

KINGS QUEST V - ABSENCE MAKES THE HEART GO YONDER!!!!

THE TOWN OF SERINA:

Problem: What do I do in the streets of Serenia?

Hint : After you visit one of the shops in the town of Serenia, you can find a silver coin in the street. It will be located just outside the tailor's door at the entrance to an alley. There is also a barrel in the alley entrance. Be sure to look in the barrel and take the fish.

Problem: What do I do at the Tailor's Shop?

Hint : You can get a blue cloak from the tailor. But first you will need to get the golden needle from the haystack beside the Swarthy Hog's Inn. Give the tailor the golden needle and he will give you the cloak.

Problem: What do I do at the Shoe Shop?

Hint : The shoe maker is very poor and would like to retire. If only he had enough money. Perhaps if he had a rare pair of shoes to sell. You can get him such a pair of shoes from an elf in the witch's forest.

Problem: What do I do at the Toy Shop?

Hint : The toy maker will gladly accept the marionette you got from grandpa gnome and his grandson. He will exchange the marionette for a sled.

THE DESERT:

Problem: How do I avoid dying of thirst?

Hint : Drink from a desert oasis. There are many of them to drink from. In fact, in the extreme desert heat, an oasis provides a good place to save your game.

Problem: What should I do with the skeleton I found?

Hint : You will notice a shoe near the skeleton. Get the old shoe.

Problem: Where can I find the skeleton?

Hint : The skeleton is in the desert. Start at the Bee tree, go west 4 screens. The next screen west is an oasis, enter this screen and drink. Go west 2 more screens, then south 1 screen. You should now see the skeleton. Get the old shoe.

Problem: Where can I find the Temple?

Hint : Start at the Bee tree, go west 4 screens. The next screen west is an oasis. Enter this screen and drink. Go north 2 screens from the oasis, until you are next to the cliff. Go west 3 screens along the cliff, you should see an opening in the cliff and a small pool of water near the rocks. Make sure to drink from the

pool. Go north 1 screen at the opening. You should be at the temple.

Problem: How can I find the Bandit's camp?

Hint : Start at the Bee tree, go west 4 screens. The next screen west is an oasis. Enter this screen and drink. Go west 2 more screens, then south 3 screens. You should now be at another oasis. Drink. Go south 1 more screen, then go west until you reach the tents (4 screens). You are now at the camp. Be sure to drink from the large jug in the middle of the camp.

Problem: How do I avoid being killed by the bandits in front of the temple?

Hint : Hide from them behind the rocks on the east side of the entrance to the temple. Spy on the bandits and pay special attention to the staff that one of them is carrying.

Problem: I'm at the bandits' hideout and there are many drunken bandits around. What should I do?

Hint : At the bandits' hideout, enter the first tent. The bandit has fallen asleep at his post! Be careful not to wake him. Sneak to the back of the tent and get the staff leaning against the back of the tent. Then leave the tent quietly. You can use this staff to get into the temple.

Problem: I'm at the bandits' hideout and the place looks abandoned?

Hint : If there is no one at the bandits' hideout, you'll need to come back later. Go to the entrance of the desert temple and hide behind some rocks on the east side at the base of the cliff. Spy on the bandits and pay special attention to the staff that one of them is carrying.

Problem: What do I do with the staff?

Hint : Do you recall seeing the bandits open the desert temple with the staff? Now it's your turn. Go to the desert temple and use the staff to open the temple. When you get inside, quickly take the gold coin and brass bottle from the floor and get out of the temple.

Problem: How do I avoid being sealed up in the desert temple?

Hint : Save your game just before entering the temple. When you enter the temple to get the brass bottle and gold coin, do it quickly. There is just enough time to get these two items only and then head out of the opening. Don't spend any extra time in here or you'll be sealed up forever!

THE WITCH'S FOREST:

Problem: How do I get rid of the witch?

Hint : Remember the brass bottle you got out of the desert temple?
Well, it's time to use it. Give the brass bottle to the witch.
She's so greedy that she'll snatch up the bottle and open it.
Stand back and watch her own greed be her demise.

Problem: What should I get from the witch's house?

Hint : You'll need to take the pouch from her chest of drawers, the spinning wheel from her trunk, and a key from her lantern.

Problem: That witch keeps turning me into a frog. How do I protect myself from her evil magic powers?

Hint : You'll need to see the Gypsy, Madam Mushka. Give Madam Mushka the gold coin you got from the desert temple. She will give you a magic amulet that will protect you from the witch's evil spells.

Problem: I've seen a tree with a locked door on it near the witch's house. How do I open it?

Hint : Use the key that you got from the witch's lantern to unlock the door of the tree.

Problem: What should I find inside the tree?

Hint : You should find a golden heart. Take it and give it to the talking willow tree you saw outside the witch's forest.

Problem: I've gotten rid of the witch, but now I seem to be trapped in the witch's forest. How do I get out of here?

Hint : To get out of the witch's forest, go one screen west from her house. Select the honeycomb from your inventory, and squeeze the honey out of it onto the trail. Then throw three emeralds onto the trail. An elf will appear and lead you out of the witch's forest.

Problem: What do I do with the spinning wheel I got from the witch's house?

Hint : Remember the grandpa gnome you saw in the main forest? You now have something that will interest him. This is a special spinning wheel, which he'll gladly trade you for his grandson's marionette.

THE MAIN FOREST:

Problem: Every time I go into the Swarthy Hog's Inn, a hardened criminal knocks me unconscious, throws me into the basement, and the game ends. What am I supposed to do here?

Hint : Unfortunately, you will have to be knocked unconscious by the disreputable thug and thrown in the basement. However, if you made friends with the rat outside the Baker Brothers' Bake Shop (by throwing an old shoe at the mangy cat chasing him), he'll free you by gnawing the rope that they've tied you up with. Once free, take the rope and use the hammer the shoe

maker gave you to break the lock on the door. Go into the kitchen and get the leg of lamb, then exit the Swarthy Hog's Inn through the back door of the kitchen.

Problem: Where do I get a gold coin to give to the Gypsy, Madam Mushka?

Hint : You can get a gold coin from the temple in the desert. It will be on the floor beside a brass bottle.

Problem: Cedric warns me to stay away from some bees in the hollow of a tree. Should I stay away from those bees?

Hint : Heed Cedric's advice. After all, you don't want a swarm of angry bees after you! However, if you see a bear attacking the bee tree, offer your assistance. Remember the fish you got out of the barrel in town? Throw the fish to the bear. He'll leave the bees alone and the queen bee will reward you for your kindness.

Problem: How do I get the dog to stop digging up the ant castle?

Hint : Be sure to pick up the stick at the base of the bee tree. Throw the stick at the dog and he'll forget all about the ant castle. And for your kindness, the king of the ants will vow to help you with your journey later.

Problem: How can I get the marionette from the little gnome boy and his grandfather?

Hint : Do you remember the spinning wheel you got from the witch? Well, that was no ordinary spinning wheel! Offer this spinning wheel to grandpa gnome and he'll trade you the marionette for it.

Problem: How can I help both Prince Herbert and the talking tree?

Hint : You will find out that the talking tree is actually Prince Herbert's fiancée. You can help her by returning her heart to her. You'll find her heart locked inside a tree just one screen east of the witch's house. Once you have the heart, return it to the talking tree. She'll turn into the beautiful princess Alicia. Since she'll no longer have a use for the harp she's been playing, she'll toss it to the ground. Be sure to pick up the harp.

Problem: Where do I get the silver coin to buy a pie at the Baker Brothers' Bake Shop?

Hint : You can find a silver coin in the streets of the city. You'll find it at an alley entrance near the tailor's shop.

Problem: I've seen a large rat being chased by a mangy cat in front of the Baker Brothers' Bake Shop. Should I try to help the rat?

Hint : Yes, throw the old shoe (you found beside the skeleton in the desert) at the cat. The rat will be so grateful, that he'll help you later in your journey.

Problem: How do I get the poisonous snake away from the path it is guarding?

Hint : When Madam Mushka's Gypsy caravan pulled away, they dropped a tambourine at their old campsite. Shake the tambourine at the snake and you'll scare him away.

SNOWY MOUNTAIN:

Problem: I've come to a snowy ledge where a now-frozen waterfall has washed away part of the path I'm traveling on. How do I get off this ledge without dying?

Hint : Use the rope you kept (from the basement of the Swarthy Hog's Inn) and throw it over the rock on the edge of the cliff. You can then climb up the cliff.

Problem: I've come to a snowy ledge where a now-frozen waterfall has washed away part of the path I'm traveling on. I've tried tying a rope on the branch above me, but when I climb the rope the branch breaks. How can I climb the rope without breaking the branch?

Hint : Don't throw the rope around the branch. Instead, throw the rope around the rock that's sticking out of the edge of the cliff just above.

Problem: I'm on the upper trail of the mountain now and the waterfall has washed away parts of this trail as well. How do I join Cedric on the other side?

Hint : Carefully walk to the edge of the cliff and jump onto the small boulders of ice protruding from the frozen waterfall. You can hop on these boulders to get to the other side. Once you get over there, walk on the log. You've now joined Cedric.

Problem: Help! Cedric's been captured by a wolf! Every time I run after him, I slip and fall off the mountain. How can I rescue him?

Hint : Did you get the sled from the toy maker in town? You had to trade him grandpa gnome's marionette for the sled. Use that sled here to get down the mountain slope.

Problem: I've seen a poor, hungry eagle outside Queen Icebella's Palace. What could I give him?

Hint : Yes. Feed him the leg of lamb (that you got from the kitchen cupboard of the Swarthy Hog's Inn). However, be sure Graham eats some of the lamb before giving the leg to the eagle.

Problem: Graham is becoming hungry. What can I feed him?

Hint : Feed Graham some of the lamb before giving the leg to the eagle.

Problem: Queen Icebella keeps commanding her wolves to kill me. How can I avoid this?

Hint : Remember the harp Princess Alicia dropped? Well, play it for Queen Icebella and she'll call off her wolves.

Problem: How do you kill a Yeti anyway?

Hint : You can kill the Yeti by throwing the pie (you got from the Baker Brothers' Bake Shop) into the Yeti's face. After you've killed the Yeti, go into Crystal Cave and get a glowing Crystal.

Problem: I'm on a very confusing and windy path above a swift river coursing its way through a ravine. How do I get out of here?

Hint : You will notice a pool high up on the cliff where Cedric is sitting. Move to the opening in the center of the cliff below and Graham will climb the mountain to join Cedric. As soon as he gets up there, he'll be captured by Roc and taken away to this two-headed bird's nest.

THE HERMIT, OCEAN VOYAGE, ISLAND OF HARPIES:

Problem: I've seen a rusty crowbar on the beach. Should I take it?

Hint : Yes. You never know when a rusty crowbar will come in handy.

Problem: I'm at a hermit's house on the beach. I'm trying to talk to him, but he's hard of hearing. How can I get him to hear me?

Hint : To get the old hermit to hear what you have to say, travel to island of Harpies and be sure to pick up a conch shell on the beach. You can give the conch shell to him, which he'll use as a hearing aid.

Problem: There's a hole in the boat on the beach. How can I repair it?

Hint : Use the beeswax to repair the hole in the boat. Your boat is now ready for travel.

Problem: The boat, Cedric, and I keep getting eaten by a giant sea creature. How can we avoid being eaten?

Hint : When you're traveling in the ocean, it's best to map your journey to the island Harpies. The best way to avoid being eaten by the sea creature is to travel a direct route to and from the island of Harpies. When traveling from the beach where you found the boat, go west, west, west, then south. When returning from the island of Harpies to the hermit, go west, then south, south, and south.

Problem: How do I keep the Harpies from eating me?

Hint : You can easily distract the Harpies from killing you by giving them an object you have. Remember the harp you picked up from Princess Alicia? Well, give it to one of the Harpies. They'll fight over it and that will give you a chance to escape.

Problem: Cedric's been hurt on the island of Harpies. Where can I take him to be healed?

Hint : You'll want to take Cedric back to the Hermit who is hard of hearing. Also, be sure to pick up the conch shell from the beach. You can give the shell to the Hermit, so he can hear you. He'll heal Cedric by using special poultice herbs.

Problem: I've seen a shell on the beach at the island of Harpies. Do I need it?

Hint : Yes. You can give the shell to the Hermit, which he'll use as a hearing aid. He has many things to tell you and will assist you in your journey.

MORDACK'S ISLAND:

Problem: I've landed on Mordack's Island. When I walk up the path leading to his castle, two cobra dragon statues kill me. How can I get past them without being fried?

Hint : Do you remember killing the Yeti for Queen Icebella? Well, after you killed him, did you get a glowing crystal from Crystal Cave? Use the crystal now to protect yourself from these dragons' deadly breath!

Problem: How do I get into Mordack's Castle?

Hint : Don't go into the castle through the main door. Instead, walk up the path on the east side of the castle. You will come to an opening in the ground covered by a grate. Use the crowbar to pry open the grate. You do have a crowbar, don't you? If not, you can find the crowbar one screen west of the hermit's house.

Problem: I'm lost in a maze inside Mordack's Castle. What am I supposed to do in here and how do I get out?

Hint : You will find two things in Mordack's maze; a Dink and a door. When you find the Dink, give him the tambourine you got from the Gypsy campsite and he will dance a crazy dance. While he's dancing, one of Dink's hairpins will fall to the ground. Use the Dink's hairpin to open the locked door.

Problem: I'm in Mordack's supply room. What am I supposed to get here?

Hint : Get the bag of peas out of the cupboard on the east wall.

Problem: I'm in Mordack's kitchen and there's a woman cleaning the floor. What does she want?

Hint : Yes. Approach Cassima and give her the locket that you found in Roc's nest. In return for your kindness, she will help you later on.

Problem: Every time I enter the hallway beside the kitchen, one of Mordack's henchmen captures me and throws me into a prison cell in the basement. How do I get past this henchman?

Hint : When you see the henchman coming at you, throw the bag of peas at him. He will slip on the peas and fall unconscious. Quickly walk past him into the dining hall.

Problem: I've been thrown into a prison cell in Mordack's basement. How do I escape?

Hint : Do you remember seeing the woman, Cassima, cleaning the kitchen floor? Well, you needed to give her the locket that you found in Roc's nest. Had you given her the locket, she'd have freed you from the prison cell. Also, be sure to look in the rat's hole in the prison cell and get the moldy cheese with the fish hook (that you found on the island of Harpies). That moldy cheese will come in very handy.

Problem: I'm trying to go up the stairway beside the dining room, but another one of Mordack's henchmen captures me and returns me to the prison cell in the basement. How do I get past this one?

Hint : This henchman is a little easier to get around than the first one. Go into the dining room and walk to the northeast corner of the dining table. The henchman will try to block your way. But he's big and moves very slowly. Quickly walk around to the other side of the table and walk right past him!

Problem: I'm sneaking around Mordack's bedroom and a very mean cat keeps alerting Mordack that I'm there. How do I keep this cat quiet?

Hint : Remember when you landed on Mordack's island and wrecked the boat? Well, right on the beach was a dead catfish. Did you get the fish? If so, throw it at the cat and while he's eating the fish carefully approach him and trap him in the empty bag of peas. But do be careful, for he's a vicious cat!

DEFEATING MORDACK:

Problem: I'm in Mordack's study. What's worth reading?

Hint : Go over to his desk and take a look at the old tome. When you thumb through the pages you'll acquire the tiger spell, the mongoose spell, the rabbit spell, and the rain cloud spell. Wait in the study until you see Mordack return to his bedroom and go to sleep. Next, go into his bedroom and take the wand from his nightstand.

Problem: Every time I go into Mordack's laboratory, he sees me and kills me. How do I avoid him killing me?

Hint : Don't go in the laboratory when Mordack is there. First, you'll want to go to Mordack's bedroom and then to his study. Read the old tome in his study and wait there. After awhile, Mordack will return to his bedroom and go to sleep. Go back into his bedroom and get the wand from his nightstand. Now you can safely go into his laboratory.

Problem: I've got Mordack's wand. Now what?

Hint : Go up the spiral staircase and put both Crispin's and Mordack's wands into the machine upstairs. Next, put the piece of moldy cheese (you got from the rat's hole in the prison cell of Mordack's basement) into the machine. This will drain the power from Mordack's wand and at the same time charge up Crispin's wand. Finally, remove Crispin's wand from the machine.

Problem: I've gone up a spiral staircase in Mordack's laboratory and have found a machine. How do I use it?

Hint : Put both Crispin's and Mordack's wand into the machine. Next, put the piece of moldy cheese (you got from the rat's hole in the prison cell of Mordack's basement) into the machine. This will drain the power from Mordack's wand and at the same time charge up Crispin's wand. Finally, remove Crispin's wand from the machine.

Problem: I've successfully drained Mordack's magical wand, but now he's turned into a giant dragonfly. How do I defeat him?

Hint : Be sure to get the spells by thumbing through the old tome in Mordack's study. Then when Mordack comes after you as a dragonfly, select Crispin's wand from your inventory. Point the wand at Mordack and you'll be able to select from four spells. To defeat the dragonfly, select the tiger spell.

Problem: Mordack has turned himself into a dragon. How do I defeat him?

Hint : Be sure to get the spells by thumbing through the old tome in Mordack's study. Then when Mordack comes after you as a dragon, select Crispin's wand from your inventory. Point the wand at Mordack and you'll be able to select from four spells. To foil Mordack's plans to destroy you this time, select the rabbit spell.

Problem: Mordack has turned himself into a cobra. How do I defeat him?

Hint : Be sure to get the spells by thumbing through the old tome in Mordack's study. Then when Mordack comes after you as a cobra, select Crispin's wand from your inventory. Point the wand at Mordack and you'll be able to select from four spells. To defeat the cobra, select the mongoose spell.

Problem: Mordack has turned himself into a ring of fire. How do I defeat him?

Hint : Be sure to get the spells by thumbing through the old tome in Mordack's study. Then when Mordack comes after you as a ring of fire, select Crispin's wand from your inventory. Point the wand at Mordack and you'll be able to select from four spells. Select the rain cloud spell and you'll rid your kingdom of Mordack.

CONGRATULATIONS! YOU'VE WON KING'S QUEST V.