

- ✓ You have run into an evil enchantment! Get out of there fast, before he turns you n2 somebody!
- ✓ - Poooorf!!! The evil enchantment has turned u n2 - cute little froggy.
Ribbit, ribbit!

- (B. Shop) ✓ break window) Y did get caught 4 break + enter. That wld not b worse
- ✓ open ") The window do not open.
- ✓ climb shop) No. That wld just waste time.
- ✓ x tree) There are many lovely pine + spruce trees near these mts.
- ✓ x bush) There r not many bushes around here
- ✓ climb tree) Y have better things to do
- ✓ Out Shop x bush) There are not many bushes or shrubs here.

- ✓ enter pond lake) This is a poisoned lake! Too bad, u die of extreme poisoning.
- ✓ enter chasm) Whoops! KQ has fallen n2. Chasm, end his quest.
- ✓ ocean; x fish) A large colorful fish playfully leaps out of water around u.
- ✓ take fish) It is very hard 2 catch fish while swimming.
- ✓ x ocean) The clear blue ocean is very calm. Y look out over its vastness, see n2 but endless water.

- ✓ drink water) YEECHHH!! Y cough + choke from - brackish water of - ocean.
- (garden) take flowers) Y has better things 2 do than 2 dilly-dally around picking flowers.

- ✓ give basket to girl) Gratefully, LRRH accepts - baskets of goodies. In ret, she gives u her bouquet of flowers.
- ✓ talk to girl) LRRH is overjoyed 2 hv her basket of goodies back.
Thank u, Master, she exclaims. Now I can tk - goodies 2 my sick grandpa.
- ✓ give cage to girl) LRRH is not interested in it.
- ✓ give flowers to grandpa) "Thank u for yr kind offer of flowers, but I already hv enough flowers around - hse," G says.
- ✓ give basket to G) G shakes her head. "I don't need treasures 2 b happy," she declares. Y keep it."

chapel

1) " A mole in simple cloth is stand next to - altar.

He looks kindly at you.

wear cross) Y place the silver cross + chain around yr neck + wear it as a necklace.

wear brooch) The color of - brooch clashes c yr outfit. Better leave it off.

wear necklace) Y try to place it around yr neck, but it doesn't fit.

wear bracelet) The glittering bracelet is 2 small 4 yr wrist

wear earrings) The earrings were not 4 me delicate ears than yrs.

small flowers @ Foul) What flowers? Why wld a thistle flower cld grow arounds the stank lake?

help) KING'S QUEST II

Help

F1 Displays this message.

F2 Turns the sound off and on.

F3 Retypes the last ~~line~~ line typed.

F5 Saves your current game.

F7 Restores - saved game.

F9 Restarts a game.

Y = makes K & swim.

TAB Shows the status screen.

ESC Pauses a game.

Ctrl-J Sets up yr joystick.

Ctrl-R Toggles RGB monitor modes.

KING'S QUEST II
ROMANOVICH TALK TALKING

Designed & Written By:
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talk to bird) Y get no response from the bird.

take Avondan) That wldnt b very nice

kill ") Y is supposed 2 b a gd guy. Good guys dont kill kindly little old grandmas.

c2 dunt tree) I wld b fine 2 climb trees 4 - while, but a really hw better t'd, 2d

basket of goodies [Granma's mailbox]
 trident [beach]
 stake [forest]
 cross [monastery]
 brooch [hole in rocks]
 necklace [hollow log]
 clamshell } [beach]
 bracelet }
 nightingale [Hagatha's cave]
 mallet [in pine tree]
 soup } dwarf bone
 earring }
 ruby ring } under grandpa's bed (for soup) "C.D."
 black rock } ≡ Count Dracula?
 bouquet [from little Red Riding Hood in exchange for basket; south of deer lake]
 or W of Grahden

door: "Whosoever chooses to seek the key for this door
 will undoubtedly make a splash"