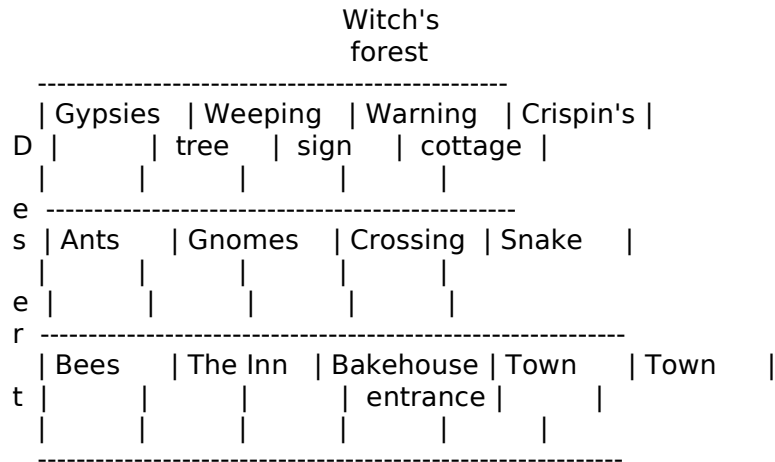
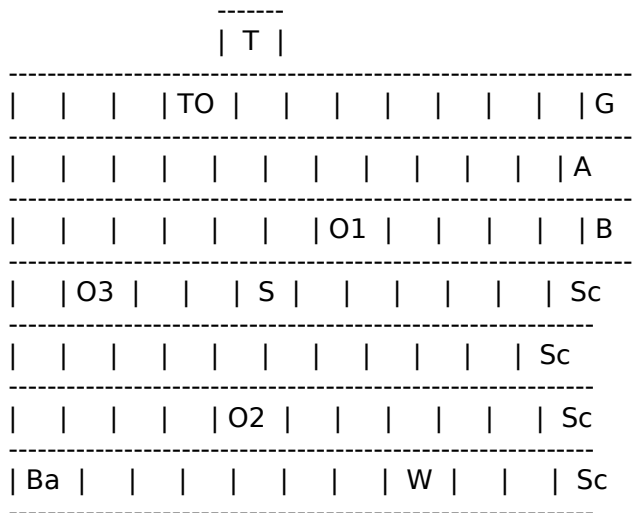


KINGS QUEST V - ABSENCE MAKES THE HEART GO YONDER!!!!

MAP of SERENIA:

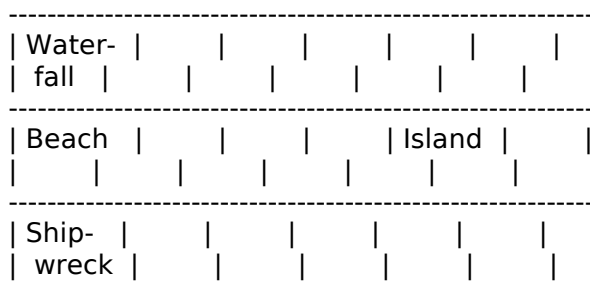


MAP OF DESERT:



A = Ants O1 = Oasis 1 S = Skeleton
 B = Bees O2 = Oasis 2 Sc = Scorpion
 Ba = Bandits O3 = 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.
- Words written in CAPITALS are items you get or use from your inventory.

COMPLETE WALKTHROUGH:

Location:

Action:

SERENIA:

Crispin's cottage
Town

Walk 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

Inside Bakehouse

Walk 2 west and enter the Bakehouse
Use the SILVER COIN to buy a PIE
Leave the Bakehouse and walk 2 west

Bees

Throw the FISH to the bear
Take HONEYCOMB from hole in the tree
Take STICK

Ants

Walk 1 north
Throw the STICK to the dog
Walk 5 west and 1 south

DESERT:

Oasis 1

"Take" water
Walk 2 north and 3 west

Temple oasis

Hide behind large rock
(Wait for the bandits)
"Take" water

Skeleton

Walk 1 east and 3 south
Take OLD SHOE

Oasis 2

Walk 2 south
"Take" water
Walk 1 south and 4 west

Bandits

"Take" jar
Enter the small tent

Inside tent

Take STAFF
(Be careful not to waken the bandit)
Leave the tent, walk 1 east and 3 north

Oasis 3	"Take" water Walk 2 east and 4 north
Temple Inside temple	Knock on the door with the STAFF Take BRASS BOTTLE Take GOLD COIN (Be quick!) Leave the temple and walk 1 south
Temple oasis	"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 Walk 1 east and 1 north
Forest path	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 Walk 1 east and 1 south
Gnomes	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 screen
Bakehouse		Throw the OLD SHOE at the cat Walk 1 east and into the town
Town		Enter the Tailor's shop
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 shop
Shoe 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
The Inn		Walk 1 north and 2 east
Snake		Play the TAMBOURINE Walk 1 east
MOUNTAINS:		
Snowy path		Wear CLOAK Walk northeast on the path
Frozen waterfall		Throw the ROPE to the rock overhang "Take" (climb) the rope
Upper trail		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		Use the SLED
Crevasse		Walk 1 east
Outside ice castle		Give LEG OF LAMB to the eagle Enter the castle
Icebella		Play the HARP (Movie time)


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(Follow the map to a place marked "B"
- remember to turn the map when

Graham changes direction)

- Beast corner Give TAMBOURINE to the beast
 Take HAIRPIN
 (Follow the map to the place
 marked "D")
- Labyrinth door Use the HAIRPIN on the door
 "Take" door
- Pantry "Take" cupboard
 Take BAG OF PEAS
- Kitchen 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)
 (Wait for the beast and let it
 catch you)
- Cell Look into mousehole
 Use the FISHHOOK to get the CHEESE
 (Wait for Cassima)
 Walk (climb) through the hole
- Labyrinth (Follow Cassima through the
 labyrinth)
- Labyrinth door "Take" door
- Pantry Walk 1 north and 2 east
- Dining hall (Save game)
 Walk 1 south
- South end of the hall (If the cat is there, restore game
 and try again)
 (Wait for the beast)
 Throw PEAS at the beast
 (You'll get an EMPTY SACK)
 Walk 1 west and 1 east
 (If the cat is not there, keep
 walking through the door until it
 appears)
- South end... / Foyer 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 bedroom	Take MORDACK'S WAND 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)