

KING'S QUEST][: Romancing The Throne SCRIPT

Made by BBP

All user input is in ALL CAPS.

Infamously this game has a rather misogynist vocabulary as reproduced on the last pages – meaning this document has foul language. Unfortunately this meant that an improper word for females was used throughout the 130 script files: thank heavens for Find & Replace functions.

Since the locations are small I didn't make too many separate chapters: one for Grandma's house, one for the monastery, one for the mountain areas...

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Introduction

Welcome to King's Quest II

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King's Quest][- Romancing The Throne

Version 2.2

KING'S QUEST][

Designed & Written By:

Game Logic:

Development System:

Scenery:

Graphics:

Roberta Williams

Ken Williams
Sol Ackerman
Jeff Stephenson
Chris Iden
Doug MacNeill
Mark Crowe
ROMANCING THE THRONE

Music:

Al Lowe
Dale Carlson
Scott Murphy
Robert Heitman

Sir Graham is now King of Daventry. Under his wise rule, Daventry is prosperous. He is loved by his people.

Unfortunately, there is a problem. King Graham needs a queen for companionship and to provide an heir to the throne.

He has searched high and low for the right maiden, but he remains alone.

An idea comes to him! He goes to the magic mirror and looks into its depths.

He sees a vision of a quartz tower. To reach it he must pass through a magic door in the nearby land of Kolyma.

The scene then changes to show a beautiful girl locked within the tower! Graham now knows what to do.

Bravely, he sets off to find the land of Kolyma and the beautiful maiden.

Any Location:

I don't understand "(...)"

PAUSE

("King's Quest II was designed by Roberta Williams.");

Beware! The fairy's spell has worn off.

You feel a sudden tingling sensation. Could it be that the effects of the sugar cube have worn off?

RUB LAMP

When you rub the tarnished brass lamp, you hear a POOOOFF and a genie appears! "Master," he says, "I leave a gift for you. A magic carpet!" The genie then poofs back into the lamp.

When you rub the lamp, you hear a loud POOOOFF and a genie magically appears. "Master," he says, "I leave a gift for you. A beautiful sword!" The genie then disappears in a puff of smoke.

Using your sleeve as a cloth you rub the lamp, causing the genie to appear again. "Master," he says, "I leave a gift for you. A leather bridle!" The genie then pops back into the lamp.

Oh, no! The lamp has disappeared from your hands!

GET BOUQUET

Bouquet of Flowers

Where do you think it could be?

You already have it.

THANK ANYWORD

You're welcome!

SMELL BOUQUET

The bouquet of flowers is very fragrant.

You are not carrying it.

CONSUME BASKET

Yum, yum. The snacks from the goody basket are sure tasty.

The basket of goodies is empty because you ate all of it.

You are not carrying it.

GET BASKET

The basket of goodies is empty because you ate all of it.");

POINT/WAVE TRIDENT

With disappointment, you see that nothing happens.");

USE ANYWORD

What do you wish to do with it???

WHO PROGRAMMED GAME

Ken, Roberta, Sol, Jeff, Chris, Doug, Mark, Al, Scott and Dale.

WHAT IS GRAHAM LAST NAME

Cracker.

GET/MOVE BOULDER

The rocks are too large and heavy.

DIVE ANYWORD

The water is very deep here. Without aid, it is impossible to swim under the water for any length of time.

You need to be in the water to try that.

PLAY ANYWORD

You have better things to do than to play all day.

PET LAMP

Nothing happens.

PUT ON BROOCH

The color of the brooch clashes with your outfit. Better leave it off.

POUND HAMMER

You look around but see that there is no reason to use a mallet just now.

GET GOODIES

You already have the goodies. They are right in the basket!

PAT AMULET

You rub the Tiger's Eye stone on the front of the amulet, but nothing happens.

WAVE AMULET

You wave the bronze amulet in the air, but nothing happens.

HOME

You murmur the word home. A tingling sensation envelops your body. You black out for a second ... when you come to, you see you are somewhere else!

OPEN BOTTLE

GET CLOTH

You pull a large piece of cloth out of the bottle.

CONSUME CLOTH

After swallowing the magic sugar cube, you get a feeling of invincibility.

LIGHT CANDLE

The candle is already lit.

You are not carrying it.

There is no way for you to light the candle.

BLOW CANDLE

You pucker up your lips and blow out the candle.

PUT ON DIAMOND AND SAPPHIRE TIARA

The tiara would better fit a daintier head than yours.

CONSUME HAM

Mmmmmm! The smoked ham was delicious! It sure hit the spot.

LOOK IN BASKET

You look in the basket of goodies and see many good things to eat: cookies, fruit, crackers, and sandwiches.

The basket of goodies is empty because you ate all of it.

PUT ON RING

You are now wearing the beautiful ruby ring.

You're already wearing it.

REMOVE RING

OK.

PUT ON BRACELET

The glittering bracelet is too small for your wrist.

PUT ON DIAMOND AND SAPPHIRE NECKLACE

You try to place it around your neck, but it doesn't fit.

LOOK IN LAMP

The old oil lamp is empty inside.

LIGHT LAMP

The oil lamp is empty. You cannot light it.

SIT CARPET

If you wish to ride on the magic carpet, then just say so.

PUT ON BRIDLE

You put the bridle over your head. Nothing happens. Don't you feel silly?

OPEN BIRDCAGE

You open the pretty birdcage and the nightingale swoops out. The bird is gone. You have nothing but an empty birdcage.

PUT ON CAPE

With a flourish, you fling the black cloak around your neck and fasten it.
You're already wearing it.

REMOVE CAPE

OK.

PUT ON CROSS

You place the silver cross and chain around your neck and wear it as a necklace.
You're already wearing it.

REMOVE CROSS

OK.

CONSUME BROTH

Hungrily, you eat the tasty chicken soup. Aaaaahhhh! You feel very satisfied. You throw away the useless empty pot.

PUT ON EARRINGS

The earrings were made for more delicate ears than yours.

LOOK BOULDER

The rocks are the usual sort of rocks, nothing special.

LOOK KEY

You'll have to specify which key you wish to look at.

LOOK CAGE

The cage is covered.

LOOK (something you don't have)

You are not carrying it.

LOOK ANYWORD

You see nothing special.");

GET ANYWORD

You cannot get the (...). At least not now!

DROP ANYWORD

There is no reason to do that.

CONSUME MAN / WOMAN

You can't do that.

CONSUME CUBE/BASKET

You are not carrying it.

The (...) doesn't appeal just now.

GET

Just say what you wish to get.

CLIMB ANYWORD

No. That would just waste time.

ENTER ANYWORD

You can try to go there.

FEED ANYWORD

That would be inappropriate at this time.

HELLO ANYWORD

Hello.

There is nobody here but you!

SAY ANYWORD

OK. (...)

FIND man

You will have to find him yourself.

FIND WOMAN

You will have to find her yourself.

FIND ANYWORD

You will have to find it yourself.

GET ON ANYWORD

You're not able to ride the (...) at this time.

SPEAK ANYWORD

You get no response from the (...).

I don't understand (...)

Inventory

The lovely fish is dead. The scales are already dulling.

The wax candle burns brightly. Ouch! Hot wax dripped on your finger.

It is a shiny gold key.

The wax candle is unlit.

The shining sword is not incredibly large, but is very sharp! It has a snake carved into the bronze handle.

The trident is rusty and corroded. It looks somewhat like a pitchfork.

The bouquet of wild flowers is very pretty. The sweet scent is delightful.

The bracelet looks like it would fit a small wrist. It is a circlet of diamonds surrounded by beautiful blue sapphires.

It appears to be an ordinary tent stake.

The ring is gold with an enormous red ruby. The initials C.D. are engraved inside the golden band.

This tiara is stunning! It is encrusted with diamonds from the back to the front, progressively getting larger. The center stone in the front is a dazzling sapphire.

The chain of the beautiful necklace is fashioned of many sparkling diamonds and sapphires. In the center of the pendant is a large, glittering sapphire.

The diamond and sapphire earrings are very delicate. Each earring has a large sapphire surrounded by glittering diamonds.

This brooch has an enormous sapphire encircled by two rows of glittering diamonds!

The head of the mallet is made of iron. It has a long, wooden handle.

The basket of goodies is empty because you ate all of it.

There are many good things to eat in the basket of goodies.

There is a large cloth in the glass bottle.

The glass bottle is empty.

The smoked ham has a wonderful, savory smell. It's hard to resist tasting it. It looks as though someone has taken a bite out of it.

The pot contains hot, bubbling chicken soup.

The black cloak would better fit a man taller than you. Red satin lines the inside.

You see a shiny silver cross dangling from a silver chain.

As you look at the bird it begins to sing merrily.

The gilded bird cage is empty. The bird has flown away.

The old oil lamp is fashioned of brass that has been tarnished. There is a spout at one end, and a round handle at the other. The lamp is empty inside.

It is a large sheet of cloth.

The pillow is small, and made of shiny red satin.

The fishing net is fashioned from a material that is unfamiliar to you. It is smooth and tangle-proof.

The carpet is a beautifully woven persian rug with a colorful fringe on the ends.

The leather bridle is studded with silver rivets, and a silver bit.

It looks like a normal sugar cube. It does have a bit of a sparkle, though.

The large fish is covered with shimmering golden scales. Its graceful fins and tail are almost translucent. Right now, the beautiful fish is writhing in agony.

You examine the amulet. It is made of bronze that has tarnished with age. A Tiger's Eye stone is embedded into the front. You turn the amulet over and see the word "HOME" engraved on the back.

This is just an ordinary clamshell. There doesn't seem to be anything special about it.

It is a shiny silver key.

Outside Grandma's House

LOOK FENCE

You see a low white fence.

ANYWORD FENCE

You should do nothing with the fence!

LOOK COTTAGE

The cozy cottage is located in a thick wood. A patio shades the front entrance and flowers adorn a window box.

LOOK DOOR

The door of the little cottage is closed.

LOOK BOX

The mailbox has the words Grandma's House on it.

GET BOX

The mailbox is firmly attached to the post.

LOOK WINDOW

You can see inside when you look through the window. It is hard to see any detail, though.
You are too far away.

KNOCK DOOR

You are too far away.
You knock loudly on the door and hear a muffled, "Come in."

OPEN DOOR

You are too far away.");

OPEN / CLOSE / LOOK IN BOX

You are too far away.

LOOK IN BOX

The mailbox is empty.
There is a basket of goodies in the mailbox.
The mailbox is closed. You cannot look in it.

GET BASKET

The mailbox is empty.
OK.
Where do you think it could be?

OPEN BOX

The mailbox is already open.
When you open the mailbox you see that it is empty.
Lo and behold, when you open the mailbox you see a basket of goodies!

CLOSE BOX

The mailbox is already closed.

BREAK WINDOW

There is no need to do that. The door is unlocked.

ANYWORD FLOWERBOX

You see nothing special about the flower box.

Oh dear! A wolf in grandma's clothing is in the bed! Get out of there, fast!
The wolf pounces on you! My, what big TEETH he has! Good enough to eat you with, my dear.

GIVE ANYWORD GRANDMA

You are too far away.

LOOK

This is the home of Grandma. It is comfortably furnished. Frilly curtains cover the windows.
Flowers are in vases. Grandma is lying on a brass bed in a cloud of pillows and coverlets.

LOOK GRANDMA

Grandma looks pale and weak. She must be ailing. She is dressed in a warm flannel nightgown. White curls peek out from under a flannel nightcap.

LOOK BED

Grandma is lying in an elegant brass bed. Mounds of pillows and blankets surround her.

LOOK WINDOW

You can see the woods when you look out the window.

SPEAK GRANDMA

"Thank you for your generosity, good sir," Grandma says. "The chicken soup has warmed my poor old bones."

Grandma is very weak. Her voice wavers as she says, "Good day, kind sir. I would like to offer you a cup of tea, but as you can see, I am ailing."

ANYWORD DOOR

The door is already open.

GET GRANDMA

That wouldn't be very nice.

KILL GRANDMA

You are supposed to be the good guy. Good guys don't kill kindly little old grandmas.

KISS GRANDMA

Watch it! Whatever she has might be catching.

AID GRANDMA

What would you like to do for poor sick old Grandma?

GIVE BROTH GRANDMA

You feed the hot chicken soup to ailing Grandma. "I feel much better," she says. "In return for your kindness, I have something for you. Look under the bed."

You don't have it.

GIVE HAM GRANDMA

Grandma shakes her head. "I can't chew ham. It is too tough for my teeth."

You don't have it.

GIVE BASKET GRANDMA

Grandma looks at the basket of goodies. "This belongs to my granddaughter," she declares. "You ought to return it to her."

The basket is empty because you ate all the goodies. What would Grandma do with an empty basket?

You don't have it.

GIVE BOUQUET GRANDMA

"Thank you for your kind offer of flowers, but I already have enough flowers around the house," Grandma says.

You don't have it.

GIVE TREASURE GRANDMA

Grandma shakes her head. "I don't need treasures to be happy," she declares. You keep it."
You don't have it.

GIVE ANYWORD GRANDMA

Grandma appears not to be interested in it.
You must specify who you wish to give it to.

You must specify who you wish to feed it to.

LOOK UNDER BED

You drop to your hands and knees and peer under the bed. A large ruby ring and a black cloak are hidden there. You take them into your possession.

It would not be polite to do that.

You peek under the bed but see only dust.

LOOK CARPET

The colorful rug appears to have been handmade.

At the monastery

A beautiful fairy floats down from the sky!

The fairy starts to sprinkle fairy dust on you. "Good King Graham, I am here to help you," she says.

"I give you a protective spell against certain evil elements; but beware, for it lasts only a short time."

LOOK GIRL

There is no one here! Perhaps you are starting to see things.

HELLO GIRL

There is no one here! Perhaps you have started talking to yourself.

ANYWORD GIRL

You are the only one here.

LOOK GIRL

The pixielike fairy has golden blonde hair, translucent wings, and an endless supply of fairy dust!

GET / KILL / KISS GIRL

It is impossible to catch a fairy.

TALK GIRL

The kind and beautiful fairy tells you that she is there to help you with your quest.

HELLO GIRL

The lovely fairy nods her head in greeting.

ANYWORD DOOR

There is no door around here.

LOOK MONASTERY

This is an old monastery. The monks living here often help travelers in need.

LOOK WINDOW

You can see inside when you look in the window. It is hard to see details, though.
You are too far away to see in the window.

BREAK WINDOW

There is no need to do that. The door is unlocked.

LOOK BELL

The bell atop the monastery is ringing merrily.

GET BELL

You cannot take the bell.

LOOK DOOR

The monastery door is made of very thick wood held together by iron bars.

OPEN DOOR

Your arms are too short to reach the door from here!

KNOCK DOOR

It is not necessary to knock at a church door. All are welcome.

LOOK FLOWERS

There are not many flowers around here.

PICK FLOWERS

Have you nothing better to do than pick flowers?

PRAY

You already are.

Please be quiet while praying.

You should not talk while kneeling at the altar. It shows a lack of respect.

LOOK

The chapel of the monastery is plain and unadorned. Rows of pews lead toward an altar, which is topped by a large cross.

The chapel of the monastery is plain and unadorned. A monk in simple clothing is standing next to the altar. He looks kindly at you.

The chapel of the monastery is plain and unadorned. A monk in simple clothing is bent in prayer toward the cross on the altar.

LOOK CROSS

The wooden cross is plain and simple. An altar of polished oak supports it.

LOOK ALTAR

There is a large wooden cross atop the oaken altar.

PRAY

Come, join me at the altar, my friend, says the monk.

Shouldn't you go to the altar to pray?

You kneel near the altar. Bowing your head, you pray.

BOW

You kneel near the altar. You look up at the wooden cross.

GET CROSS

You already have a cross.

ANYWORD MONK

You are the only one in the chapel.

LOOK MONK

The monk is dressed in a simple ankle-length robe. A belt of thin leather is tied around his ample waist. He walks on worn sandals.

GET MONK

What do you think you would accomplish by doing that?

KILL MONK

Anyone who would kill a man of the cloth doesn't deserve to play this game. Therefore, we will end it.

SPEAK MONK

You speak to the praying monk but he does not respond. He seems deep in worship.

Can I be of service? the monk asks. What name do you go by?

YELL MONK

You shout at the praying monk. He pays no attention. The monk is deep in prayer.

GRAHAM

The kindly monk explains that he has heard of you and your quest. Here is my cross. It will protect you from evil, he says. He removes a chain with a silver cross from around his neck and gives it to you. The monk then resumes his prayers.

SIT ANYWORD

You don't have time to sit around.

PAT MONK

Your arms will not reach.

You tap the monk on his shoulder but it does no good. He is very deep in prayer.

The plump monk lifts his head from prayer and seems to notice you for the first time. He stands and asks your name.

At the mountains

The mountains are completely impassable.
This is a forested area near an impassable cliff.

There is a large cave opening in the steep mountain side.
You see nothing but darkness when you peer into the cave.
You cannot see into the cave from where you are standing.
You are not quite close enough to see it clearly.
Oh No! This is as bad as bad can be! Upon looking into the hole, you believe you see an incredibly blatant plug for another Sierra 3-D Animated Adventure. Hang On!

By Two Guys From Andromeda

(C) 1986 Sierra On-Line,

In deep space, a vessel drifts silently. Unbeknownst to you, the dreaded Sariens, those bad boys of the universe, plan your destruction.

Space Quest is a 3-D animated adventure game. As the hero, you'll explore strange vessels...

...visit bizarre planets...

...get friendly with the wildlife...

So step up to the bar and have a cool one and enjoy some of the best entertainment in the universe!

..and get acquainted with some darn interesting folks.

Enjoy, for soon you'll come face to face with the dreaded Sariens!

Briefly befuddled by this bizarre event, you brace yourself and continue with the Quest before you.";

LOOK TREE

There are many lovely pine and spruce trees near these mountains.

LOOK

The mountain range is wild and rugged. It would be impossible to cross, unless you could fly like a bird.

ANYWORD TREE

You have better things to do.

ANYWORD BLOSSOM

There are not many flowers around here.

GET/SMELL BLOSSOM

You have better things to do.

LOOK BUSH

There are not many bushes around here.

LOOK

There are steep cliffs on three sides of this mountain top. Don't get too near the edge!

You are walking on a narrow mountain top with steep cliffs on two sides.

LOOK TREE

There are a few pine and fir trees on this mountain top.

CLIMB ROCK

Don't be silly. Climbing on rocks is kid stuff.

CLIMB CLIFF

The cliffs are too steep! Climbing them could mean death.

It seems you have fallen to your death from this high mountain top.

LOOK

The lavender waterfall tumbles down from the towering blue cliffs.

You fall into the swift water and are washed out to sea where you drown.

DRINK WATER

Ahhhhh! The lavender water is strangely refreshing.

You need to be a little closer to drink the water.

SWIM

You need to be in the water in order to swim.

You are already swimming!

This is a poisoned lake! Too bad, you die of extreme poisoning.

The water is too turbulent to swim in. You have just drowned.

You splash around in the water for a while but seem to have forgotten how to swim. Unfortunately, you drown.

You have run into an evil enchanter! Get out of there fast, before he turns you into something!

The enchanter is tall and stately with a black flowing robe and a long white beard. He has an evil gleam in his piercing black eyes.

The evil enchanter is magic! There is nothing you can do!

Stopping to talk to the wicked enchanter could be big trouble!

Poooooof!!! The evil enchanter has turned you into a cute little froggy. Ribbit, ribbit!

He's not here.

You have run into an evil enchanter! Let's hope the fairy's spell works!

In the forest

LOOK AREA

A deep chasm wanders off to the north.

There are many lovely pine and spruce trees near these mountains.

The mountain range is wild and rugged. It would be impossible to cross, unless you could fly like a bird.

A deep chasm wanders off to the north.

LOOK LAKE

What a lovely little lake! Its sparkling water looks so clean and fresh.
Do you want to swim in the lake?

GET WATER

There is no reason for you to obtain water. Why don't you just drink some water if you're really that thirsty?";

CONSUME WATER

Ahhhhh! The clear lake water is so refreshing.

This lake is foul and stinking! It may be poisoned. All vegetation looks dead around it.

LOOK LAKE

This is a pretty little pond set among the trees. A group of boulders are reflected in the clear water.

LOOK BOULDER

There is a small opening at the base of one of the large boulders.

LOOK HOLE

You can't see into the opening from where you are.

There is a glittering diamond and sapphire brooch lying on the ground in the opening between the rocks!

There is nothing in the opening at the base of the rock.

GET BROOCH

You get the brooch.

You can't reach it from here!

It's not there.

LOOK AREA

There is a stake leaning against a tree.

You are in a grove of giant trees. A sign appears to be attached to the back of one of the trees.";

Hear ye! Hear ye!";

Sierra is pleased to announce:

SPACE QUEST:

The Sarien Encounter

Become Roger Wilco, sanitation
engineer aboard the space lab,

Arcada. Save Xenon from those bad
boys of the universe, the Sariens!

KING'S QUEST]I[

To Heir Is Human

You are Gwydion, young slave to
the evil wizard Mannanan. Discover
his magic and use it to free
yourself from his thrall.

(C) 1986, Sierra On-Line, Inc.

King Graham scratches his head in puzzlement at this confusing message. It doesn't appear to be a part of his quest.

LOOK GRASS

You notice a rusty trident lying in the grass.
A carpet of green grass rolls up to the water's edge.

GET RUSTY TRIDENT

You are too far away.
You pick it up and carry it with you.

LOOK LOG

When you peer into the old hollow log, you see a flashing necklace of diamonds and sapphires!
This is just an old hollow log.
You pick it up and carry it with you.
You are too far from the log.
You look in the old log but see nothing special.

LOOK TREE

There is a sizable hole in one of the pine trees.

LOOK HOLE

When you peek into the hole of the pine tree, you see a mallet lying there.
When you peer into the hole of the old pine tree, you see that it is empty.
You cannot see into the hole from here.

GET HAMMER

You pick up the mallet and carry it with you.
You cannot reach it from here.
You have already taken the mallet from the hole in the tree.

LOOK

Many trees shade your way as you journey through the land of Kolyma.
Many trees shade your way as you journey through the land of Kolyma. One of the trees seems to have a door.
This is a heavily wooded area. It would be easy to get lost among the trees.

CLIMB TREE

Climbing trees will not find you a bride!
It would be fun to climb trees for a while, but you really have better things to do

ANYWORD BLOSSOM

There are not many flowers here.

LOOK FLOWER

Many flowers beautify these woods.

GET FLOWER

You have better things to do than to dilly-dally around picking flowers.

ANYWORD BUSH

There are not many bushes or shrubs here.

LOOK BRANCH

You see pieces of scattered wood lying around. The wood is of no importance.

LOOK STUMP

Here and there you see the stumps of trees. You wonder if beavers have been here.

LOOK GRASS

There is plenty of green grass throughout the countryside of Kolyma.

CLIMB BOULDER

There is no reason to climb the rocks.

Stopping to climb rocks would only delay you in your quest for a bride.

Little Red Riding Hood

What is this! It appears you have run into Little Red Riding Hood! She looks a little troubled.

ANYWORD GIRL

You are too far away from her.

GET BOUQUET

You already have it.

FOLLOW GIRL

No!

GET GIRL

Now, that wouldn't be very nice, would it?

KILL GIRL

That would be incredibly nasty!

KISS GIRL

You don't need to be kissing little girls.

HUG GIRL

You are a stranger to Little Red Riding Hood. You shouldn't hug her.

STEAL BOUQUET

It would not be nice to take the bouquet of flowers away from the little girl.

LOOK GIRL

Little Red Riding Hood is a sweet little girl. She has long blond locks peeking out from her red cape and hood.

TALK GIRL

Little Red Riding Hood is overjoyed to have her basket of goodies back. Thank you, Mister, she exclaims. Now I can take the goodies to my sick grandma.

Tearfully, Little Red Riding Hood explains that someone stole her basket of goodies while she was picking a bouquet of flowers. Could you please help her find it?

HELLO

Shyly, Little Red Riding Hood returns your hello.

Shyly, Little Red Riding Hood returns your hello. She looks a little upset.

GIVE GIRL BASKET

You are too far away from her.

You ate the goodies out of the basket! Why would you think she would want it now?

Gratefully, Little Red Riding Hood accepts the basket of goodies. In return, she gives you her bouquet of flowers.

GIVE ANYWORD GIRL

Little Red Riding Hood is not interested in it.

GIVE ANYWORD

You must specify who you wish to give it to.

STEAL BASKET

You gave the basket of goodies to Little Red Riding Hood. It's hers now. You can't take it!

ANYWORD GIRL

There is nobody here but you.

GET BOUQUET

There is no one here to get it from.

GIVE BASKET

There is nobody here to give it to.

You do not have it to give.

LOOK TREE

This is a heavily wooded area. It would be easy to get lost among the trees.

LOOK BLOSSOM

Many flowers beautify these woods.

GET BLOSSOM

You have better things to do than to dilly-dally around picking flowers.

CLIMB TREE

It would be fun to climb trees for a while, but you really have better things to do.

SMELL BLOSSOM

The lovely fragrance of wildflowers is all around you in these woods.

The lovely smell of wildflowers is all around you in these woods

LOOK BUSH

There are many bushes and shrubs among the trees.

Tree house

He has caught you and thrown you out! Instantly, you find yourself outside the treehouse.
print("He has caught you and thrown you out! Instantly, you find yourself outside the treehouse.");

LOOK TREE HOLE

What is this! There is a little door built into the trunk of a large tree.

LOOK DOOR

The door in the tree is closed at the moment.

KNOCK DOOR

You can't reach the door from here.

You rap on the treehouse door, wait a moment, but get no response.

OPEN DOOR

You can't reach the door from here.

LOOK DOWN LADDER

When you look down, you see the bottom of the ladder in an underground tunnel.

LOOK

This is a room inside the hollowed-out trunk of a large tree. A door goes to the outside. A narrow ladder leads down through a hole in the ground.

GET ON LADDER

You can get on the ladder yourself.

You are climbing the ladder.

LOOK DOOR

Through the open door you see the woodland in which this tree grows.

LOOK LADDER

The ladder goes up through a hole in the ground. You cannot see the top of the ladder.

LOOK

You are in a musty underground passageway. There is a narrow ladder leading up through a hole in the ground.

GET ON LADDER

Just go toward the ladder.

You have stumbled onto the home of the thieving dwarf! Unfortunately for you, he is home!

LOOK

It seems you have entered the underground home of the little dwarf. It is cozy, with a fire crackling in the hearth. There is a trunk tucked away in the corner.

It seems you have entered the underground home of the little dwarf. It is cozy, with a fire crackling in the hearth. A pot of chicken soup bubbling above the fire gives a delicious aroma to the room. There is a trunk tucked away in the corner.

LOOK FIRE

The fire is crackling merrily in the fireplace.
There is a pot of chicken soup boiling over the fire.

LOOK CHEST

The trunk looks old and worn. The hinges are loose.

LOOK CAP

The stocking hats of the dwarf are sitting on the table.

ANYWORD CAP

Those hats wouldn't fit you.

OPEN CHEST

You are too far away.
The trunk lid is already open.

CLOSE CHEST

You are too far away.
The lid of the trunk is already closed.

LOOK IN CHEST

You will have to open it to see inside.
You look inside and notice...

earrings
bracelet
necklace
brooch
tiara

You look inside and notice...nothing.

GET BROTH

You are too far away.
You grab the wooden handle of the bubbling pot of chicken soup. You take the pot with you.

GET EARRINGS

You reach into the trunk and get it.

LIGHT CANDLE

OUCH!!!! This fire is HOT! You're going to burn yourself.

You have come upon a quick little dwarf! Dwarves have a bad reputation for stealing treasure.

LOOK DWARF

The dwarf is a very small fellow. For being so little, he is very fast.

GET DWARF

The dwarf is too fast on his feet. You could never catch him.

TALK DWARF

The dwarf doesn't have time to chat with you. He's too busy running around; possibly with your treasure.

HI DWARF

The dwarf doesn't have time to chat with you. He's too busy running around; possibly with your treasure.

KILL DWARF

The dwarf is too fast on his feet. You could never catch him.

ANYWORD DWARF

He's not here.

Oh, no! The dwarf caught you. You should check to see if he stole anything....!

The dwarf seems to have left you alone, thanks to your protective spell!

At the bridge

LOOK CANYON

Don't get too close to the chasm. You just might fall in!

JUMP ACROSS CANYON

It would be very hazardous to your health to try a thing like that!

LOOK DOWN

Better be careful. It's a long way down!

Whoops! King Graham has fallen into the chasm, ending his quest.

Oh, dear! What a shame. The rickety old bridge collapses as you attempt crossing it. You have fallen to your death.

LOOK CANYON

The deep gorge has a bridge spanning it. Oh, my! It's a long way down, isn't it!

LOOK BRIDGE

The bridge spanning the chasm seems to be unstable and tottery. Are you entertaining thoughts of crossing it?

YES

Then go on, my brave fellow.

NO

That may be wise. You never know.");

Over the bridge

LOOK DOOR

This is a magical door! If you can open it, the door will lead you to your heart's desire. There is an inscription on the door.

LOOK

You are at the edge of the forest. There is a deep chasm to the west and a towering cliff to the east.

ANYWORD DOOR

You are too far away from the door.

You are on the wrong side of the door to do that.

UNLOCK DOOR

You can't. You don't have the key.

KNOCK DOOR

You don't really expect someone to answer the door, do you?

LOOK KEYHOLE

You look through the keyhole and see nothing but a dazzling light.

CLOSE DOOR

If you close the door, it will lock again. Why would you want to do that?

BREAK DOOR

This is a magic door. It is impervious to damage.

OPEN DOOR

The door is locked. You cannot open it, no matter how hard you try.

The key to the first door fits easily into the keyhole. You turn the key and, PRESTO, the door opens, and the key disappears ... revealing a second door with another inscription!

The inscription reads: Whosoever chooses to seek the key for this door will undoubtedly make a splash.

The second door is locked. You cannot open it, no matter how hard you try.

The key to the second door fits easily into the keyhole. You turn the key and, SHAZAM, the door opens, and the second gold key disappears ... revealing a third door with yet another inscription!

The inscription reads: Whosoever chooses to seek the key for this door should set their sights high.

The third door is locked. You cannot open it no matter how hard you try.

The key to the third door fits easily into the keyhole. You turn the key and, PRESTO, the door opens, and again the key disappears ... revealing a world unlike any you've ever seen before!

Whosoever chooses to seek the last key must have a stout heart.

At the beach

LOOK BEACH

It is a beautiful sandy beach.

There is a beautiful diamond and sapphire bracelet lying in the sand!

You notice a pretty clamshell lying on the sandy beach.

LOOK CLAM

You notice a pretty clamshell lying on the sandy beach.

OPEN CLAM

You open the clamshell and discover that it is empty. There is nothing special about it.

You need to get the clam first.

GET CLAM

You can't reach it from here.

When you pick up the clamshell, you see that there was a sparkling sapphire and diamond bracelet under it!

GET BRACELET

You can't reach it from here.

OK.

DIG

Ok. You are all through digging. You find nothing.

You can't possibly dig while walking. Stand still.

Dig...Dig...Dig...

Ok. You are all through digging. You find nothing.

LOOK BEACH

The glittering white sand of the beach feels warm from the sun. The azure water of the ocean laps up to its edge.

LOOK BUSH

The plants grow well in the moist sea air.

LOOK BLOSSOM

The flowers are a beautiful contrast to the blue ocean.

GET BEACH

Sifting through the sand, you notice nothing of interest.

GET FLOWERS

The flowers are of no interest.

SMELL FLOWERS

The flowers give a sweet smell to the air.

TAN

King Graham is not dressed for tanning.

DRINK SEA

YECCHHH!! You cough and choke from the briny water of the ocean.

You need to be a little closer to drink the water.");

GET SEA

You have no need to carry water.

LOOK SEA

The calm water of the clear blue ocean looks inviting.

LOOK WAVE

You see waves crashing upon the rocks.

LOOK TREE

The leaning palm trees sway in the ocean breeze.

CLIMB TREE

There are nothing but green coconuts in the palm trees and the trees are too slippery to climb.

LOOK UNDER SEA

You dip your head under the ocean water. You see nothing but colorful fish and seaweed.

CLIMB ROCK

The rocks along the ocean are too dangerous to climb.

At sea

You are so far out to sea, you have no chance of ever getting back. You can no longer swim.

LOOK LAKE

The clear blue ocean is very calm. You look out over its vastness, seeing nothing but endless water.

LOOK DOLPHIN

A large, colorful fish playfully leaps out of the water around you.

CAPTURE DOLPHIN

It is very hard to catch fish while swimming.

DRINK LAKE

YECCHHH!! You cough and choke from the briny water of the ocean.

LOOK UNDER LAKE

You dip your head under the ocean water. You see nothing but colorful fish and seaweed.

Mermaid By The Sea

ANYWORD MERMAID

You are too far away.

LOOK BOULDER

Can you believe it! There is a mermaid reclining on a large rock offshore!

LOOK MERMAID

The mermaid has long flowing hair covering most of her upper body. The green scales on her fish tail are sparkling like emeralds as she slowly waves it back and forth. She beckons with her hand.

ENTER BOULDER

There is no room for you on this rock. It is occupied already.

KILL-CAPTURE-GET MERMAID

Wrong move! You frightened the poor mermaid. She dives into the water and disappears.

LOOK BOULDER

There is a large rock in the ocean a short way from shore. Small waves lap at the edges.

LOOK MERMAID

She's not there.

FOLLOW MERMAID

It would be impossible for you to follow a mermaid in the ocean!

SPEAK MERMAID

The mermaid does not reply. She gives you a quizzical look and continues waving her fish tail.

EMBRACE/KISS MERMAID

Don't get too close! You might frighten her.

GIVE ANYWORD MERMAID

You are too far away.

GIVE TREASURE MERMAID

Which treasure would you like to give to the mermaid?

The mermaid gladly takes your treasure. In return, she summons forth from the sea a magic seahorse! Maybe you could ride it.

GIVE BOUQUET MERMAID

You graciously offer the beautiful bouquet of wildflowers to the mermaid. She loves the flowers! She then summons forth a magic seahorse! Maybe you could ride it.

GIVE TRIDENT MERMAID

You hand the rusty trident to the mermaid. Oh, no! She dives into the water and disappears with it! Now she's gone.

You aren't carrying it.

You must specify who you wish to give it to.

The mermaid looks at your offering distastefully. She is not interested in it.

LOOK MAGIC SEAHORSE

This is a larger than average seahorse! It has a little saddle attached to its back. The seahorse tosses its head expectantly.

GET MAGIC SEAHORSE

The magic seahorse is already here for your use.

GET ON MAGIC SEAHORSE

You are too far away.

Quick as a flash, it glides under the water with you on its back!

PAT MAGIC SEAHORSE

You gently pat the seahorse's nose.

SPEAK MAGIC SEAHORSE

Don't you know that seahorses can't talk!

CLIMB/SIT MAGIC SEAHORSE

Do you wish to ride the magic seahorse?

At king Neptune

LOOK CLAM

The huge (...) behind Neptune is wide open.

The enormous (...) behind King Neptune is tightly shut.

LOOK NEPTUNE

King Neptune is tall and imposing, with a flowing robe and long greenish-gray beard. A crown fashioned of shells and pearls adorns his head.

LOOK LAKE

The bottom of the sea is teeming with fish and plant life. King Neptune rules this mighty underwater empire.

LOOK MAGIC SEAHORSE

This is a larger than average seahorse! It has a little saddle attached to its back.

BREAK CLAM

There is no need to hurt the (...).

ABRACADABRA ANYWORD /

OPEN SESAME

That might work with some clams, but not this one!

GET CLAM

This is an immense (...)! You couldn't carry it with you.

GET KEY

The (...) is inside the large clam. You have to open the clam to retrieve the (...).

OK.

You are not close enough.

CLOSE CLAM

The (...) will close when it is ready.

\The huge (...) is already closed.

GET MAGIC SEAHORSE

This is a larger than average seahorse! It has a saddle attached to its back.

CLIMB MAGIC SEAHORSE

No!

PAT MAGIC SEAHORSE

Ahhhh.....

SPEAK TO SEAHORSE

Does it look like Mr. Ed to you?

SPEAK NEPTUNE

Glub, glub, glub, glub !!!!!

GET NEPTUNE

I beg your pardon!?

KILL/FIGHT NEPTUNE

Hurting King Neptune would not be a wise thing to do. If he doesn't get you, then his fish will.

With a cold look in his eye, King Neptune takes the rusty trident and points it at you.

WAVE-POINT RUSTY TRIDENT NEPTUNE

OK.

You are not close enough.

GIVE NEPTUNE TRIDENT

With a cold look in his eye, King Neptune takes the rusty trident and points it at you.

Reverently, King Neptune accepts his lost trident from you. He gives you a bottle, then waves the trident in front of the huge clam, which opens and reveals ... a large golden key!

You don't have one to give to King Neptune.

GIVE TREASURE NEPTUNE

Which treasure would you like to give to King Neptune?

You don't have one to give to King Neptune.

GIVE ANYWORD NEPTUNE

King Neptune solemnly shakes his head at your offer. A look of dismay clouds his face.

OPEN CLAM

The huge clam is already open.

The large (...) is shut tight. Try as you might, you cannot succeed in opening it.

WAVE TRIDENT

You wave the crusty (...) in front of the immense clam and slowly it opens ... revealing a large golden key!

The huge clam is already open.

GET OFF MAGIC SEAHORSE

The magic seahorse helps you breathe underwater. Without it, you would die.

LOOK DOLPHIN

You can see many beautiful creatures at the bottom of the sea.

You feel a powerful surge of electricity, and then ... nothing. You have died at the bottom of the ocean.

GET DOLPHIN

You are not able to catch fish while riding a magic seahorse. Just enjoy the beauty of the underwater world.

Hagatha

The old hag, Hagatha, is nearby! You can hear her cackling and smacking her gums as she comes closer. She would love to have you for dinner, and I don't mean as a guest!

LOOK HAG

This is the ugliest old lady you have ever seen. She's toothless with warts all over her face and has matted gray hair. Her clawlike hands are gripping a walking stick.

TALK HAG

The old hag cackles, chortles, and mutters under her breath (which smells so bad you almost faint).

GET HAG

You would be a fool to try. Hagatha is far more powerful than she seems.

KISS HAG

What a revolting thought!

You have been caught by the hag! Fortunately, you were protected by a magic spell so she left without harming you!

ANYWORD HAG

She's not here!

Hagatha's cave

As you leave the dark cave, you remove the cloth from the cage.

It wouldn't be safe to ride the carpet until you are all the way out of the cave. Only wierd QA types do that.

LOOK AREA

This forbidding cave is the home of Hagatha, the wicked old hag. There are human skulls on stakes at the entrance. This is not a reassuring sign.

LOOK IN AREA

You see nothing but darkness when you peer into the cave.
You can't see into the cave from there.

LOOK SKULL

The skulls probably belong to unfortunate travelers who fell into Hagatha's clutches. She has a taste for human flesh, you know.

GET SKULL

Yecchhhhh! What a horrible thought! Why would you want to do such a terrible thing?

ANYWORD BATMAN

He must have gotten lost. I do not think he belongs in this story.

SAY ANYWORD HAGATHA

She's not here.

KISS HAGATHA

Smack, hug, woopie!, yuck, barf, gag.

LOOK CAULDRON

The iron cauldron is bubbling with a nasty smelling brew. A hot fire burns underneath.

LOOK BREW

The brew in the iron cauldron is a sickly yellow color. Hot steam rises from it. The odor is almost unbearable. You believe it to be a broth made from human flesh and bone.

DRINK BREW

Yuck!!! Don't do that!

LOOK SKULL

There are many human skulls in Hagatha's cave. She has a taste for human flesh.

LOOK BIRD

The nightingale is flying toward the cave entrance.

It's just an empty birdcage.

The beautiful nightingale is in a gilded cage.

LOOK

You look around this dreary cave. Fear grips you as you notice human skulls lining the wall.

Hagatha is busily stirring her brew and muttering to herself. As she has very bad eyesight, she hasn't noticed you.

You see a gilded cage.

You see a nightingale in a gilded cage.

You look around this dreary cave. Fear grips you as you notice human skulls lining the wall. A cauldron with a bubbling brew fills the cave with a putrid odor.

You see a gilded cage.

You see a nightingale in a gilded cage.

LISTEN BIRD

The nightingale flits about in the gilded cage; not making a sound.

LOOK HAGATHA

This is the ugliest old lady you have ever seen. She's toothless, with warts all over her face, and she has matted gray hair. She stirs her brew with a stick held by clawlike hands.

LOOK BIRD

Unfortunately, this alerts the hag to your presence.

GET BIRD

You'll have to go closer!

You take the cage.

Quietly, you pick up the covered birdcage with the nightingale. To your relief, the bird remains silent.

You quietly pick up the birdcage with the nightingale. Suddenly, the nightingale bursts out in song alerting the old hag to your presence.

You pick up the gilded birdcage with the nightingale in it. The little bird starts singing prettily. A moment later it stops.

SPEAK HAGATHA

What a mistake you made!! You gave yourself away! Now Hagatha knows you are here.

GET HAGATHA

What would you do with her if you had her?

KILL HAGATHA

The old hag is stronger than she looks. You shouldn't try it.

COVER BIRD CAGE

There is no need for you to do that now.

You'll have to go closer!

You try using the black cloak to cover the birdcage, but it is the wrong shape. It slips off.

OK.

You drape the cloth over the birdcage. Hopefully, this will keep the nightingale quiet.

You have nothing to cover a birdcage with.

REMOVE CLOTH

OK.

Without thinking, you remove the cloth from the birdcage. Immediately, the nightingale sings, alerting Hagatha to your presence.

OPEN BIRD CAGE

You'll have to go closer!

Oh, no! When you opened the cage, the bird flew away.

GET BREW

You wouldn't want any of Hagatha's brew.

GET SKULL

Yechhh!!! What a terrible thought!

She grabs you and throws you into her cauldron. She will love to have you for dinner. heh, heh, heh!

Antique shop

LOOK ANTIQUE SHOP

This is a quaint little antique shop. There is a sign in the window.

You are looking at the back of a quaint little antique shop. It is yellow with a bright red roof. There are lovely curtains in the window.

READ SIGN

The sign says "open."

The sign says "closed."

LOOK WINDOW

You can see inside when you look through the window. It is hard to tell details, though.

You are too far away.

LOOK DOOR

The door to the antique store is closed.

OPEN DOOR

The antique store is closed. You cannot enter it.

You are too far away.

KNOCK DOOR

You rap loudly on the door but get no reply.

You rap loudly on the door and hear a cheery, "Come on in."

You are too far away.

UNLOCK DOOR

You can't unlock the door. You don't have a key that fits.

You are too far away.

BREAK WINDOW

You could get caught for "breaking and entering." That would not be wise.

OPEN WINDOW

The window does not open.

A little old lady in the antique shop says, "How may I help you?"

LOOK

You are inside a cute little antique shop. Old furniture and knickknacks clutter the place. Against a wall, a glass display case holds many small items. A little old lady asks if she can help you.

LOOK LADY

The little old lady is tiny, with twinkling blue eyes. Her white hair is done up in a neat bun on top of her head. She is sitting in an old rocking chair.

LOOK ANTIQUE

You glance around the antique shop, and your eye falls on an old oil lamp. There is something about it that appeals to you.

BUY ANTIQUE

The old oil lamp looks like an interesting item.

SPEAK LADY

The little old lady motions toward an old oil lamp. "This is a new item in my shop," she says. "I thought you might be interested in it."

NO

The little old lady nods and then goes about her business.

GET LAMP

You can't just take the lamp. You have to buy it.

STEAL LAMP

That wouldn't be very nice, would it? You have to buy the lamp.

GET LADY

A good chap like you doesn't do things like that.

BUY LAMP

"The oil lamp is expensive," the little old lady says. "It will cost you two treasures." "There is an alternative, though," she says. "The old hag, Hagatha, stole my precious nightingale. If you can return it to me, then I will give you the oil lamp."

GIVE TREASURE LADY

Which treasure would you like to give to the little old lady?

You do not have the treasure to give to the little old lady.

GIVE BIRD LADY

You hand the birdcage with the nightingale to the little old lady. "My precious!" she exclaims. In gratitude she gives you the oil lamp. "Good luck," she says. She hustles you out the door and closes up shop.

You show the empty birdcage to the little old lady. "Where's my little bird!" she exclaims in dismay. "I don't want an empty cage!"

GIVE ANYWORD LADY

"That won't do!" the little old lady snaps.

GIVE ANYWORD

You must specify who you wish to give it to.

The little old lady takes the second treasure. She motions for you to take the old oil lamp, which you do. "May it bring you good luck!" she exclaims. She then hustles you out the door. The little old lady gladly takes your offered treasure. "That is one treasure," she says. "I need one more for the oil lamp."

GET ANTIQUE

Only the old oil lamp interests you.

LOOK CABINET

You see antique knickknacks in the display case. Nothing there interests you.

Cloudland

Look out! There is a poisonous viper blocking your path!

LOOK SNAKE

The snake appears to be about ten feet long. It is coiled and ready to strike.

The huge snake is deceased.

There is no snake here!

The snake has struck you dead.

SPEAK/KISS SNAKE

SSSsssssss! SSsstay away or I will ssssstrike!

CAPTURE SNAKE

Are you joking!

Why would you want a dead snake? Ugh!!

FEED SNAKE

The serpent only wants to eat YOU!

FEED ANYWORD

The snake has no use for it. He is interested in only one thing. Getting rid of YOU!

KILL SNAKE

You are too far away.

Brandishing the sharp sword, you quickly slash the viper into ribbons.

This is a very large snake. You don't have any weapons strong enough to kill it.

The huge snake is deceased.

CAST BRIDLE SNAKE

You are too far away.

You toss the leather bridle onto the coiled snake. Instantly, there stands before you not a snake, but a beautiful winged horse wearing the bridle!

You don't have it.

You put the bridle on the dead snake. Nothing happens. You pick the bridle up again.

Where do you want to throw the bridle?

ANYWORD FLYING HORSE

The horse is flying away, and pays no attention to you.

LOOK FLYING HORSE

This is a handsome white horse! It has beautiful wings of delicate white feathers. The leather bridle is around the winged horse's head.

SPEAK FLYING HORSE

Thank you, kind sir, for saving me. An evil enchanter turned me into a snake when I refused to be

his steed. To repay you, here is a magic sugar cube that will guard against poisonous brambles.

GET ON FLYING HORSE

The winged horse has a very independent nature. It doesn't want a rider on its back.

GET FLYING HORSE

The white horse is much too big and strong for you to hold it.

KILL FLYING HORSE

Why would you want to kill a beautiful horse like that?

FEED FLYING HORSE

The flying horse is not particularly hungry, thank you.

PAT FLYING HORSE

The beautiful white horse lets you stroke its velvety soft nose.

HELLO ANYWORD

The flying horse bobs its head up and down in greeting.

LOOK ROCK

You see a large golden key lying on a rock in the damp cave!";

LOOK CAVE

The dark damp cave is empty and uninteresting.

LOOK ROCK

There is a golden key on the rock.

The large, flat rock is empty.

GET KEY

You'll have to move closer to the key.

OK.

Poison lake

LOOK BUSH

The bushes are nothing but leafless dry sticks.

ANYWORD BLOSSOM

What flowers? Why would you think flowers could grow around this stinking lake?

LOOK ACROSS LAKE

There is a desolate island in the middle of the poisoned lake.

LOOK LAKE

This lake is foul and stinking! It may be poisoned. All vegetation looks dead around it.

GET LAKE

There is no reason for you to carry around this foul water.

LOOK ISLAND

There is a dreary-looking castle on the island.

CROSS LAKE

The lake is foul and toxic. How could you get across it?

LOOK CASTLE

The castle on the island looks dark and forbidding. It is surrounded by thorns and brambles. You wonder who would live there.

It is difficult to see any details of the castle from here.

DRINK WATER

You need to be a little closer to drink the water.

You bend over and take a deep drink of the stinking water. Oh, dear, the lake is toxic! You die of extreme poisoning.

LOOK TREE

The trees around the poisoned lake are dead.

Charon and the poisoned lake

LOOK

The castle looks cold and forbidding. Two dark towers rise on either side of it. The castle is surrounded by deadly thorns and brambles.

A shrouded figure stands silent.

LOOK GHOUL

The shrouded ghoul looks very frightening. His hands are little more than claws, and his face is completely hidden inside his hood.

LOOK CASTLE

The castle looks cold and forbidding. Two dark towers rise on either side of it. The castle is surrounded by deadly thorns and brambles.

LOOK ISLAND

There is a dark castle set in the middle of the dismal island. Thorns and brambles grow everywhere. The stink of the foul lake is oppressive.

LOOK LAKE

This lake is foul and stinking! It may be poisoned. All vegetation looks dead around it.

LOOK BOAT

The small wooden rowboat looks rotted from exposure to the poisoned lake.

The small wooden rowboat looks old and rotted from traversing the poisoned lake.

LOOK TREE

There are no trees on this island. Only brambles and thorns.

LOOK BUSH

There are no bushes on this island. Only poisoned brambles and thorns.

CROSS LAKE

Do you want to get back in the rowboat?

ENTER BOAT

You are too far away.

The spooky fiend holds out a bony claw, as if in request for a payment of some kind.

You climb into the decrepit rowboat, and the shrouded fiend paddles across the toxic lake to the shore.

The shrouded ghoul looks at the ruby ring on your finger and the black cloak around your neck. He motions for you to enter the boat, which you do. You must have fooled him into thinking you were someone else.

SPEAK GHOUL

You are greeted by stony silence from the frightening ghoul.

GET BOAT

The ghoul will not let you take the boat.

KILL GHOUL

You can't kill something that is already dead.

CAPTURE GHOUL

It is impossible to catch a ghoul.

LOOK ACROSS LAKE

You look longingly at the other side of the toxic lake.

OPEN DOOR

You are too far away.

GIVE GHOUL ANYWORD

The silent fiend slowly shakes his head. He is not interested in it.

GIVE GHOUL BRACELET/BROOCH/TREASURE

Which treasure would you like to give the ghoul?

The shrouded ghoul takes your treasure. Silently, he gestures toward the boat.

The brambles are covered with poisoned spiked thorns that mean instant death to anyone punctured by one.

You have been poisoned by the thorns and can no longer continue the game.

You would be crazy to touch the thorns.

The brambles are too thick for the sword to cut through!

There are no trees on this island. Only brambles and thorns.

There are no bushes on this island. Only poisoned brambles and thorns.

Outside Dracula's castle

There are two spooky ghosts guarding the door of the gloomy castle. This situation looks bad.

LOOK ANTIQUES SHOP

The castle looks cold and forbidding. Two dark towers rise on either side of it. The castle is surrounded by deadly thorns and brambles.

LOOK DOOR

The heavy wooden door of the castle is closed.

LOOK ISLAND

There is a dark castle set in the middle of the dismal island. Thorns and brambles grow everywhere. The stink of the foul lake is oppressive.

PAT LAMP

You rub and rub, but nothing happens!

ANYWORD CARPET

Evil forces prevent you from doing that.

LOOK GHOST

These ghostly apparitions guard an evil being lurking within the castle walls.

CAPTURE/GET GHOST

Are you kidding!? How do you capture a ghost?

KILL GHOST

Don't you know that spooks are already dead?

SPEAK GHOST

When you speak to the ghosts they utter a mournful wail.

ANYWORD DOOR

The ghosts won't let you reach the door.

OPEN/KNOCK DOOR

Your arms won't reach.

KNOCK DOOR

When you knock on the wooden door of the castle, the sound echoes inside. There is no answer.

ANYWORD TREE

There are no trees on this island. Only brambles and thorns.

GIVE ANYWORD

The spooks want nothing but you gone!

The two spirits are fooled by the black cloak and the large ruby ring that you are wearing. They slowly float away.... Maybe you remind them of someone else.

The two spirits are afraid of the silver cross you are wearing around your neck. They slowly float away and disappear.

Oh, no! The two spooks float toward you and enter your body. In a trance, you walk toward the

thorn covered brambles.

Dracula's bedroom

LOOK

The musty bedchamber is at the top of a tower. It has the smell of mold and old moth balls. There is a sagging bed and an old dresser in the room.

LOOK BED

The bed is lumpy and sagging in the middle. A faded old quilt covers it.

LOOK BUREAU

The old dresser is scratched and nicked. You can tell it was once a fine piece of furniture. There are several drawers in the dresser.

LOOK IN DRAWER

The dresser drawer is closed.

There is a candle lying in the drawer of the old dresser.

The drawer of the old dresser is empty.");

The dresser drawer is open.

OPEN DRAWER

You can't reach it from where you are standing.

The drawer is already open.

CLOSE DRAWER

The drawer is already closed.

GET CANDLE

You pick it up and carry it with you.

You can't reach it from where you are standing.

You already have it.

You don't see one here.

LIE ON BED

The bed looks too lumpy and dusty. You wouldn't want to.

LOOK STAIRS

The ramp spirals steeply downward. Be careful--you don't want to fall.

GET QUILT

The quilt is old and tattered; you wouldn't want it.

Dracula's staircase

You fall to your death on the hard stone floor.

LOOK

There is a ramp spiraling up toward the top of a gloomy tower. A torch blazes on the wall.

LOOK RAMP

The ramp spirals steeply upward. Be careful, you don't want to fall.

LOOK TORCH

The torch lends the only warmth to this dreary castle.

GET TORCH

The torch is firmly attached to the wall. Try as you might, you cannot budge it.
You can't do that from where you are standing.

LIGHT CANDLE

You hold your candle up to the blazing torch. It catches! Your candle is now lit.
You can't do that from where you are standing.
You are not carrying it.

Dracula hallway

LOOK

This castle is really creepy! Cracks cover the walls, cobwebs fill the corners. A chilly draft runs through the halls.

LOOK RAMP

Through the archway to the west, you see a ramp that spirals up and out of sight.

Dracula chest room

OPEN CHEST

With a creak and a groan, the old lid opens, dragging cobwebs with it.
Looking into the interior of the musty chest, you see a dazzling diamond and sapphire tiara!
You open the heavy lid of the dusty old chest and peer into it.
It is empty.

LOOK

There is not much here at the top of the tower but an aging chest against the wall.

LOOK IN CHEST

The dusty old chest is closed.
Looking into the interior of the musty chest, you see a dazzling diamond and sapphire tiara!
It is empty.

LOOK CHEST

The dusty old chest is closed.
The dusty old chest is open.

UNLOCK CHEST

With hands trembling, you fit the little silver key into the lock. Slowly, you turn it until you hear a click. The old chest is now unlocked.
You can't reach it from where you are standing.
You do not have the key that will unlock this old chest.
The aging chest is already unlocked.

OPEN CHEST

The old chest is locked shut. You need to unlock it.
You can't reach it from where you are standing.
The aging chest is already open.

CLOSE CHEST

You can't reach it from where you are standing.
The aging chest is already closed.

GET DIAMOND AND SAPPHIRE TIARA

You pick it up and carry it with you.
You can't reach it from where you are standing.
You already have it.
You don't see it here.

GET CHEST

You couldn't possibly carry this heavy chest around with you.

BREAK CHEST

This old chest is stronger than it looks.
You can't reach it from where you are standing.

LOOK STAIRS

The stairs spiral steeply downward. Be careful, you don't want to fall.

Dracula tower stairway

You fall to your death on the hard stone floor.

LOOK

There is a stairway spiraling up toward the top of a gloomy tower. A torch blazes on the wall.

LOOK STAIRS

The stairs spiral steeply upward. Be careful, you don't want to fall.

LOOK TORCH

The torch lends the only warmth to this dreary castle.

GET TORCH

The torch is firmly attached to the wall. Try as you might, you cannot budge it.
You can't do that from where you are standing.

LIGHT CANDLE

You hold your candle up to the blazing torch. It catches! Your candle is now lit.
You can't do that from where you are standing.
You are not carrying it.

Dracula dining room

LOOK

This is the dingy dining room of the drafty old castle. Ants crawl among old bits of food. Dust covers a dilapidated table top.

A delicious-looking smoked ham is on the table.

LOOK STAIRS

The stairway appears to lead down into the dark depths of the castle.

LOOK CHAIR

The chairs are old and worn.

LOOK TABLE

The table top is completely covered with dust. Scratches scar the legs of the table. Chairs with torn padding accompany it.

A delicious-looking smoked ham is on the table.

SIT TABLE

The worn chairs look uninviting to sit upon.

GET HAM

OK.

To do that, you will need to get closer.

You don't see one here.

You already have it.

Dracula's dungeon

Whoops! You slipped and fell down the narrow stairs in the darkness. What a way to die! Next time, use a light.

You slip from the narrow stairs and fall to your death on the rocks below.

LOOK

These stairs are narrow and slippery; both sides slope away precipitously. A foul stench wafts up to you from the gloomy darkness into which the stairs descend.

LOOK

Narrow, slippery stairs descend into this empty room. Your nose detects a foul odor coming from a doorway to the west.

A rat darts across the cold stone floor and into a crack in the wall.

LOOK RAT

The rat darts nervously across the floor.

You don't see a rat, but you hear scurrying sounds coming from the cracks in the wall.

ACQUIRE RAT

The rat moves too quickly for you ever to catch it.

Count Dracula is awake! Run before it's too late!

You are caught in Dracula's grasp! Saliva drips off the end of his sharp fangs.

Suddenly, he is aware of the silver cross you are wearing around your neck!
You feel them sink into the soft flesh of your neck, and then ... nothing.

You place the pointed stake on Count Dracula's chest. Quickly, using the mallet, you pound the stake through his heart. Dracula disintegrates into a pile of dust. A small silver key is left behind in the coffin.

LOOK

There is a beautiful, ornate coffin to one side of this dreadful room. Dust is everywhere, cobwebs fill the corners, and a sickly odor permeates the air.

GET CASKET

You don't think you could carry around a heavy (...), do you?

GET IN CASKET

That is truly crazy!

LOOK IN CASKET

At this distance the candle does not provide enough light for you to see much detail.

The lid of the beautifully carved coffin is closed.

Quaking, you look into the beautiful coffin. A vampire is lying asleep within it! It must be Count Dracula!

Trembling with fear, you peer into the ornate coffin. Finding it unoccupied, you see the interior is lined with shiny red satin.

A red satin pillow lies at one end.

Against the red satin, you notice a large golden key!

A small silver key is lying within the coffin!

OPEN CASKET

The lid to the coffin is already up.

To do that, you will need to get closer.

Nervously, you lift the heavy lid of the elegant coffin. You peek into its red satin interior. The coffin is unoccupied.

With trepidation, you lift the heavy lid of the beautifully carved coffin. Your heart beats wildly when you see a vampire lying asleep within it! It must be Count Dracula!

CLOSE CASKET

The lid to the coffin is already closed.

To do that, you will need to get closer.

GET CUSHION

You already have.

You don't see one here.

To do that, you will need to get closer.

That was truly a dumb thing to do! Run before he catches you!

You remove the shiny red (...) from the coffin. Lo and behold, a large gold key was under the (...)!

GET KEY

You don't see one here.

To do that, you will need to get closer.

There are two keys in the coffin. Do you want the gold one or the silver one?

OK.

There is only one key here.

SHOW CROSS

You don't have it!

SPEAK COUNT DRACULA

Count Dracula is fast asleep in his coffin. He pays you no heed.

GET COUNT DRACULA

That is truly crazy!

WAKE/KILL COUNT DRACULA

To do that, you will need to get closer.

LOOK COUNT DRACULA

At this distance the candle does not provide enough light for you to see much detail.

WAKE COUNT DRACULA

That was truly a dumb thing to do! Run before he catches you!

KILL COUNT DRACULA KNIFE

You plunge the sword into Count Dracula's sleeping body. Oh, dear! It has no effect. You just woke him up.

You have no way of killing Count Dracula. You are in mortal danger!

LOOK COUNT DRACULA

Count Dracula is tall and elegantly dressed with a black cloak wrapped around him. His face and hands are chalk white. His lips are blood red.

SPEAK/KILL COUNT DRACULA

The coffin isn't open.

SPEAK COUNT DRACULA

You don't want to chitchat with Count Dracula!

ANYWORD COUNT DRACULA

You don't have time! Run for your life!

There is no one here but you.

SHOW CROSS TO COUNT DRACULA

Count Dracula is terrified of the cross. He turns into a bat and flies away.

It is pitch black in here! You can't see a thing!

You can't do that while stumbling around in the dark.

Are you crazy? Dracula hangs out here, and you want to stand around looking at things?

Beyond the doors

Oh, dear, the beautiful golden fish has died. What a pity.

Oh, dear, the beautiful fish has died. With a mighty heave, you throw the dead fish back into the sea. Slowly, it sinks to the bottom.

The water is too turbulent to swim in. You have just drowned.

Holding on tightly to the struggling fish, you jump into the turbulent water and disappear under the waves. Then...

No time for that!

LOOK FISH

The large fish is covered with shimmering golden scales. Its graceful fins and tail are almost translucent. Right now, the beautiful fish is writhing in agony.

The large and formerly beautiful fish now lies motionless in the odd sunlight. You begin to notice a distinct and unforgettable aroma filling the air.");

LOOK SEA

This is an ocean unlike any you've ever seen before. It has a rainbow quality, changing colors with the movement of the water. This sea is raging and frothing as if in a storm.

LOOK SKY

The sky above this crazy world is a gorgeous pink. Where am I? you wonder.

LOOK ROCK

The rocks are rather drab; unlike the bright blue sand on the beach.

LOOK

The sand on the sparkling beach is a deep blue. The bright sunlight, from a gorgeous pink sky, dances across it. Cliffs tower above the beach.

There is a fishing net in a pile on the beach.

LOOK CLIFF

The blue cliffs towering above the beach are totally unclimbable.

GET WATER

You have no need to carry water.

DRINK WATER

YECCHHH!! You cough and choke from the briny water of the ocean.

You need to be a little closer to drink the water.

SWIM

The iridescent ocean is very turbulent. You cannot swim in it.

GET NET

You can't reach it from here.

You reach down and retrieve the fishing net.

CAST NET

You need to be closer to the sea to cast your net.

You fish, and fish, and fish ... However, no matter how hard you try, you don't seem to be able to catch anything.

You cast the fishing net into the wild sea. Upon retrieving it, you see you have caught a large golden fish! It falls from the net and flops helplessly on the beach.

GET FISH

You can't reach it from here.

You grab the flopping fish. Its mouth is wide open and its gills are extended. With difficulty, you hold the fish as it twists and turns in your hands.

Holding your nose, you pick up the dead, stinking fish. Yucchhhh! With a mighty heave, you throw the fish back into the sea. Slowly, it sinks to the bottom.

KILL FISH

You can't reach it from here.

You plunge your sword into the writhing fish, instantly killing it!

RIDE FISH

You are carrying the fish. How could you ride it?

The fish is flopping on the beach. How could you ride it?

What fish?

TALK FISH

The gasping fish is unable to utter a sound.

The golden fish calls out to you, Come! Come ride on my back! I can help you!

KILL FISH

You don't need to kill the golden fish. It will die shortly anyway.

You could never catch the fish to kill it.

EAT FISH

This fish is not very edible. You wouldn't like it.

You don't have the fish.

KISS FISH

No, nothing happens. Great idea, though!

Yucccchhhh!! Who wants to kiss a dead fish!

You don't have the fish.

CAST FISH

You throw the poor gasping fish back into the iridescent water. Gratefully, it calls to you, In return for saving my life, I wish to offer you a ride across this ocean.

It is too late to save the golden fish. It is now dead.

You don't have the fish.

CATCH FISH

You catch nothing.

LOOK TREE

The trees on this small island are tall, with spreading branches and huge fanlike leaves.

LOOK BUSH

The island is completely overgrown with foliage. Huge leaves, flowers, and clinging vines are everywhere.

LOOK BLOSSOM

The brilliant flowers are as big as you are!

LOOK BOULDER

The rocks on this island appear to contain large amounts of quartz.

CLIMB TREE

The trees are too difficult to climb because of their enormous size.

GET FLOWER

The flowers are too large to carry around with you.

SMELL FLOWER

The sweet aroma of the huge flowers permeates the air.

LOOK BEACH

You are captivated by the beauty of the beach. The dazzling, rainbowlike ocean washes upon it. The blue sand sparkles like finely ground sapphires!

LOOK ISLAND

The small island offshore has only a few bushes and one large tree growing on it. You can see that the island is really quite small. The foliage is remarkable, though. Plants and flowers have overgrown it, some growing very large in contrast to the tiny island.

LOOK

A glint of metal catches your eye. You look toward the direction of the glint and see an amulet lying on the ground!

GET AMULET

You can't reach the amulet from here.
OK.

LOOK TOWER

You notice a tower in the middle of the small island. From this distance it is difficult to see any details.

LOOK TOWER

The tower was built of creamy, opaque quartz blocks. You see a tiny window near the top.
The tower is built of creamy, opaque quartz blocks. You see a tiny window near the top. A delicate hand, waving a hanky, appears from the window.

CLIMB TOWER

There are no footholds or handholds in the tower walls. It would be impossible to climb it.

GET GIRL

You must do that from inside the quartz tower.

LOOK WINDOW

You see nothing of interest from the window.
You see a small hand waving a hanky from the window at the top of the tower.

LOOK GIRL

You cannot see the girl's face. You can only see her hand waving from the window at the top of the quartz tower.

TALK GIRL

The maiden cannot hear you from up in the tower.

LOOK DOOR

The thick door is fashioned from a wood unknown to you.

OPEN DOOR

King Graham may be a hero, but even he can't open a door from THIS far away!");

KNOCK DOOR

You hear what sounds like a distant roar.
You need to get closer to the door.

You land on the hard floor of the tower and are instantly killed.

LOOK WINDOW

You can't see out the window from here.
From where you are standing, you can only see the gorgeous pink sky through the window.

LOOK

Narrow steps spiral up the white quartz tower. The entrance to the tower is at the bottom of the stairs.

You lost your footing on the narrow stairway.

LOOK

Wooden steps spiral up the white tower. The entrance to the tower is at the bottom of the stairs.

LOOK STAIRS

The wooden steps spiral dizzily upward.

LOOK WINDOW

You see the strange island surrounded by the colorful sea.

Be careful!!! There is a huge lion with dripping fangs at the top of the stairs. He has a hungry look in his eye!

CRUNCH! SNARL! CHOMP! Well, you made a nice meal for the hungry lion! SMACK! SLURP!

CAST KNIFE

Swords don't fly very well. Think again.

LOOK

You are at the top of the wooden steps in the quartz tower. A door leads off to the north.

A hungry-looking lion guards the door.

A lion is sleeping near the door.

A dead lion is lying near the door.

LOOK DOOR

The heavy door is closed.

LOOK STAIRS

The wooden steps spiral steeply downward.

GET LION

There is no way you could hold an enormous lion.

The large lion has succumbed from the blow of your sword. He is dead.

OPEN DOOR

You can't. A huge hungry lion blocks the door. You had better not get too close!

LOOK LION

This is the BIGGEST lion you have ever seen! He could eat you with two bites of his powerful jaws. His tail thumps repeatedly on the floor.

TALK LION

The huge lion just snarls at you. You might be irritating him.

KILL LION

You have nothing with which to kill a lion.

With one mighty heave of your sword, you fatally wound the large lion. He slumps to the floor.

You must get closer to do that.

PAT LION

That would be a wrong move!

FEED HAM

Hungrily, the lion gobbles down the smoked ham and then falls fast asleep.
You are not carrying it.

FEED BROTH

There is not enough sustenance in chicken soup to satisfy a hungry lion.
You are not carrying it.

FEED BASKET

The lion sniffs the goodies in the basket but is not interested in them.
You are not carrying it.

OPEN DOOR

You must get closer to do that.

KNOCK DOOR

A sweet voice from behind the heavy door begs, Help me, please help me!
You must get closer to do that.

ANYWORD LION

The lion is sound asleep.

GIVE ANYWORD

The lion sniffs at it but does not appear interested.

You have found her! The girl from the magic mirror! She is even more beautiful than you had imagined!

GRAHAM

Oh, Graham, I am forever grateful to you!

LOOK

The room at the top of the tower is very tiny. You are angered at the thought of Valanice having been imprisoned in this small room.

LOOK GIRL

She is even more lovely than she appeared in the mirror. Her long auburn hair tumbles in luscious waves down her back. She has the bluest eyes you've ever seen and soft creamy skin.

LOOK WINDOW

You see the view of the colorful ocean crashing onto the blue shore of the island.

GET GIRL

Don't be so rough! Valanice is very grateful to you for rescuing her. She will follow you anywhere! Except, of course, down those dreadful stairs. She is deathly afraid of them.

KILL GIRL

ARE YOU OUT OF YOUR GOURD???? I thought you wanted to win this game! Don't ever try

something like that again!

EMBRACE GIRL

Come closer, kind sir.

HELLO

Hello.

MARRY GIRL

Don't be impatient; you just met. Take some time, and get acquainted.

Yes, of course I will!

LOVE

I love you, too!

TALK GIRL

My name is Valanice, what is your name?

This is no time for small talk!

You tentatively embrace the beautiful girl. Your lips meet hers, and you are both in ecstasy. This was well worth playing the game for!

If you have enjoyed this game, please ask your dealer about availability of:
King's Quest III--To heir is human, to really foul things up takes a computer\

It is unfortunate that you have returned to Daventry without a bride.

Thank you from the King's Quest development team:

Ken, Roberta, Sol, Jeff, Chris, Scott, Doug, Mark, Al, Dale, and Emo.

At this point, I can only permit you to: Restore Game, Restart the Game or Take Inventory. Sorry.

Thank you from the King's Quest quality assurance team:

Larry, Susan, Russ, Bob and Kim.

The monk declares you man and wife.

Congratulations, King Graham! You have won the hand of beautiful Valanice. May you two live happily ever after!

Ken and Roberta Williams wish to thank you for playing King's Quest][. We are very sorry that you did not succeed and hope you will fare better next time. Good luck.

As you are dead, I can only permit you to: Restore Game, Restart Game or Take Inventory. Sorry.

Ken and Roberta Williams wish to thank you for playing King's Quest][. We are pleased to see that you are doing so well and hope that your score will keep improving.

Ken and Roberta Williams wish to thank you for playing King's Quest][. We are delighted by your score and hope you are enjoying the game.

Help:

KING'S QUEST II

Help

F1 Displays this message.

F2 Turns the sound off and on.

F3 Retypes the last line typed.

F5 Saves your current game.

F7 Restores a saved game.

F9 Restarts the game.

TAB Shows the status screen.

ESC Pops up menus.

Ctrl-J Sets up your joystick.

Ctrl-R Toggles RGB monitor modes.

F1 or HELP Displays this message.

TAB Shows status screen. (see below)

Double clicking joystick button or right mouse button also shows status screen.

= Makes King Graham swim.

+ Increases volume.";

- Decreases volume.

Words.tok

0 you, with, will, up, under, to, through, those, this, third, these, the, that, some, sir, second, please, palm, over, out, on, old, off, of, now, my, me, little, it, is, into, in, i, guess, gingerbread, from, for, first, every, down, at, another, an, all, a

1 anyword

2 check out, examine, inspect, look, view

3 area, around, bedchamber, cave, cavern, chamber, corridor, forest, hall, hall way, hallway, landscape, room, vicinity, zone

4 enter, go

5 acquire, get, pick, rob, swipe, take

6 climb, scale

7 play

8 grass, ground

9 tree, trees, woods

10 beach, sand, seashore

11 bush, bushes, foliage, plant, plants, shrub, shrubs

13 speak, talk

14 find, locate

15 smell, sniff

16 blossom, blossoms, flower, flowers

17 basket, basket of goodies, food, goodies, goody basket, snacks

18 bitch, cunt, damsel, fairy, girl, grandma, grandmother, hag, hagatha, her, hose bag, lady, little red riding hood, maiden, mermaid, old hag, old lady, old woman, red riding hood, riding hood, slut, sperm burping gutter slut, valanice, whore, witch, woman

19 open

20 break, knock down, smash

21 antique shop, antique store, building, castle, church, cottage, house, monastery, palace, shop, store, tower

22 door, doors

23 box, mailbox

24 window
25 show
26 tp
28 close, shut
29 brooch
30 capture, catch
31 restart, restart game
32 cross, cross and chain
33 canyon, chasm, gorge
35 drink
37 boulder, boulders, rock, rocks
38 hole, opening
39 ring, ruby ring
40 give, offer, present
41 jewelry
42 kiss
43 embrace, hug
44 quit
45 pos
46 treasure
47 rusty trident, trident
48 magic seahorse, sea horse, seahorse
49 object, sp
50 brambles, briars, thorns
51 hungry lion, lion
52 ghost, ghosts, spook, spooks
53 island
54 kill, murder
55 flag
57 sign
58 count dracula, dracula, dwarf, enchanter, fiend, ghoul, king, king neptune, man, monk,
neptune, vampire, wiz, wizard
59 clam, clam shell, clamshell, shell
60 bracelet, diamond and sapphire bracelet, diamond bracelet
61 pole, stake, stick
62 get in, get into
65 boat, rowboat
66 who
69 branch, branches, log, logs, wood
70 diamond and sapphire necklace, diamond necklace, necklace
71 use
72 hammer, mallet
73 unlock
74 inscription
75 key
77 skull, skulls
78 bridge
79 read
80 fight
82 bottle, glass, jar
83 cloth, fabric, material
84 snake, viper

85 knife, sword
86 bridle, leather bridle
87 carpet, magic carpet, rug
88 lie
89 light
91 cabinet, display case
92 candle
93 bed
94 programmed, wrote
95 stairs, stairway, steps
96 torch, torches
97 chest, trunk
98 diamond and sapphire tiara, diamond tiara, tiara
99 consume, eat, taste
100 kitchen
101 cupboard
102 ham, meat, smoked ham
103 table
104 wake
105 pound
106 casket, coffin
108 cushion, pillow
109 pat, pet, poke, polish, rub, stroke, tap, touch
110 what is
111 lamp, magic lamp, oil lamp
112 hush, quiet, silence
113 last name, name
114 genie
115 bird, caged nightingale, nightingale
116 bird cage, birdcage, cage
117 cover, drape
122 cauldron, pot
123 brew
124 aid, assist, care, help
125 put on, wear
126 feed
127 antique, antiques, junk
128 broth, chicken broth, chicken soup, soup
129 black cape, black cloak, cape, cloak
130 wolf
131 pray, worship
132 graham, graham's, king graham
133 bow, kneel
135 altar
136 ladder
137 swim, swimming, wade, wading
138 earrings
139 cast, throw, throw back, toss
140 drop, put, set
141 rescue, save, save game
142 fishing net, net
143 dolphin, fish, gasping fish, golden fish, porpoise, shark

144 cliff, cliffs, mountain, mountains
146 game
147 restore, restore game
148 dig
149 hello, hi
150 knock
151 lake, ocean, pond, sea, water
152 bouquet, bouquet of flowers
153 fence
154 follow
155 sit, sit down
156 cut
157 exit, get out, leave
158 dive, swim under
159 normal
160 fast
161 slow
163 suntan, tan
164 fly, fly away
165 home
167 wave, waves
168 move, pull, push, shove
172 pry
173 abracadabra
174 sesame
175 look under
177 my name
180 y, yes
181 no
182 buy, purchase
183 steal
185 remove, take off
186 book shelf, bookcase
187 blow
188 cube, sugar, sugar cube
189 flying horse, horse
190 lid
191 fire, fireplace
192 lift
193 back
194 fishing
195 amulet
196 marry
197 say
198 silver
199 gold, golden
200 look down
201 point
202 let
203 look in, look inside
204 thank, thank you
206 batman, batmobile, car

207 get off
208 flower box, window box
209 get on, ride
211 disk
212 cap, hat, hats
213 look across
214 water fall, waterfall
215 keys
216 one
217 them
218 both
219 chair, chairs
220 bureau, dresser
221 drawer
222 ramp
224 jump
225 stump, stumps
226 bell
227 across
228 rat
229 priority
230 key hole, keyhole
231 look up
232 sky
233 quilt
234 yell
235 listen
236 benches, pew, pews
237 love
238 bat
239 position
240 var
241 sf
242 reset
243 credit
244 ani
245 trace
246 unknown.word
247 status
248 pause, pause game
249 stab
250 tester
251 sv
252 board
253 fastest
254 empty