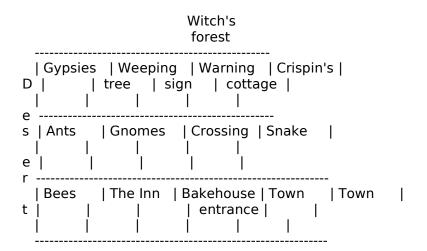
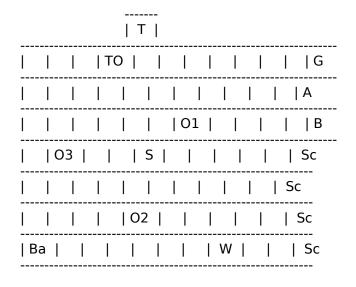
KINGS QUEST V - ABSENCE MAKES THE HEART GO YONDER!!!!!

MAP of SERENIA:

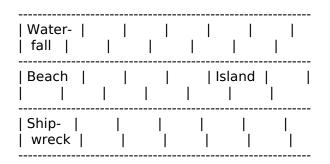


MAP OF DESERT:



A = Ants	01 = Oasis 1	S = Skeleton
B = Bees	O2 = Oasis 2	Sc = Scorpion
Ba = Bandits	03 = Oasis 3	T = Temple
G = Gypsies	W = Well	TO = Temple Oasis

MAP OF OCEAN:



POINTS of INTEREST:

- Your game will occasionally be interrupted by the "Copy Protection Squad". Use the codes in your documentation to continue.
- Be sure to save your game often. Inside Mordack's castle; Mordack, the Cat and the beast are triggered by a random number. If they catch you, restore your game and try again.
- This walkthrough tells you what you necessarily have to do. You will maybe have more fun by looking at lots of additional objects and talking to everyone you meet on your quest.

Action.

- Words written in CAPITALS are items you get or use from your inventory.

COMPLETE WALKTHROUGH:

Location

Crispin's cottage TownWalk 2 south and into the town Talk to man with wagon Enter and leave the Tailor's shop Take SILVER COIN "Take" barrel Take FISH Walk 2 west and enter the BakehouseInside BakehouseUse the SILVER COIN to buy a PIE Leave the Bakehouse and walk 2 westBeesThrow the FISH to the bear Take STICK Walk 1 northAntsThrow the STICK to the dog Walk 5 west and 1 southDESERT: Oasis 1"Take" water Walk 2 north and 3 west Hide behind large rock (Wait for the bandits) "Take" water Walk 1 east and 3 south Take" water Walk 2 southSkeletonTake OLD SHOE Walk 2 south Take" water Walk 1 south and 4 westOasis 2"Take" jar Enter the small tentInside tentTake STAFF	Location	
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Bandits "Take" jar Enter the small tent Inside tent Take STAFF (Be careful not to waken the band Leave the tent, walk 1 east and 3	Oasis 2	"Take" water
Inside tent Take STAFF (Be careful not to waken the band Leave the tent, walk 1 east and 3	Bandits	"Take" jar
	Inside tent	Take STAFF (Be careful not to waken the bandit) Leave the tent, walk 1 east and 3

Oasis 3 Temple Inside temple Temple oasis	"Take" water Walk 2 east and 4 north Knock on the door with the STAFF Take BRASS BOTTLE Take GOLD COIN (Be quick!) Leave the temple and walk 1 south "Take" water
	Walk 8 east
SERENIA:	
Gypsies	Give GOLD COIN to the man (Movie time - you'll get an AMULET) Walk 1 east
Weeping tree	Talk to tree
Forest path	Walk 1 east and 1 north Wear AMULET
	Walk 1 west, 1 east and 1 north (Note you can't leave the forest where you arrived)
Witch's house	Talk to witch Give BRASS BOTTLE to the witch Enter the house
Inside witch's house	"Take" trunk Take SPINNING WHEEL "Take" drawer Take POUCH Open POUCH (You discover 3 EMERALDS) Take KEY from the lamp Leave the house and walk 1 east
Tree with small door	Use the KEY on the door Take HEART Walk 2 west
Forest with "eyes"	Put HONEY(COMB) on the ground (You'll get a lump of BEESWAX) Give EMERALD to the "eyes" Give EMERALD to the "eyes" Give EMERALD to the "eyes" Walk 2 west
Elves' cavern	(Movie time - you'll get a PAIR OF SHOES)
Warning sign Weeping tree	Walk 1 west Give HEART to the tree Take HARP Walk 1 west
Gypsies	Take TAMBOURINE
Gnomes	Walk 1 east and 1 south Give SPINNING WHEEL to the gnome (You'll get a MARIONETTE)

The Inn	Walk 1 south "Take" haystack (The Ants will help you - you'll get a GOLDEN NEEDLE) Walk 1 east and almost across the
Bakehouse	screen Throw the OLD SHOE at the cat Walk 1 east and into the town
Town Tailor's shop	Enter the Tailor's shop Use the GOLDEN NEEDLE to buy the CLOAK
Toy shop	Leave the shop and enter the Toy shop Use the MARIONETTE to buy the SLED Leave the shop and enter the Shoe shap
Shoe shop	shop Give PAIR OF SHOES to the man (You'll get a HAMMER) Leave the shop, walk 3 west and enter
	the Inn
Inside the Inn	Talk to men (Movie time)
Inn's cellar	(The rat will help you)
	Take ROPE Use the HAMMER on the door
	Leave the cellar
Inn's kitchen	"Take" the cupboard
	Take LEG OF LAMB Leave the kitchen through the left
door	Leave the kitchen through the left
The Inn	Walk 1 north and 2 east
Snake	Play the TAMBOURINE Walk 1 east
	Walk I Cast
MOUNTAINS:	Wear CLOAK
Snowy path	Walk northeast on the path
Frozen waterfall	Throw the ROPE to the rock overhang
Upper trail	"Take" (climb) the rope Eat (half) the LEG OF LAMB
Rock outcroppings:	(1) (3) (5)
	(2) (4) (6)(E) "Take" (jump) on rock outcroppings
	no. 1 - 3 - 5 - 6 - E
	Walk over the log and 1 east
Slope Crevasse	Use the SLED Walk 1 east
Outside ice castle	Give LEG OF LAMB to the eagle
Icoballa	Enter the castle
Icebella	Play the HARP (Movie time)
	· - /

Dangerous path Outside cave			Walk northeast on the path Throw the PIE at the yeti
Crystal cave			Enter the cave Use the HAMMER on the beautiful
		CRYS	Walk 1 south and 2 west
			(Movie time)
Dangerous path			Walk 1 south
Twisty path		Walk	(and climb) towards the pool of
	water		
Roc's nest			LOCKET
OCEAN:			
Beach			Take IRON BAR
			Walk 1 north
Waterfall			Put BEESWAX in the boat
			"Take" boat
Ocean			Sail 3 east and 1 south
			(Movie time)
Narrow ledges			Play the HARP
			Take FISHHOOK
			Walk 1 west
Sandy path		Take	Cedric
			Walk 1 west
Island beach			Take SHELL
0			"Take" boat
Ocean		"Taka	Sail 4 west e" bell
Shipwreck house		Take	Give SHELL to the man
			(Movie time)
MORDACK'S ISLA	ND.		
Rocky beach	ND.		Take FISH
NOCKY DEach			Walk 1 north
Serpent statues		llse t	he CRYSTAL on the statues
Scipene Statues		050 0	Walk 1 north
Mordack's castle		Walk	down the stairs and left on the
	trail		
Platform			Use the IRON BAR on the grate
			"Take" (climb down) the open grate
Labyrinth			
-			
			B $\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}$ D $\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}$ B \hat{U} $\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}$ $\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}\hat{U}$ \hat{U} B - Beast corners
			$\hat{U}\hat{U}\hat{U}$ \hat{U} C - Cell
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	(Follow the map to a place marked "B" remember to turn the map when m changes direction) Give TAMBOURINE to the beast Take HAIRPIN (Follow the map to the place
Labyrinth door	marked "D") Use the HAIRPIN on the door
Pantry	"Take" door "Take" cupboard
Kitchen	Take BAG OF PEAS Talk to girl Give LOCKET to the girl Talk to girl
	Walk 2 east
Dining hall (Save game) Walk 1 south
South end of the hall (If the cat is there, restore game and try again)
Cell	(Wait for the beast and let it catch you) Look into mousehole Use the FISHHOOK to get the CHEESE (Wait for Cassima)
Labyrinth	Walk (climb) through the hole (Follow Cassima through the
Labyrinth door Pantry	abyrinth) "Take" door Walk 1 north and 2 east (Save game)
-	Walk 1 south If the cat is there, restore game and try again) (Wait for the beast) Throw PEAS at the beast
appears) South end / Foyer 7	(You'll get an EMPTY SACK) Walk 1 west and 1 east (If the cat is not there, keep g through the door until it Throw the FISH to the cat Put the cat in the EMPTY BAG (If necessary walk 1 west to the Foyer)

Foyer	Walk 1 north (upstairs), 1 west and 1
	south
Library	"Take" (read) tome on the desk
	(Wait until Mordack goes to bed)
	Walk 1 north
Mordack's bedro	
	Walk 2 east
Laboratory	Walk upstairs and towards the machine
	on the right
Machine	Place MORDACK'S WAND on the machine
	Place CRISPIN'S WAND on the machine
	Throw the CHEESE in the machine
	Take CRISPIN'S WAND back
Laboratory	(Movie time)
	Use CRISPIN'S WAND on Mordack (Flying
	lizard)
	Select TIGER SPELL (No. 4)
	Use CRISPIN'S WAND on Mordack
	(Dragon)
	Select BUNNY SPELL (No. 2)
	Use CRISPIN'S WAND on Mordack (Cobra)
	Select MONGOOSE SPELL (No. 1)
	Use CRISPIN'S WAND on Mordack (Fire)
	Select RAIN SPELL (No. 3)
	(Movie time)