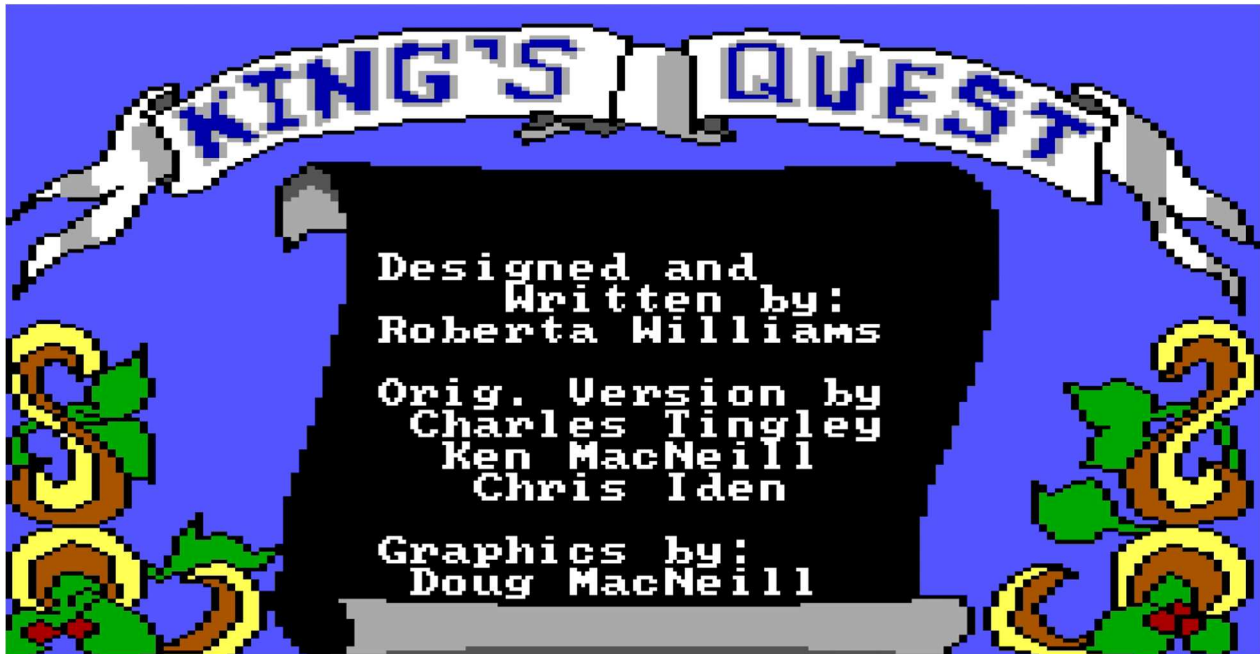




This pictures are from the original game, released in 1984. It is the EGA version of the first King's quest and it follows a VGA version in 1988. Even in 2006 there was a new release at Steam. And for me it is the first real Open World game in history: you can go everywhere (... and die there), you have at the beginning no plan, where to go or what to do. Newer games always have a story line, which you can follow. Not here.

Go over the bridge. **Open Door**. Go up and left to the throne room.



1/1

Bow in the middle facing the king.
Talk to King and get your task.
Leave the castle.



3/4

Go over the left bridge and north. Go in the field and **Take Carrot**.



2/6

Go east two pictures and meet your Fairy Godmother. She protects you with a charm, but only for a time. But you can refresh it.



Go up and **Take Clover**, the four-leaf one in the middle. Go one field up and two west.



2/8

Take Bowl. Look Bowl.

Fill. This is the point, where you get the 159 of 158. If you Read the bowl first and then fill, you only get one point for reading.



3/11
2/13

Go west one time. Go to the tree and **Take Nut**. Look Nut. **Open Nut**. If it is not golden (never happened to me) take another one.



3/16
3/19

Go two areas south. **Climb Tree**. Carefully go to the egg and **Take Egg**. Return to the floor (or fall down).



2/21

6/27

One south. **Push Rock** from the back. **Look in hole**. **Take Dagger**. Go west south west and enter house.



2/29

5/34

Give Bowl.

Take fiddle in the lower right corner. You can play fiddle and then leave again. Go two fields north.



3/37

3/40

Go behind the well, **Cut Rope**. Go on the right side of the well. **Lower Rope**. **Climb Rope** and go down.



2/42

1/43

After falling in the water **Swim**.



Then **Dive** and exit at the black hole on the left. Be fast or drown. Exiting in the cavern is a point.



4/47

1/48

Throw Water.

Take Mirror in the back.

Go back to the well right, swim up, **Climb Rope**. You can also leave left, but that's no points.



5/53

8/61

4/65

Go south and left. Go behind the stump. **Look in Stump**.

Take Pouch.

Open Pouch.



1/66

3/69

3/72

Open Gate.

Show Carrot to goat, near by.
The goat follows you now.



5/77

Go two north and two west. A troll appears, but the goat takes care of him and leave.



4/81

Don't go over the bridge, but three times east. **Eat House.** If you get a message with Yum, **Open Door** and enter. Else leave at once and return again.



2/83

Go to the bedroom, prepare **Push Witch** and wait. When she stands in front of the oven, go behind her and **Push Witch** with **[F3]**.



7/90

Open Cupboard.

Take Cheese. Beside the bed
Take Note.
Read Note.



2/92

2/94

2/96

1/97

Go one south and west. When the eagle is over you press **0** in the Num Pad and jump. Works best left or right.



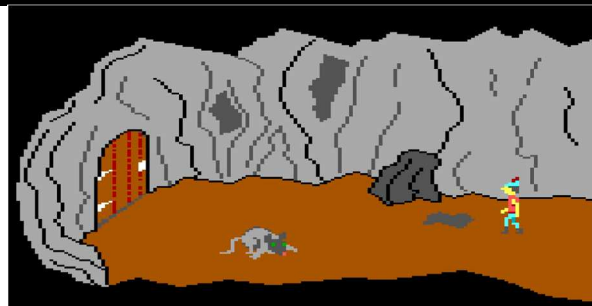
3/100

After "landing" go west.
Take Mushroom and return to the hole. Drop in and go south and west.



1/101

Give Cheese to rat.
Open Door.



2/103

Play Fiddle.



3/106

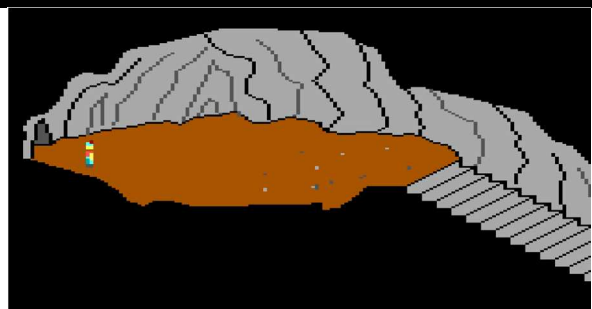
Take Shield.
Take Sceptre.
Follow the king.



8/114

6/120

In front of the little exit
Eat Mushroom
and **go out**. Go east, but the lower side of the scene, there is an dwarf, who might steal your pouch.



2/122

1/123

Go east again. Go to the sand.
Take Pebbles.



1/124

Go south twice. There should an elf appear. If not, leave and reenter. **Talk to Elf.** He gives you a ring. Go north, east, over the bridge north



3/127

Talk to Gnome. It's Rumpelstiltskin. But from the note you have to typ **ifnkovhgroghprm.** Change the letters to an revers alphabet: a = z, b = y ... In later versions it is enough to write the name invers.



5/132

Go two times east, stand in the brown area and **Plant Beans.** **SAVE!** Now you have to climb the (bean-)stalk. this is very difficult. Save every progress.

Take Beans.

4/136



2/138

Climb Stalk. Then go just up to the next scene. At the shown position press NumPad 9 and instant again, means only a short move. Then straight up with 8. Next double short 9 at the position until you are right on the stalk up to the leave and then up until you see the feather of the hut. Double short 7 until you are near the left side and again straight up to finish the climbing in the clouds.



As you are in the clouds go east and leave the next area on the upper border to hide behind the marked tree. If you use the ring you get not the full points. Wait behind the tree, until the giant falls asleep.



7/145

Take Chest. Go south and east.



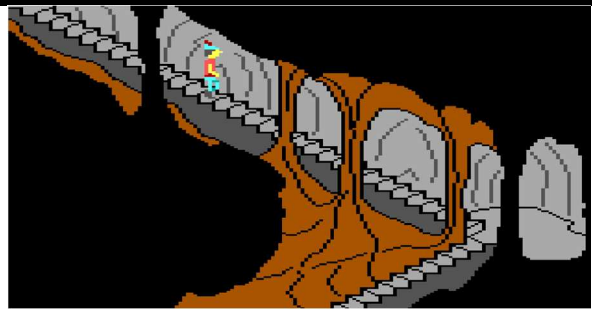
8/153

Go to hole. **Look in Hole.**
Take Sling.
Go north to find a cave.
Save.



2/155

You can walk the stair with **3** and **1** on the NumPad. Exit to the ground.



Now you can go back to the castle. Save way is east and south twice. Then you come from above and cannot fall in the water.



Open door.
Bow before the king
Be the king.



4/159