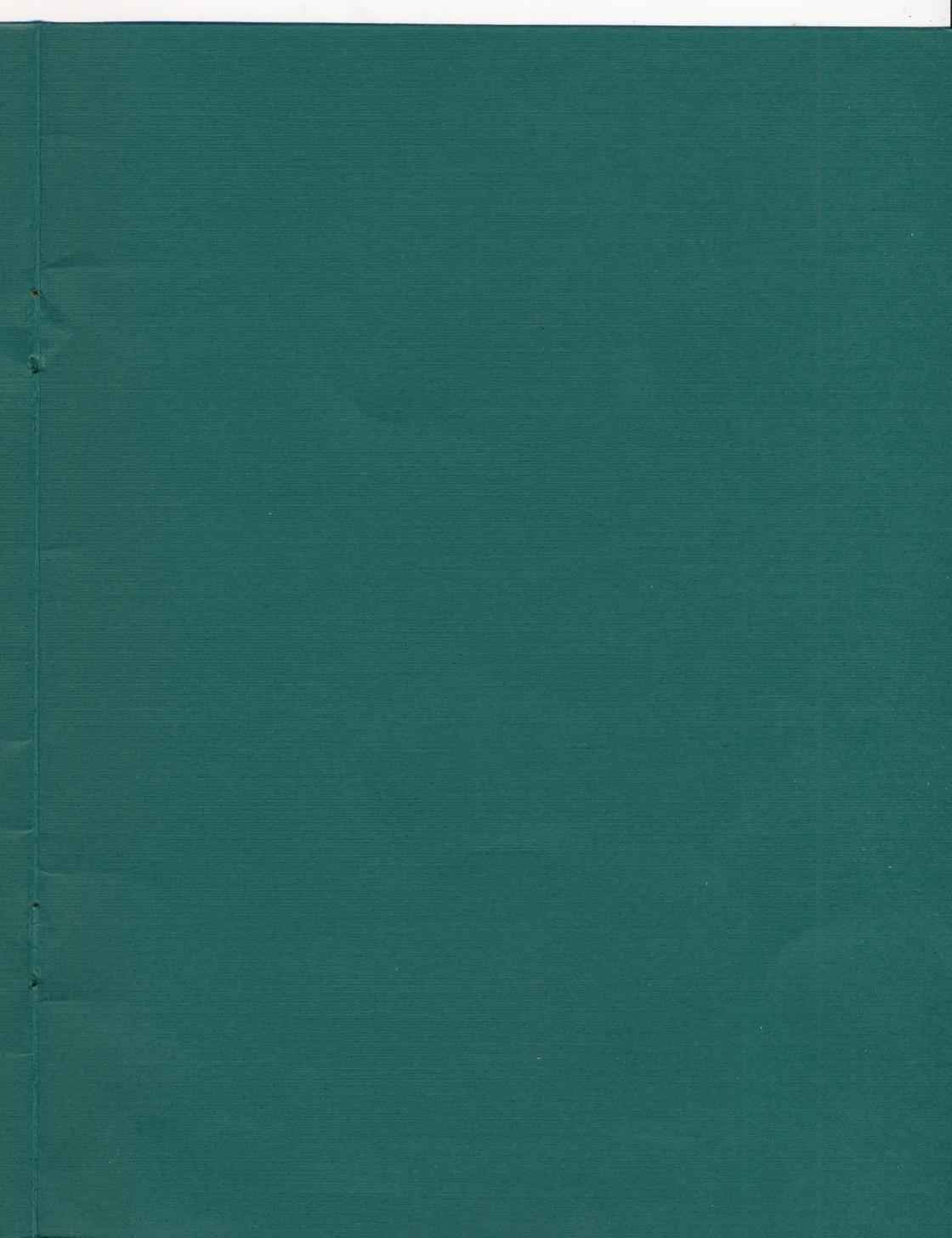
May fortune be with you along the way!

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