King's Quest I

King's Quest I

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Introduction

Along, 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.

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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 the 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.

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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.

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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.

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When the King heard the news, he wept in despair. That 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, and 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. Fail, and our beautiful Daventry will grow ever weaker until it is invaded and conquered by unfriendly nations. Succeed in this great quest, and you shall become King upon my death. 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 three great treasures -- the magic Mirror, the Shield, and the Chest of gold. You must retrieve them all, for only the combined magic of the three will restore Daventry to its former glory!

Look to 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.

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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; you will be 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!"

Installation Instructions

① Make certain no windows are open on your desktop and quit any other applications you may have running.

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

③ The KING'S QUEST I VGA Installation menu will appear. It contains the following options:

☑ **Install KING'S QUEST I VGA:**
Installs the game to your hard drive.

☑ **Install DirectX:**
Installs the latest version of DIRECTX on your system.

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

☑ **View Troubleshooting Guide**
Check the Troubleshooting Guide for any problems you may encounter while running the game.

☑ **Uninstall KING'S QUEST I VGA:**
Removes the game from your computer.

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

Installation Instructions

④ To install the game, click the INSTALL KING'S QUEST I VGA button, then follow further onscreen instructions.

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

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

⑦ If setup was successful, you will see a message telling you so. On this will be two options:

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

☑ **Launch the KING'S QUEST VGA menu launcher:**
Opens the menu launcher which will allow you to run the game, selec t game options, and visit the Tierra website.

You are now ready to play KING'S QUEST I VGA.

Running the Game

① To run the game, insert the KING'S QUEST I VGA disc into your CD-ROM drive. The menu launcher will appear automatically if your system has Autoplay enabled.

② If Autoplay is disabled, you will have to find the KING'S QUEST I directory on the hard drive and double-click the KQ1MENU application icon.

③ Once KING'S QUEST I VGA is installed, the menu launcher appears. The launcher appears whenever you insert your KING'S QUEST I VGA disc, when you double-click the CD-ROM icon, when you select the KING'S QUEST I VGA short cut from your start menu, or when you double-click the KQMENU.EXE file.

The Launcher

The KING'S QUEST I VGA Menu Launcher has the following options:

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

☑ **Options Menu**: Allows you to select from a variety of sound and graphics options. Also allows you to play the game in full-screen mode or in windowed mode.
NOTE: KING'S QUEST 1 VGA was designed to run at the 320x200 screen resolution. Selecting higher resolutions will slow the game down considerably and lessen your playing experience. Furthermore, The game has not been tested at higher resolutions and is not guaranteed to work correctly at any resolution besides 320x200.

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

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

The KING'S QUEST series was created by Sierra On-Line, and written Roberta Williams. The original version of KING'S QUEST I: QUEST FOR THE CROWN was first released in the early 80's, and would go on to spawn 7 critically acclaimed sequels!

QUEST FOR THE CROWN is the very first game in the KING'S QUEST series. Made in 1984, it originally used Sierra's AGI engine which allowed only a few colors, had large pixilated graphics and used PC speaker beeps for sound. Despite this, the game was a blazing success, and for it's time, it showcased technology and features that were previously unseen in any PC adventure game! Although QUEST FOR THE CROWN was remade by Sierra in 1990 with updated graphics and sound, (EGA - 16 colors) it never received the full 256 color treatment that many other Sierra games did. The EGA remake also failed to sell amongst fans of the series, proving that a further VGA remake of QUEST FOR THE CROWN (or any other KING'S QUEST game), would only lose money for Sierra. So KING'S QUEST I VGA never was (and never will be) remade by Sierra. Yet this was the very first adventure game ever created! This being the case, Tierra entertainment wanted to do something about the situation. We decided to pick up where Sierra left off, and make KING'S QUEST I VGA ourselves. We want to provide people with the opportunity to re-experience (or even experience for the first time) the land of Daventry and THE game that essentially gave life to PC adventure gaming itself!

We invite you to take a trip down memory lane over the next few pages, and discover the history of this groundbreaking series. Discover the numerous technological improvements that were made to each installment in the series, making each game bigger and more enthralling than the last, and paving the way for the entire adventure game genre!

The History of King's Quest

King's Quest I : Quest For The Crown (1984)

Originally commissioned by IBM as a showpiece for their ill-fated IBM PCjr, Roberta Williams' King's Quest would only become an industry bestseller the following year when it was released for the IBM PC and new Tandy 1000 computers. Being the first game to fully support the newly introduced EGA color card, King's Quest clearly demonstrated the superior 16-color capabilities of the then $400 optional video card. The player directs game action by way of text-based commands (example: "OPEN DOOR") and use of the keyboard arrow keys to control the hero's onscreen movements.

King's Quest I : SCI

This 1990 project to revamp the original King's Quest was widely viewed as a critical failure because many reviewers and gamers took offense at what they perceived to "destroy the classics." In fact, the project was compared to the controversial practice of "colorizing" classic black-and-white movies. Valid, or not, these reactions essentially stopped work on future attempts to modernize later King's Quest installments. In comparing this version to the original, it's interesting to note how much the addition of the music soundtrack adds to the mood of the game.

Synopsis:

The King of Daventry is nearing the end of his life. Tragically, he has no heir to carry on the royal line, and he worries that his kingdom will be left without a leader. Daventry is already a shadow of its former glory, as the three treasures of the realm have been lost to the ages. And so the king summons his bravest knight, Sir Graham, and sets him on this quest -- return all three of the lost treasures, and the throne will be his. Not an easy task, but the recovery of the Mirror, the Chest of Gold, and the Shield will take Sir Graham through mythical perils and magical dangers, and forge a new kingdom from the ruins of the old!

The History of King's Quest

King's Quest II : Romancing The Throne (1985)

This sequel to the original King's Quest provided not just a second look at the life of King (formerly Sir) Graham of Daventry, it also began a tradition of using King's Quest as a training ground for future designers. Future Space Quest series designers Scott Murphy and Mark Crowe joined the development team, making this game An even bigger hit than the original.

Synopsis:

Sir Graham is now King Graham, inheritor of the Daventry throne. But he is a king without a queen, and his subjects fear the heirless fate, which befell his predecessor. 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 t he 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 finally challenge the wizard himself to save your own skin, and discover the awesome secret of your own past.

King's Quest IV : The Perils of Rosella (1988)

This innovative epic invited players to step not into the boots of the now familiar adventure hero King Graham, but instead into the soft slippers of his young daughter Rosella - a bold step for 1988, when the audience for computer games was almost exclusively male. Designer Roberta Williams' move to attract more female players to adventure gaming was a success, and King's Quest IV went on to be one of the most successful games of the year.

From a technical standpoint, King's Quest IV also scored big as the first commercial entertainment product to support optional music cards. Hollywood composer William Goldstein (Fame) provided the stereo soundtrack, adding new dimensions and motion to the presentation. King's Quest IV was the first 3-D Animated

Adventure to use Sierra's improved graphics system, and allowed the player to use a mouse to move their character around the landscape.

Synopsis:

King Graham is hanging up his adventurer's cap for good! With his beautiful queen at his side and his kingdom momentarily at peace, he prepares to pass that symbol of his questing youth to one of his two children. But before he can speak, he collapses, struck down by a magical disease! Now his fate lies in the hands of his daughter Rosella, who must journey to a faraway land on a frantic search for the one item that can save your father from certain death. But when Good and Evil vie for the throne of Faerie, you can bet that no task is a simple as it seems. Soon, the ailing Faerie Queen has Rosella on a quest of her own, to stop an evil sorceress from taking over. Only by saving the Faeries can Rosella save her father -- but who's going to save Rosella from ogres, witches, and ghosts?

King's Quest V : Absence Makes the Heart Go Yonder (1990)

A computer game on a CD? Unheard of! No game since the original King's Quest had the impact of King's Quest V, which redefined adventure gaming in game play, design and overall presentation. It was Sierra's first million-dollar-plus development effort. Designer Roberta Williams assembled an unequaled team of animators, artists, musicians, and programmers to make the project a reality. A new interface was designed to appeal to a larger audience, and extra efforts were taken to make the game an attractive entertainment venture for every member of the family. No more typing "open the door" -- now the player could simply use their mouse to click a "hand" cursor on the door.

Sales of King's Quest V during its first year shattered all known records for computer games. Led by Emmy award-winning producer Bill Davis, King's Quest V made the leap in graphics resolution to full 256-color VGA. Animations and backgrounds advanced from "computer art" to true hand painted, life-like scenes inhabited by life-like and fluid-animated characters. Over fifty voice actors lent their talents to the effort, making King's Quest V the most elaborate and cinematic game to date.

Synopsis:

A year has passed since Princess Rosella's journey to Tamir, and King Graham's health has been fully restored. The Royal Family of Daventry is whole once more, and all is well with the Kingdom. But unbeknownst to Graham, his beloved family will soon be in grave danger! Somewhere far away, a powerful presence watches the castle of Daventry with evil intent. Mordack, a wizard even more powerful than the late Manannan, has concocted a dreadful plan: to capture the castle of Daventry, and the Royal Family within. He waits for the right moment to strike - when King Graham will be helpless to stop him. On that fateful day, King Graham will return home to find that his castle and his family have disappeared. Graham must don his adventurer's cap once again and find Mordack before harm can come to Rosella, Alexander, and Valanice. With Cedric the owl, his reluctant guide, Graham journeys through forests, across deserts, over mountains and oceans in search of the evil wizard who holds the Royal Family and the castle in his grasp.

King's Quest VI : Heir Today, Gone Tomorrow (1992)

From the opening sequence of the game, there could be no doubt that if King's Quest V redefined what computer gaming actually was, King's Quest VI provided the quality standard for the next generation. The state-of-the-art "floating camera" sequence that opened the game, featuring young Prince Alexander as he sets out to find his "girl in the tower," gave computer gamers the world over a real view of what the new age of multimedia computers could bring to classic storytelling. The character graphics were based on motion-captures of real actors, giving the game an unprecedented "feel" of reality.

The King's Quest VI love song "Girl In the Tower," a soulful duet featuring the voices of Bob Bergthold and Debbie Seibert, rivaled the best motion picture anthems of the year. Continuing in a long tradition, Jane Jensen, who would go on to design the industry best-selling Gabriel Knight: Sins of the Fathers, assisted Roberta Williams in game design of this epic.

Synopsis:

Prince Alexander sits in the throne room of Daventry, longing for the beautiful Cassima. Suddenly, just as it had done a score of years ago for his father, the magic Mirror sprang to life to show him an image of his beloved. But one look at her distraught face made it clear that something terrible had happened to her! Immediately, Alexander sets off by ship for her home -- the Kingdom of the Green Isles.

Rather unfortunately for Alexander, the Green Isles are surrounded by rocks and reefs, and he is shipwrecked. Washed up on the shore with little more than his signet ring and a single coin, he must unravel the twisted schemes of an evil vizier, restore the kingdom to

its rightful rulers, and win back Cassima's heart... before she is married to someone else!

King's Quest VII: The Princeless Bride (1994)

King's Quest VII featured an innovative chapter-based design, an intelligent book marking system for saving games, and an easy point-and-click interface, making the game more intuitive for the novice gamer, while still being challenging for those who had enjoyed the series for the past 10 years. This was the first King's Quest game which could not be released on diskette, as the number of disks, which would be required to hold the files would never fit in a game box, or even multiple game boxes! The graphics were breathtaking in scope, created by a team of animators who drew individual images, cel-style, and then digitally added color and sequenced the images to produce motion. The resulting animation not only set new standards for game graphics, but also rivaled or surpassed the animation available on TV or film.

Synopsis:

Rosella of Daventry 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 t hemselves drawn into a vortex of magical energy, and separated.

Now each woman must pursue her own quest -- Rosella to save the Volcanix Underground from the evil witch Malicia, and Valanice to find her daughter. Before they can be reunited, each must cross the

land of Eldritch, face the dangers of Ooga Booga, delve into the world of spirits and legends, and finally confront Malicia in the heart of an active volcano!

King's Quest VIII: Mask of Eternity (1998)

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

Synopsis

When the Mask of Eternity, the symbol of order in a chaotic universe, was shattered by a powerful evil, the kingdom of Daventry was beset by a terrible curse. You, Conner of Daventry, have been chosen by fate to make an epic journey through seven amazing lands to recover the lost pieces of the Mask of Eternity and restore light to a darkening world. It will take all of your strength and intelligence to navigate this world, interacting with its strange inhabitants, battling monsters and solving puzzles on your way into and out of danger. Succeed, and honor and glory will be yours. Fail, and the forces of evil will reign supreme.. for Eternity.

The Making of King's Quest I VGA

You may be wondering what could inspire three newbie game-makers to remake a game nearly two decades old. It's simple. The motivation came from wanting to revive an interest in the good old games of yesteryear that held a strong story line that intrigued that player, rather than placing the whole value of game play on graphics. Our main intention was to bring the graphics up to date, to match those of the Sierra games of the 90's, allowing the player to re-experience the classics once again, with an enhanced gaming experience.

Remaking the game that basically started the fad in adventure gaming single-handedly was not necessarily a difficult task, but it involved a tremendous amount of busy work, making the process extremely time consuming. We were very concerned with keeping the game authentic and faithful to the original, and therefore decided not to stray afar from the original storyline, and to keep the graphics similar to those of the 90's Sierra games. Our artistic inspiration was that of Andy Hoyos, the lead art director for several of Sierra's classics, including King's Quest5 and Quest for Glory3.

THE ENGINE

From the outset, we were determined to use the AGS game engine to create the game. In our opinion it was simply the best choice for the job. It has tons of great features and is constantly being updated with user suggestions. Once you've learnt the basics of the scripting language, it's easy to use. If you would like to learn more about this fantastic adventure game-creating tool, please visit the official AGS website at *www.adventuregamestudio.co.uk*

The Making of King's Quest I VGA

THE ARTWORK

Making the art and animations for KING'S QUEST I VGA was probably the most time consuming part of the whole project. The backgrounds took several months to complete, with the animations taking equally as long, if not longer. The remake also includes original dialogue pictures which were not found in the AGI or SCI versions of the game. Concept drawings were sketched, which then went through a process of touch-ups and finalization, before they were scanned into the computer and colored using Adobe Photoshop.

The layout of the backgrounds were kept almost identical to those of the original game, to recreate the feeling of exploring the Daventry the player has already come to know in previous games. 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 textures, the artists also used just about every tool available in Photoshop to create and improve different aspects in each background. Animations were created with Adobe Image Ready and Ulead gif Animator. First, we created sprites for characters by either shrinking the fully colored dialogue pictures and touching them up, or by creating a new character pixel by pixel. We attempted to keep most characters similar to those of the original game, although for some, we used our artistic freedom to recreate entirely different characters. Once we had created a sprite, and placed it on a brightly colored background, we began the animation process. For many animations, we used the original animations from the King's Quest game as inspiration when creating similar movements. For other animations, we created entirely original.

frames, through a method of slightly altering previous frames (Photoshop layers), using the cut and paste tools, and afterwards, touching up any inconsistencies. Several animation sequences were planned out entirely on paper, which served as a base for creating the animations on the computer.

Finally, background animations were also created using one of the previously mentioned programs.

THE MUSIC

In order to get authentic sounding King's Quest music, we used the actual music files from The SCI version of King's Quest 1! A very useful program called SCI decoder was used to extract the music files from the original game's resource file, and then another program was used to convert the file from Sierra's own music format into a MIDI file. Once that was done, we simply used an old MIDI editing program named Evolution Midi to change the instrumentation and make the tunes sound a whole lot better! Some Music also needed to be re-edited slightly to fit the timing of scenes in our game. Other Midi files used in the game were borrowed from www.QuestStudios.com, an excellent website, who's creator, Tom Lewandowski, has taken music from the old Sierra adventure games and re-arranged them to sound the best they possibly can on modern sound cards! Finally, the Tierra logo theme was created by Rufus the Hat Rack. We held a contest for the best entry and received

so many good entries, but Rufus' entry had that certain *sound* we were looking (listening?) for. His music is now the official Tierra theme and will be used in all future games we make. Congratulations Rufus the Hat Rack!

VOICE ACTING

Originally, we didn't plan on using voice acting in the VGA remake of King's Quest 1. We felt that the quality of the voice pack would be well under professional level, and also did not believe people would enjoy playing a game with voices different than what they had heard in previous KQ games. Then, a visitor to our website brought up the clever, yet seemingly unrealistic idea, of contacting the original voice actor of Graham. He suggested that the actor would probably be interested in our project and reprising the role! With this new possibility of having the genuine voice of Sir Graham, we were forced to rethink our stance! So we emailed him, and he wrote back quickly, saying that he'd be glad to do some voices for the game. He was amazingly dedicated and professional, offering tips and advice, and creating several voices for the game within a short period of time. The other voices for the game were created by various people in the acting profession. Listening to the completed lines, we are quite pleased with the results!

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 glory of the finished product for the next few decades. Of course not! We're inspired them 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, and your goals well charted, you can do anything you put your heart into. We hope our game will be an inspiration to others to follow what they believe in.

Playing the Game

When playing an adventure game like 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, usually the best thing to do is to explore each screen thoroughly. Pay special attention to things in each screen - you never know what could be useful on your quest! Pick up anything that is not nailed down and speak 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 the solutions to puzzles can be solved directly, and other times the solutions are more obscure. There is usually more than just one set way to solve each puzzle, though. So if you get stuck on something, don't despair, just try to think of a different way to approach the problem.

If you are still stuck, visit the KING'S QUEST I VGA Message boards at *http://www.qknowledge.net/royalquest/forums.htm,* where you can request a specific hint, and other people will be happy to offer you some playing tips!

THE INTERFACE

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

THE IVENTORY

As in any adventure game, KING'S QUEST I VGA, has an Inventory screen. The inventory window is best described as your character's backpack, where he stores all the items that he has collected during the course of the game. Your inventory can be accessed in two ways. Either, by moving the mouse to the top of the screen and selecting the inventory button (the red bag) from the icon bar or by pressing the CTRL and I keys simultaneously during the game. Either way, a window will appear, displaying all the items that your character is currently carrying.

To select an item from your inventory for use in the game world, click the arrow pointer on the item. Your mouse cursor will then change into an image of the icon. Then, just press the OK button to return to the game. While your mouse cursor is still being displayed as the item, simply click the item on the character, object or location that you wish to interact with. If something is supposed to happen, it will happen. If not, you will receive a message telling you otherwise.

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

SPEAKING TO CHARACTERS

In order to speak to another character, you must click the **Talk** icon on them. If conversation is possible, it will begin. You should try talking to every character you meet in the game - you never know what vital knowledge or secrets they could hold for your and your quest!

The Icons

THE ICON BAR

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

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

THE ICONS

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

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

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

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

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.

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

Game Options

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

    SELECT *(Arrow)*: Selects an item
    LOOK *(Eye)*: Displays a description of an item.
    OK: Returns to the game.

HELP *(Question Mark)*: Displays in-game help information.
OPTIONS: When pressed, several options will be displayed. *SAVE, RESTORE, RESTART, QUIT, AGS, ABOUT(?), PLAY, SOUND VOLUME, MUSIC VOLUME, and GAME SPEED.*

    SAVE: Saves your game.
    RESTORE: Restores to a previously saved game.
    RESTART: Restarts the game again from the beginning.
    QUIT: Stop Playing.
    AGS: Information about the AGS Engine.
    ABOUT: Information about the game.
    PLAY: Return to the game.
    SOUND VOLUME: Alters the volume of in-game sound effects. Drag the slider higher to increase the volume, or lower to decrease it.
    MUSIC VOLUME: As above, but for music.
    GAME SPEED: Alters the game's speed, depending on the slider level.

Saving & Restoring

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

SAVING THE GAME

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

RESTORING THE GAME

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

Quitting the Game

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

Hot Keys

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

Key		Function
F1	=	Displays the help screen
F5	=	Quick Save
F7	=	Quick Restore
F12	=	Save Screenshot
CTRL-Q	=	Quit the game
CTRL-I	=	Inventory

Trouble Shooting

If you are experiencing problems with KING'S QUEST I VGA Please consult the table below, and see if your problem is listed. If it is, please follow the suggested steps. If it still doesn't work visit our message board at *http://www.qknowledge.net/royalquest* and let us know of the problem you're having.

PROBLEM

-Sound effects and speech are extremely quiet in the game
SUGGESTED SOLUTION

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

PROBLEM

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

-Make sure that you have the latest version of DirectX installed. Go to the Game options, and if *Default DirectSound Device* is selected, change it to *Default WaveOut Device*, then try running the game again.

PROBLEM

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

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

King's Quest I

WALK-THROUGH

WARNING: The following section contains specific hints, tips and puzzle solutions that are intended for novice players in order to help them get started. This walk-through will describe how to solve a game puzzle using the interface and icons in King's Quest 1 VGA.

If you do not wish to receive tips, and would prefer to experience the entire game and its puzzles for yourself, please turn directly to page 41.

GETTING FAMILIAR WITH DAVENTRY

Ok, so you've loaded the game, viewed the introduction scene, and Graham is 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 towards the top of the screen. A pop-up interface will appear, which runs horizontally across the screen.

At the far left is a button with a small image of Graham on it. Press this button and your mouse pointer will change into a mini Graham. Your cursor is now set to the **walk** icon, which means that you are in walk mode - test it out by clicking on the grass just outside the castle! Graham will walk wherever you click.

Next we are going to try something dangerous! But before we do this, you need to know how to save your game. So make the pop-up icon bar re-appear, and then click on the options button (it looks like a slider).
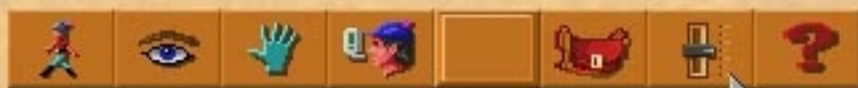
another box will appear with several options and buttons in it. We are interested in the button labeled **SAVE** at the moment. So click

it, and the save game box will appear on-screen. Simply type a name that will remind you of the game and press the save button. For the purpose of this walkthrough, type in "outside castle" (without the quotation marks) and then quotation marks) and then

press the save button. Your game has now been 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. Lucky you saved your game beforehand! From the death window, click the

Restore button. The restore game window will appear, allowing you to select and restore a previously

saved game. You will see the game that you saved earlier at the top of the list ("outside castle"). Click on it so that it highlights and press **restore**. The old game is loaded and you will be returned to the point before you died!

Walk-through

Now that we know how to use the *walk* icon we can go places (and avoid others!) Make Graham walk to the left of the castle, over the bridge, and into the next screen (2 screens to the east).

You should now be standing in an area of the woods with 2 large rocks in the center of the screen. Hmmm, how about moving those rocks to see if there's anything hidden underneath! To do this, you need to change to the *hand* icon by clicking on the hand button from the interface bar. The hand button changes your mouse cursor into a hand and sets the game to *interact* mode. While in this mode you can interact with things (as we are about to interact with the rock), or you can pick items up (which will be explained shortly.)

So, you have the *hand* icon selected. Let's try clicking it on the larger boulder to the right... it seems as if this rock won't move! So let's try walking up near the top of the screen and then clicking the hand on the other rock instead.

Bingo! At least this one wasn't so stubborn! You will see a shallow hole where the rock used to lay. Things are getting interesting now. You will probably want to examine this hole more closely. This is where the eye icon comes in handy. Change to the eye icon by

clicking the eye button from the pop-up interface.

The *eye* icon sets the game to *look* mode. Clicking the eye on various things will provide you with information 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 on the hole to pick the dagger up. You have just collected your first inventory item. To see all the items you are carrying, click on the red bag from the pop-up interface. A new window appears, displaying all the items that you currently have in your possession.

From inventory, select the dagger. Your mouse cursor will turn into a dagger to show that it is now your active item - meaning that you can use it in the game world. Press OK and change back to the *walk* icon. Move Graham two screens east and then one screen north. You will find yourself standing next to an old well.

Attached to the well, you will notice a bucket. This bucket may be useful on your quest, so cut it loose and take it with you. Use the dagger, which you recently selected from your inventory. Go to the pop-up bar and the dagger will be displayed in the *last-used item* box.

Click on the dagger to select it as your active item (the mouse cursor will turn into a dagger), then simply click the dagger on the rope to cut the bucket free. Graham will take the bucket into his possession automatically.

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

But if you do something wrong, you may lose points. The game rewards the player with higher points if they use brains to solve puzzles, rather than brute force. So for example, while you *may* still earn points for solving puzzles in a violent manner, you will always score higher for using a non-violent, well thought out solution!

King's Quest 1   Score: 9 of 158

The maximum score you can reach is 158 points. The higher your final score, the better suited you are to be the next ruler of Daventry! So think carefully before you act.. some mistakes can't be undone!

The final icon is the *talk* icon. Since you are now familiar with the other icons in the game and how they are accessed, the *talk* icon should be fairly self-explanatory. You click it on any character you want to speak to in Daventry. If the person or thing is willing to talk then a conversation will begin. Listen carefully to what is said, as it could be important to your mission.

Walk-through

You should now have a good grasp on the controls and a better idea about how the game is played. We'll leave you to it from here!

Credits

DESIGNED BY:
Roberta Williams

ORIGINAL MUSIC
Ken Allen

VGA CONVERSION
Tierra Entertainment

ORIGINAL GAME BY
Sierra On-line

BACKGROUNDS AND ANIMATION
Anonymous Game Creator 1
Anonymous Game Creator 2

DIALOG PICTURES
Anonymous Game Creator 1

SCRIPTING
Anonymous Game Creator 2

AGS ENGINE
Chris Jones

GENERAL MIDI ARRANGEMENTS
http://www.QuestStudios.com
Arranged by Tom Lewandowski

TIERRA THEME MUSIC
Rufus the Hat Rack

VOICE ACTING
Holden Jams
Chris Warren
Hope Kodman
Matthew Meaby
Ryan Swindoll

BETA TESTERS
Daniel Stacey
Pedro Groppo
Jurjen Bakker
Travis Atwood
Laerte Andrade
David Carpenter
Ryan Richardson
Julien Vandenbosch
Will "Beernuts" Jennings

TIERRA

TIERRA THEME MUSIC
Rufus the Hat Rack