

KING'S QUEST II - ROMANCING THE THRONE!!!!

HINT: Stay close to the edge of a screen so if Hagatha, a dwarf, or the Enchanter appear, you can leave the screen quickly.

I. FIRST KEY:

- Travel to the grandmother's house [D2] and get the basket of goodies from the mailbox (3)
- Get clam shell and bracelet [G1] (10)
- Get trident on the beach [B1] (13)
- Walk around [F2] until Little Red Riding Hood appears. Give the basket to little red riding hood and get the flowers
- Travel to the door [B7], read the inscription (19)
- Go to couch shaped rock [F1]
- Give flowers to mermaid (21)
- Ride seahorse (23)
- Give trident to Neptune, get bottle containing cloth (27)
- Get gold key (32)
- Return to the shore.
- Enter Hagatha's cave.[C2] Stay close to the wall. Go to the cage. Get the cloth from the bottle (34) and place it over the cage (36). Leave the cave. (38)
- Get the stake (40) by the tree [G2], the necklace from the log [B3] (47), and the mallet from the hole in the tree (49) [B5].
- Travel to the door [B7]. Unlock the door and read the inscription (57).

II. SECOND KEY:

- Get blessed by the fairy [D5]
- Go to the church [D6], kneel, pray, say "Graham" to the priest's question, get cross (62).
- Go the antique shop [F6], open door.
- Give the old lady the cage, get the lamp (68). Leave the shop.
- Rub the lamp, get magic carpet (70).
- Rub the lamp, get the sword (72).
- Rub the lamp, get the bridle (74) (lamp disappears).
- Ride the carpet, walk to narrow passage between two rocks, do not cross the passage over to the side by the snake.
- Put the bridle on the snake, speak to the horse, get the sugar cube (85)
- Get the key from the cave (90).
- Exit the cave, "Ride carpet".
- Arrive at antique shop, go to [E6], get brooch from hole in rock (98)
- Go to door (99) [B7]
- Open door (110)

III. THIRD KEY:

- Go the dwarves house [C4] (enter and exit until he is not home).
- Get the earrings from the trunk (114)
- Get the pot containing the chicken soup (116)
- Go to grandma's house [D3]. Go to slow mode. Enter and exit until grandma (not the wolf) is home.

- Speak to grandma, give grandma the soup
- Get the cloak and ring (122)
- Leave grandma's house, put on the cloak and ring (125)
- Put on cross (127)
- Go to the dead lake [B4], in front of the castle entrance.
- Get on the boat with the ghoul.
- Before getting off the boat, eat the sugar cube (128)
- Travel up the path, past the ghosts, enter the castle.
- Travel to the left, up the ramp, and into the bedroom
- Open the dresser drawer, get the candle. (130)
- Travel down the ramp, light the candle at the torch (131)
- Go across the foyer, into the dining room, and get the ham. (133)
- Travel down the stairs to the right, into the dungeon
- Enter the room to your left, kill Dracula
- Take the key
- Search coffin
- Go upstairs and open chest
- Take tiara
- Leave castle
- Remove the cloak and ring
- Go to the door [B7], unlock the door, and enter the Strange Land (163)

IV. THE STRANGE LAND:

- Go north, get the fish net (164)
- Stand by the water and cast the net. If you don't catch anything, move up and down the beach.
- Get the fish and throw it back into the water quickly (169)
- Ride the fish to the island
- Go north, get the amulet (173)
- Go south, enter the tower
- Go upstairs, give the ham to the lion to make him sleep (177)
- Open the door, kiss the princess (182)
- Say "HOME" and the rest is automatic.
- You are wed and win the game!!! (185 out of 185 points)

MAP OF KINGS QUEST II

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 : End of : Trees, : Edge of : Dead Lake : Edge of : Trees,
 : Beach, : Sign : Dead Lake : : Dead Lake : Lake
 A : trees : : : : : :
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 : : Forrest, : Necklace : Edge of : Mallet in : Trees,
 B : Trident : Lake : in Log : Dead Lake, : Hole in : Chasm
 : : : : Path to : Tree :
 : : : : Castle : :

