

King's Quest IV -- The Perils of Rosella

Intro

You are Princess Rosella, daughter of King Graham and Queen Valanice of Daventry. Your twin brother is Prince Alexander. King Graham no sooner offers his adventuring cap to his children, when he is struck down with illness. The good fairy Genesta, via the magic mirror, tells Rosella about a magic fruit that will cure the king. Genesta also tells how the evil fairy, Lolotte, has stolen her magic talisman and now has only one day to live. The fruit tree, Genesta, Lolotte, and the talisman are all in the land of Timor. Genesta brings Rosella to Timor by her magic. She uses her last bit of magic to make Rosella appear to be a mere peasant girl. You must obtain both fruit and talisman to both save your father and be able to return to Daventry. You begin your adventure on a beach carrying nothing.

Cautions

- if the ogre or ogress catches you, you'll die. Run away!
- if you fall off a cliff, you'll die. One cliff is at the beach.
- if you fall off any tower stairs, you'll die.
- the weird trees will grab you and kill you if you get too close!
- if you swim out into the ocean, a shark may eat you!
Only swim in safe areas (see peacock feather).
- swimming for too long a time is fatal (you drown).
- a troll hides in the dark cave. Run away!
- walking into the swamp waters is fatal.
- staying too long in the whale's mouth is fatal.
- if you get too close to a witch, you'll die.
- undead zombies and the mummy will kill you if you don't have the scarab.
- don't open Pandora's box!
- if you wake a goon while exploring Lolotte's castle, you'll end up marrying Edgar -- and worse, have Lolotte for a mother-in-law!
- if you wake Lolotte when trying to get the talisman, boy do you die!
- you don't have infinite time. Say TIME when in the spooky house's Entryway to find out what time it is. (There's a clock there.)

Takeable Objects

gold ball

At Bridge, go upto the bridge and LOOK UNDER BRIDGE.
You'll retrieve the gold ball. Use the ball to get the crown.

crown

At Lily Pond, DROP BALL. The frog will get the ball and wait at the back right shore. Walk around the pond, without entering the water, go behind the frog, and TAKE FROG. Don't take the ball first. KISS FROG. The frog will become a prince and give you his crown. You may now TAKE BALL back. Use the crown to get behind the waterfall (see board).

book of Shakespeare

In Parlor of Spooky House, stand in front of right bookshelves. EXAMINE BOOKS. TAKE BOOK. You may read the book.
Use the book to get the lute.

shovel

In Parlor of Spooky House, LOOK AT PICTURE. LOOK AT WALL. FLIP LATCH to open a secret panel. Head west to Base of Tower. TAKE SHOVEL. You'll use the shovel to dig up the rattle,

bag of gold coins, locket, medal of honor and toy horse,
in that order in the graveyard screens, but only at night and
only when you know what to dig for. If you dig too often with
the shovel, it'll break.

worm

Entering from the east, go to either Dense Forest or South of Spooky.
Spot the bird, quickly go there and TAKE WORM, driving the bird away.
Use worm to get the dead fish.

lute

At either Beach with Tree or Stump, find the minstrel.
GIVE BOOK TO MINSTREL. He'll give you his lute.
Use the lute to get the flute.

silver flute

At either Meadow or Back of Shanty, find Pan.
PLAY LUTE to get him to stop playing.
Go upto Pan and GIVE LUTE. He'll give you his flute.
Use flute to mesmerize the snake guarding the magic fruit.

Cupid's bow and arrows

At pool, you may see Cupid! If you do, wait until he starts
swimming. He'll leave his bow by the right side of the pool.
Circle around the pool and TAKE BOW. Cupid'll fly away from you.
There are only two arrows. Don't waste them!
Use the bow to tame the unicorn. *(4 later to kill Lolotte)*

diamond pouch

In the dwarves' house (the house in the tree), CLEAN HOUSE.
Eventually, you'll be eating soup with the dwarves.
TALK TO DWARF three times to tell them your story.
When they leave, there's a blue pouch full of diamonds on the
table. TAKE POUCH. CLEAN TABLE for good measure.
Use the diamonds to get the fisherman's pole.

lantern

You must have the diamond pouch first.
Enter the diamond mine, go to the lower level and go to the
east screen of the mine. Approach the head dwarf (he's with
the lantern and diamond bucket) and GIVE POUCH.
He'll tell you to keep it, and give you the lantern besides.
Leaving the mine is tougher; when ascending the ramp, hug the
wall as much as possible. If you fall, try try again.

fisherman's pole

The fisherman must be in the shanty first.
If he's not there, then he's on the pier and must be annoyed
by you enough to go to the shanty. Give him room to pass by you.
In the shanty, GIVE DIAMONDS to the fisherman.
He'll have his wife give you the pole. Use it to get the dead fish.

dead fish

BAIT POLE with worm. At Pier, FISH.
Give fish to pelican to get the whistle.

board

At Waterfall, WEAR CROWN. You'll turn into a frog, go under
the waterfall, and take off the crown at a secret cave entrance
behind the fall. TAKE BOARD. To leave, swim normally.
You don't need to become a frog again to leave.
Use the board to cross the chasm and swamp (see magic fruit).

bone

Just inside the entrance to the dark cave is a pile of bones.
TAKE BONE. Run away from the troll if he shows up.
Use bone to pacify the ogre's dog (see hen).

magic fruit

You'll need the board, lantern and flute to get the magic fruit.
This is tricky, so save often! Go to the dark cave, LIGHT LANTERN,
and head 1 screen south, then 2 screens east. You must avoid
the troll at all costs! SAVE when you get to the screen that
shows a blue exit. Careful, there's a chasm in this room.
Edging *very* slowly east, but *not* along the south wall,
look for faint vertical lines marking the edge of the chasm.
PUT BOARD OVER CHASM. If successful, walk straight east until

the game says you're across and you've picked up your board. Head one screen north, then exit the cave to see a swamp. SAVE. Staying on the land, get as close as you can to the nearest clump of grass. JUMP. JUMP. JUMP. Continue to JUMP until you're on the next screen. JUMP to the last clump but *don't* jump to the island itself. PUT BOARD OVER SWAMP. Walk across to the island, but not near the snake. PLAY FLUTE. Quickly, while the snake is mesmerized, walk to the tree, TAKE FRUIT and walk back across the board to the last clump. TAKE BOARD. JUMP, etc. and retrace your steps back across the swamp, into the cave, across the chasm, past the troll and out the waterfall. Save often! Use the fruit the cure your father. Don't eat the fruit yourself.

peacock feather

Go to the beach directly south of the river's mouth, and swim three screens due west, avoiding all sharks, to reach Genesta's island. A peacock feather is on the beach there. TAKE FEATHER. Swim back the way you came. *(or swim W from pier)*

Use the feather to escape the whale.

whale

[You don't "take" the whale; but it deserves its own section] Before you can even find the whale, you must first have the feather, the fish, and have visited Lolotte to know she wants the unicorn. Go to the Beach Cliff, and swim two screens west. Wait for the whale; he'll swallow you up! When inside the whale, get the bottle floating there, and SAVE. You must walk/climb up the tongue to the uvula, and it ain't easy. It's easiest to start at the west side, climb up a bit, and head east or northeast until you're standing on the tongue. SAVE. Walk near the uvula and TICKLE UVULA. The whale will spit you out into the ocean near a deserted island. Swim north for the island. SAVE. Incidentally, you don't have infinite tries to climb the tongue; the fumes will kill you eventually, so don't bother opening the bottle until you're at the island.

glass bottle

It's floating in the water inside the whale. Go to it and TAKE BOTTLE. Inside it is a note. Don't bother to open it until you're on dry land again.

note

OPEN BOTTLE you found in the whale to get the note. READ NOTE several times to read humorous plugs for other Sierra games.

whistle

On the desert island, GIVE FISH to pelican. The pelican will drop something shiny on the ground. LOOK AT GROUND to discover that it's a whistle. Go to it and TAKE WHISTLE. Blow the whistle to summon the dolphin. If the pelican flew away before you fed it, simply swim away from the island and return.

golden bridle

EXAMINE BOATS to notice a glint. Go up to the right boat. LOOK IN BOAT. You still see a boat. Walk inside the boat to its inner corner and LOOK AT GROUND. You'll find and take the golden bridle. Use it to bridle the unicorn.

dolphin

[You don't "take" the dolphin; but it deserves its own section] BLOW WHISTLE to summon the dolphin. Swim up to it and RIDE DOLPHIN. It'll take you safely to the mainland.

unicorn

[You don't "take" the unicorn; but it deserves its own section] Lolotte will ask for the unicorn when you first visit her. At either Sparse Trees or Thick Wood, find the unicorn. Before he runs away, SHOOT UNICORN (with Cupid's Bow). Walk up to his head, and BRIDLE UNICORN (with the golden bridle). RIDE UNICORN to Lolotte's castle. Now she wants the hen that lays the golden eggs from the ogre's house.

dog

[You don't "take" the dog; but it deserves its own section] Once you've delivered the unicorn to Lolotte, you can OPEN DOOR

at the Ogre's House. Make sure neither the ogre or ogress sees you entering. Inside the house is a dog; before it attacks, GIVE BONE to dog. The dog will leave you alone so you can now get the axe and hen! The ogress is in the kitchen to the east, so don't go there!

axe

The axe is leaning against the right wall of the Ogre's Bedroom, upstairs. Go to it and TAKE AXE. If you dawdle here, the ogress will catch you, so don't dawdle. The locked door holds the hen, but that's not how you get it. The axe gets you past the scary trees (see witches' glass eye).

hen (that lays golden eggs)

In the Ogre's House, after you've got the axe, go to the Living Room and go to the closet door. Wait until you hear the ogre coming and OPEN DOOR to hide in the closet. When you hear the ogre's home, LOOK THROUGH KEYHOLE to see the ogre get the hen and fall asleep. OPEN DOOR, go to the table and when the hen walks in front of you, TAKE HEN. When you open the front door to leave, the hen squawks and wakes the ogre, so quickly run away to the scary trees where he won't follow. Deliver the hen to Lolotte, who now wants Pandora's box.

witches' glass eye

After delivering the hen to Lolotte, go to the scary trees north of the Cemetery and CUT TREE (with axe). The trees won't bother you after that. Walk north to find the Skull Cave. Inside, you'll find a hot cauldron of brew and three witches who share a single glass eye. SAVE. Avoiding the roaming witch and the cauldron (circle around the opposite side of the cauldron), carefully approach the two stationary witches who pass the eye between them. Don't approach any witch directly or you'll end up in the brew! Go between the two witches and TAKE EYE. This'll make them powerless. Use the eye to get the scarab.

obsidian scarab

Once you have the witches' glass eye, leave their cave. Return to the cave, and the witches will throw the scarab to you for the return of their eye. The scarab protects you from undead creatures. Go to the charm and TAKE SCARAB. You needn't return the eye, of course. Soon after leaving the cave with the scarab, night will fall.

silver rattle

At night, when you enter the spooky house, you hear a baby crying upstairs. Go to the nursery and LOOK IN CRIB. A baby ghost is here, rocking the crib. Go to the West Graveyard and go to the baby's grave [Hiram Bennet; far back left] and DIG. As long as you have the scarab, the zombies can't hurt you. You'll find a rattle. Go back to the cradle and GIVE RATTLE. The baby'll stop crying, and a new ghost moans downstairs.

bag of gold coins

EXAMINE GHOST to discover that the new ghost is a miser. He wanders between the Parlor and Entryway. Go to the West Graveyard and DIG at Newberry Will's grave [front left] and find a bag of gold coins. Return to the spooky house and GIVE BAG to miser. He'll go away, and now wailing starts up upstairs.

locket

In the east bedroom, find a beautiful lady ghost is weeping. EXAMINE GHOST. Go to the East Graveyard and DIG at Betty Cowden's grave [the large one in foreground] to find a locket. Return to the east bedroom and GIVE LOCKET. She'll disappear and a new moaning starts downstairs.

medal of honor

In the Entryway, EXAMINE GHOST to discover the ghost of the Lord of the Manor. Go to West Graveyard and DIG at Lord Coningsby's grave [the second from right in foreground] to find a medal of honor. Return to the house and GIVE MEDAL to the Lord's ghost. He disappears, and a grinning boy ghost appears, and giggles away into the east bedroom.

toy horse

The boy's grave is Will, Abram's son in East Graveyard (cracked stone back and left). DIG there to find a toy horse. Return to the house and follow the boy's ghost to the east bedroom and CLIMB the new ladder into the attic. GIVE HORSE to boy, and he'll go away, leaving the chest he was sitting on available.

sheet music

OPEN CHEST in Attic. LOOK IN CHEST to find sheet music. Approach the hole and CLIMB to return to the East Bedroom.

skeleton key

Take the sheet music up to the organ in the Tower. Manuever between the organ and seat and SIT. READ SHEET MUSIC to play the new tune. When you finish, a secret drawer in the organ opens. LOOK IN DRAWER to find the skeleton key.

Pandora's box

Go to the crypt door in East Graveyard and UNLOCK DOOR with the skeleton key. OPEN DOOR. Inside, carefully approach the platform and EXAMINE ROPE. It's a rope ladder which you lower to the floor. CLIMB down the rope ladder. The mummy can't hurt you while you carry the scarab. TAKE PANDORA'S BOX. Don't open it! CLIMB ladder and take it to Lolotte. She'll have you locked up in Edgar's Room until morning, when you'll be married to Edgar. You also lose all your possessions at this time.

rose

Soon after arriving in Edgar's Room, Edgar will slip a rose under the door. Go to door and TAKE ROSE.

gold key

Examining the rose reveals a key tied to it. TAKE KEY. UNLOCK DOOR. OPEN DOOR. SAVE. Now you can explore the castle!

retake all your old possessions

Carefully, carefully walk down the tower steps. Don't wake or walk into any of the sleeping goons! The base of the tower leads to the Dining Room. Ignore the raven. Walk around the front of the table to the back east exit to the Kitchen. Go to the east cupboard and OPEN CUPBOARD to discover your possessions. TAKE ALL. SAVE.

magic talisman

Walk back from the Kitchen to Dining Room, east through the other exit to the Throne Room, east to Base of East Tower, and carefully walk up the east tower steps. SAVE at midpoint. Don't go west at this time; the guard west of here *isn't* asleep. Go upstairs again to reach the door to Lolotte's Bedroom. Go to the door and UNLOCK DOOR WITH GOLD KEY. OPEN DOOR. Walk to the front of the bed and SHOOT LOLOTTE (with Cupid's bow). The love arrow will kill her. Edgar will show up, and announce that you are both free to leave and now have the run of the castle. Go to Lolotte's body and TAKE TALISMAN. SAVE. It's daytime again.

retake hen and Pandora's box

Walk carefully down the east tower stairs to midpoint and head west. Note how respectful the goons are now. Go to the door at East Hall and UNLOCK DOOR WITH GOLD KEY. OPEN DOOR. Inside the Storage Room you'll find both the hen and Pandora's box. Go to box and TAKE PANDORA'S BOX. Likewise, TAKE HEN. Leave the room, head east, carefully walk down the stairs, west to Throne Room and south to Front Gate.

freeing the unicorn

Walk into the stable, go stand in front of the central post and OPEN GATE. [More points!]

returning Pandora's box

This is optional, but you'll get more points. Return to the crypt, CLIMB down the ladder and DROP BOX. CLIMB up, exit, CLOSE DOOR and LOCK DOOR. You'll throw the key into a crack in the door, sealing Pandora's box away forever.

saving Genesta and your father

Swim back to Genesta's Island and OPEN DOOR at the front of her castle. Go in the open west door and go up the stairs to her

bedroom. Approach the bed and GIVE TALISMAN. Genesta will revive and thank you. Then she'll teleport you and her to the beach in front of her castle. If you have the hen, you'll return it to her [more points!]. She'll restore your princess clothing. She'll teleport Edgar there and reward him with a handsome form. Edgar proposes to you, but you politely decline. Genesta will then teleport you back to the throne room in Daventry. You'll pick up the adventurer's hat, and walk to King Graham's side and give him the magic fruit. He'll eat it and revive. You'll tell of your adventures in Timor, and everyone will agree that King Graham should keep the hat for more adventures. The End.