



KING'S QUEST
IV



BY ROBERTA WILLIAMS

KING'S QUEST® IV

THE PERILS OF ROSELLA

Written and designed by

Roberta Williams

Music composed and performed by

William Goldstein

Executive Producer

Ken Williams

Game Development System

Jeff Stephenson

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Pablo Ghenis

Chris Iden

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Music Development System

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Programming

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Animation and Background Scenes

Carolly Hauksdottir

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Jerry Moore

Documentation

Jerry Albright

NOTE

Because King's Quest IV is not copy-protected it may be installed on a Hard Disk or in a directory of a Hard Disk. Immediately after booting King's Quest IV you will be asked to enter a word from the documentation you are currently reading. After typing in the correct word King's Quest IV will finish loading.

This is the legend of King's Quest...

Once, in a kingdom called Daventry, there lived a King named Edward. Daventry was a very old kingdom, and it had its share of kings, both good and bad, over the thousands of years. King Edward was a very good King, but he was also very old, and without children. Disorder ruled the land since the loss of the Three Great Treasures. King Edward feared that disorder might degenerate further once he died. Besides, he knew (as well did his people) that without an heir to the throne the kingdom would be in dire straits indeed. Thus, King Edward sent for his favorite knight, Sir Graham.

You are the bravest and most trustworthy of my knights, quick of wit and stout of heart. I have chosen you to succeed me as king, but first you must prove yourself worthy of my crown. Far beyond the walls of this castle lie shrouded the Three Great Treasures of Daventry, stolen years ago by stealth and sorcery. This kingdom will not be restored to its former glory and prosperity until these great treasures are returned to their rightful hearth. Succeed in this, my request, and the crown shall become yours upon my death. Fail, and our once beautiful kingdom will fall to the hands of evil forces who will use the powerful magic of the Three Great Treasures against us.

"May you return victorious, Sir Graham!"

Thus Sir Graham ventured where most humankind dared not tread, and returned home victorious with the cherished Treasures of Daventry, as is chronicled in the tale *Quest For the Crown*.



ow Graham ruled over the land, with the aid of the Magic Mirror and the other Great Treasures of Daventry. The people of Daventry prospered greatly under the reign of the kindly monarch. But peace and prosperity can become quite dull for valiant Kings. Not more than a week after the third anniversary of his appointment to the throne (on the eve of King Edward's death) did King Graham begin to feel the pangs of loneliness.

Fate would have it that Graham was standing next to the Magic Mirror as he pondered his plight. As he glanced toward the Mirror, he noticed that the glass had grown inexplicably cloudy.

As the mist cleared, Graham beheld the image of the most beautiful maiden he had ever seen. She stood glancing from a window, motionless except for a stray breeze that stirred her hair. A tear fell from one eye, and sparkled on her cheek like a diamond on velvet.



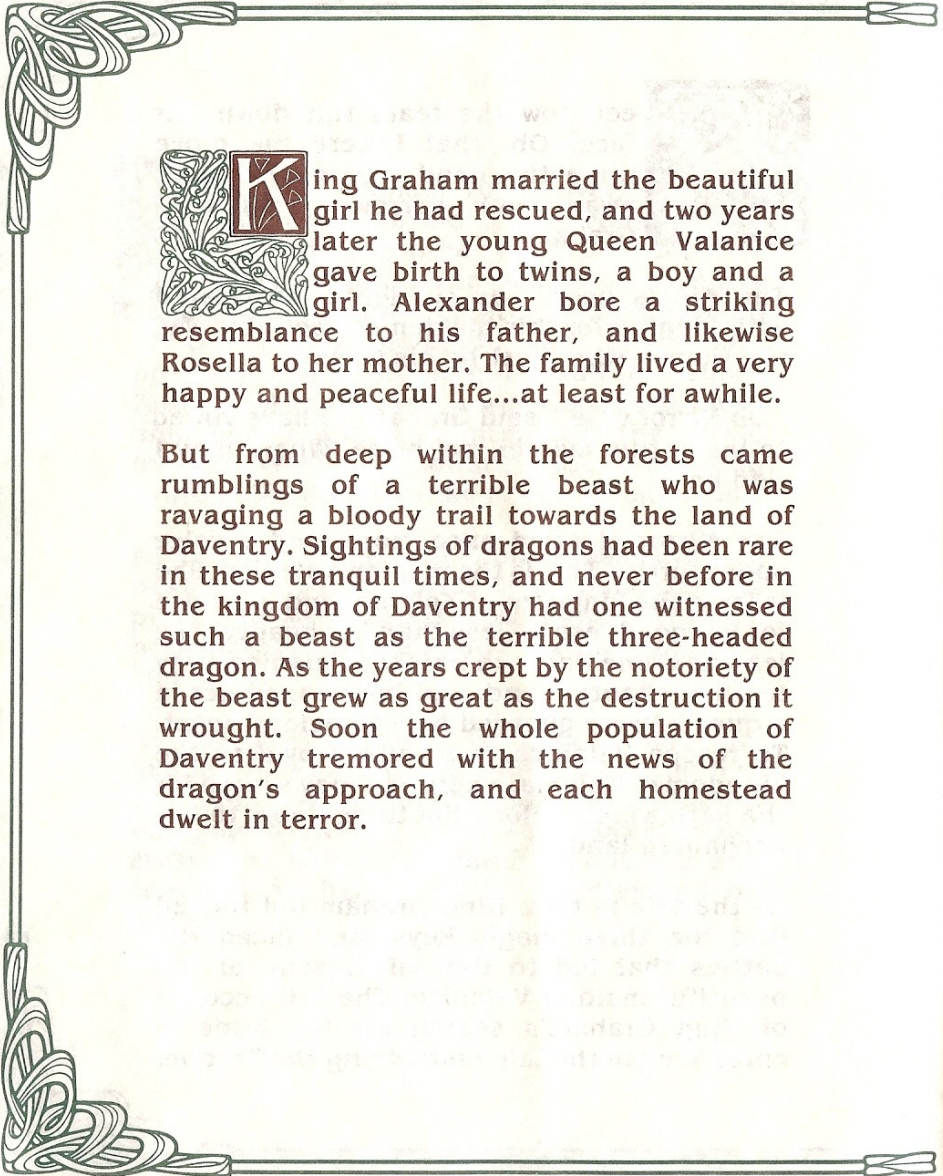
ee! How the tears run down her face. Oh, that I were the glove upon the hand that could brush away such sorrow!" exclaimed Graham.

The King's heart was suddenly intoxicated with longing for this maiden--indeed this was the woman who must be his Queen.

"Oh Mirror wise," said Graham, "I have vowed to make this maiden my bride. Where may I find her?"

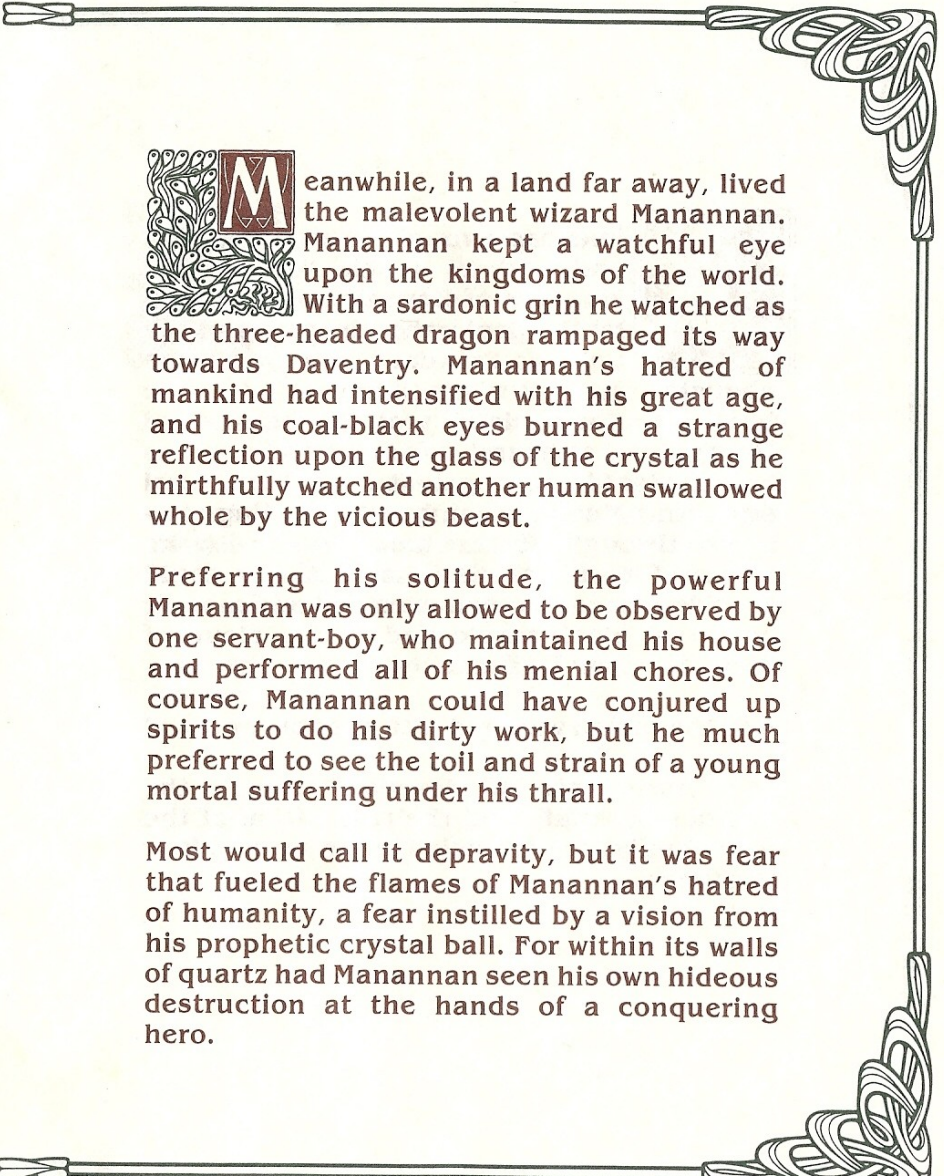
The Mirror clouded once more, and a voice spoke forth. "This is the maiden Valanice. She is from the kingdom of Kolyma, and is known for her goodness no less than her beauty. The jealous crone Hagatha whisked Valanice away to an enchanted land, and imprisoned her in a quartz tower guarded by a ferocious beast. To rescue Valanice, you must travel to the kingdom of Kolyma, where you may search for the keys which unlock the three doors to the enchanted land..."

As the tale is told, King Graham did indeed find the three magic keys, and faced the battles that led to the safe rescue of the beautiful maiden Valanice. The full account of King Graham's search for his bride is chronicled in the tale *Romancing the Throne*.



King Graham married the beautiful girl he had rescued, and two years later the young Queen Valanice gave birth to twins, a boy and a girl. Alexander bore a striking resemblance to his father, and likewise Rosella to her mother. The family lived a very happy and peaceful life...at least for awhile.

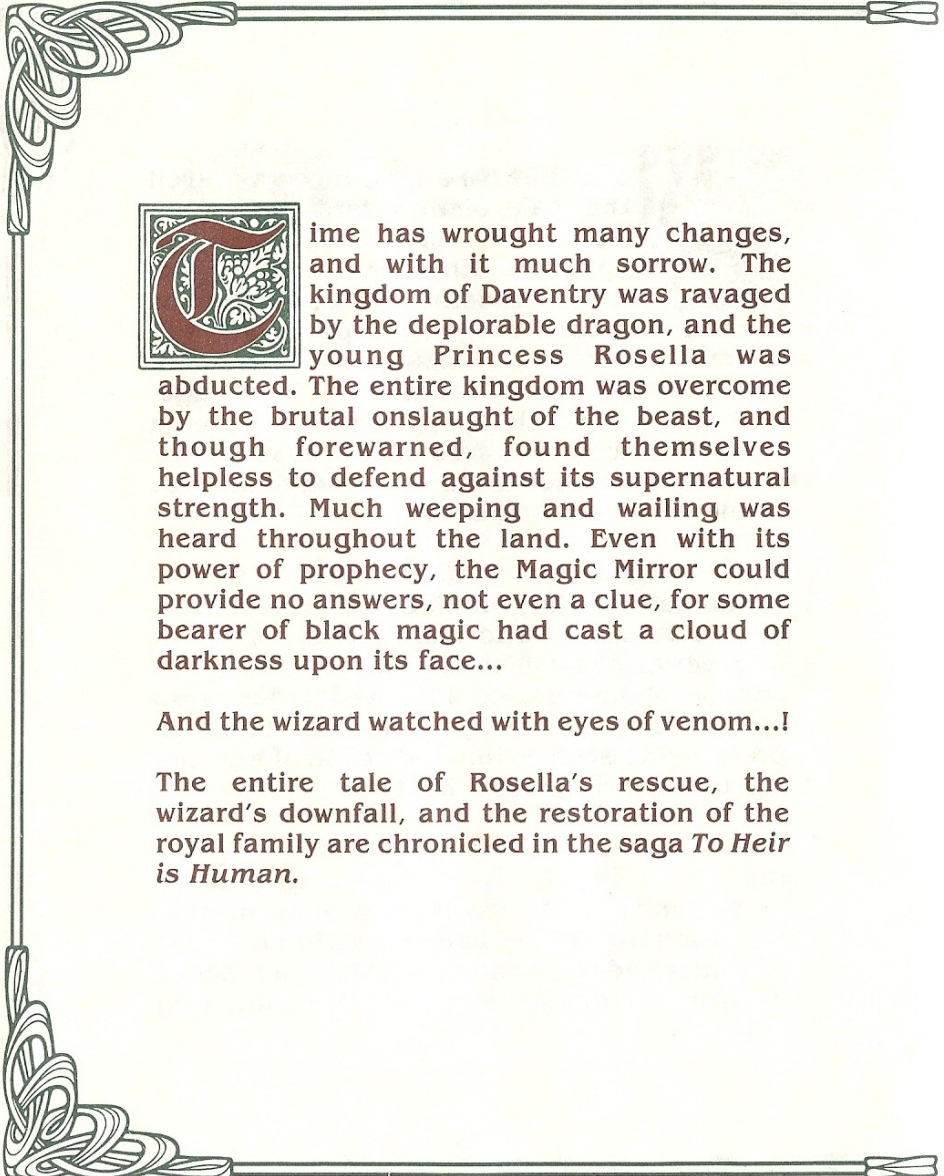
But from deep within the forests came rumblings of a terrible beast who was ravaging a bloody trail towards the land of Daventry. Sightings of dragons had been rare in these tranquil times, and never before in the kingdom of Daventry had one witnessed such a beast as the terrible three-headed dragon. As the years crept by the notoriety of the beast grew as great as the destruction it wrought. Soon the whole population of Daventry tremored with the news of the dragon's approach, and each homestead dwelt in terror.



Meanwhile, in a land far away, lived the malevolent wizard Manannan. Manannan kept a watchful eye upon the kingdoms of the world. With a sardonic grin he watched as the three-headed dragon rampaged its way towards Daventry. Manannan's hatred of mankind had intensified with his great age, and his coal-black eyes burned a strange reflection upon the glass of the crystal as he mirthfully watched another human swallowed whole by the vicious beast.

Preferring his solitude, the powerful Manannan was only allowed to be observed by one servant-boy, who maintained his house and performed all of his menial chores. Of course, Manannan could have conjured up spirits to do his dirty work, but he much preferred to see the toil and strain of a young mortal suffering under his thrall.

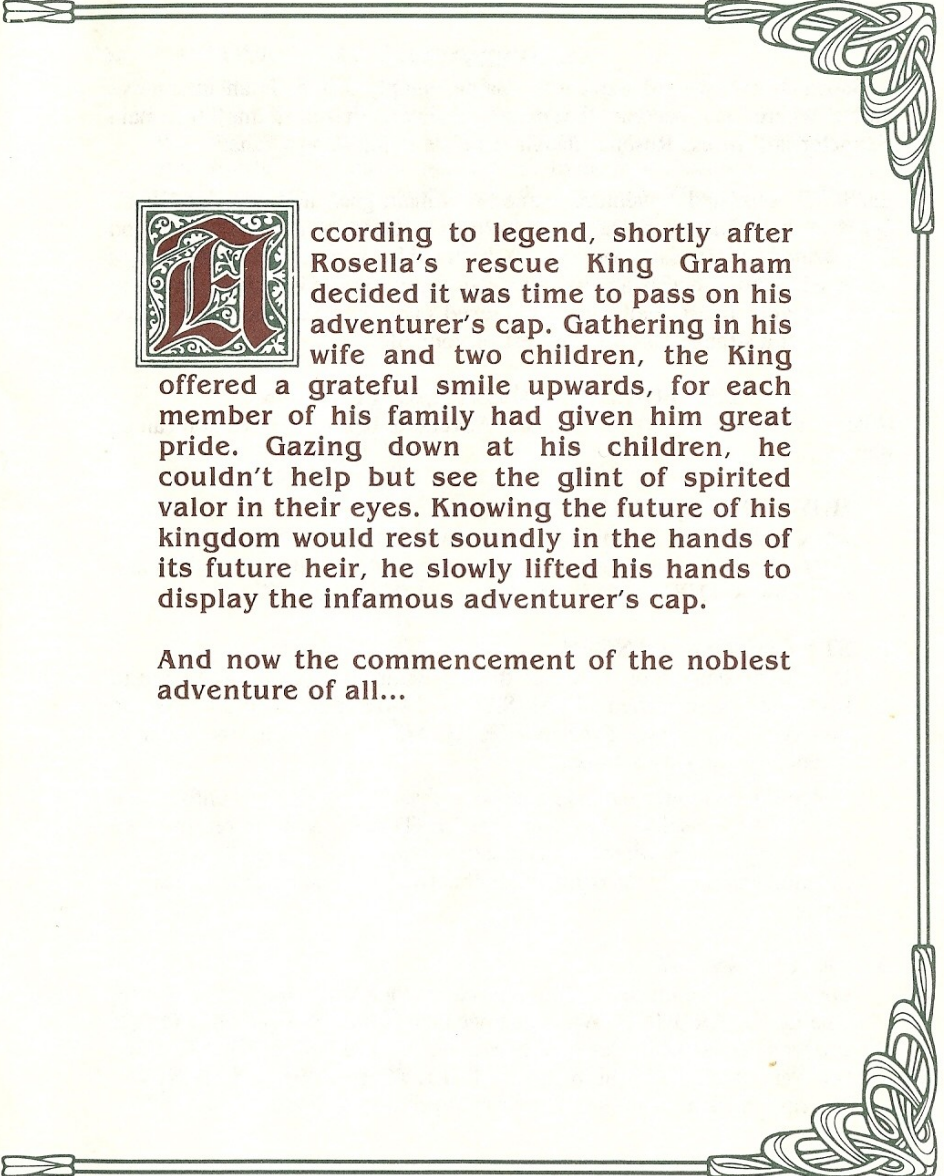
Most would call it depravity, but it was fear that fueled the flames of Manannan's hatred of humanity, a fear instilled by a vision from his prophetic crystal ball. For within its walls of quartz had Manannan seen his own hideous destruction at the hands of a conquering hero.



Time has wrought many changes, and with it much sorrow. The kingdom of Daventry was ravaged by the deplorable dragon, and the young Princess Rosella was abducted. The entire kingdom was overcome by the brutal onslaught of the beast, and though forewarned, found themselves helpless to defend against its supernatural strength. Much weeping and wailing was heard throughout the land. Even with its power of prophecy, the Magic Mirror could provide no answers, not even a clue, for some bearer of black magic had cast a cloud of darkness upon its face...

And the wizard watched with eyes of venom...!

The entire tale of Rosella's rescue, the wizard's downfall, and the restoration of the royal family are chronicled in the saga *To Heir is Human*.



According to legend, shortly after Rosella's rescue King Graham decided it was time to pass on his adventurer's cap. Gathering in his wife and two children, the King offered a grateful smile upwards, for each member of his family had given him great pride. Gazing down at his children, he couldn't help but see the glint of spirited valor in their eyes. Knowing the future of his kingdom would rest soundly in the hands of its future heir, he slowly lifted his hands to display the infamous adventurer's cap.

And now the commencement of the noblest adventure of all...

AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Princess Rosella, daughter of the dying King Graham.

Each 3-D Animated Adventure Game has a main goal, and yours in King's Quest IV is to find the magic talisman (to save Genesta, the good fairy) and the charmed fruit (to save your father), both hidden in a strange country. You will need to move swiftly and use your ingenuity, for you have but one day to complete your quest. Fail, and your loved ones will die, and you will be stranded in a strange land for the rest of your life.

TIPS FOR NEW ADVENTURE PLAYERS

Note: If you have played an Animated Adventure before, this section can be skipped.

1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. STAY OUT OF DANGER

Due to the dangerous nature of this adventure game, you will want to save your game often. Type SAVE GAME after you have made important progress. Type SAVE GAME when you encounter a potentially dangerous situation.

If you do encounter danger, and your character suffers an unfortunate accident (such as death), you can type RESTORE GAME to return to the place you were at when you last saved your game. Careful use of this function has saved many gallant knights from returning to lowly peasant status.

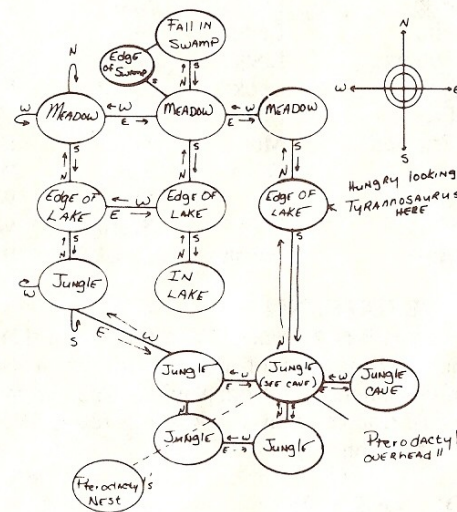
3. BE OBSERVANT

Look at and examine everything you can. When you enter a new location type LOOK AROUND. When you open a box type OPEN THE BOX. If you want to see the contents of the box type LOOK IN THE BOX. When you want to talk to a fisherman type TALK TO THE FISHERMAN. The descriptions and close-ups offered may provide valuable clues.

4. MAP YOUR PROGRESS

Draw a map that includes each place you visit, objects found, dangerous areas, and every landmark you see along the way. Try not to miss any area, or you may miss an important clue or item necessary to the completion of your quest. Also, don't think that because you've been somewhere once, it will be the same the next time. The people of Tamir (and other places you might visit) can move around as well as you (some even better).

Here's an example of a map you might draw:



5. BRING ALONG SOME HELP

The land of Tamir can be terrifying at night. You may find it helpful to play along with a friend. Different people come up with different ways to interpret clues, and besides, most adventurers work in teams.

6. ARM YOURSELF WITH THE PROPER VERBS

King's Quest IV understands a wide variety of verbs such as:

Bait	Dismount	Hit	Pry	Stand
Blow	Dive	Hug	Pull	Start
Bounce	Dock	Jump	Push	Steal
Break	Drink	Kill	Put	Sweep
Bridle	Drop	Kiss	Raise	Swim
Calm	Eat	Knock	Read	Swing
Call	Enter	Lay	Remove	Take
Cast	Exit	Lead	Ride	Talk
Catch	Feed	Leave	Rock	Tempt
Clean	Find	Lie	Say	Throw
Climb	Fish	Lift	Save	Tickle
Close	Flip	Light	Shake	Turn
Command	Follow	Lock	Shine	Undress
Cross	Force	Look	Shoot	Unlock
Cure	Free	Make	Shout	Untie
Cut	Frighten	Move	Sing	Use
Dance	Give	Open	Sit	Wade
Detach	Go	Pet	Sleep	Wake
Dig	Help	Play	Smell	Wave
Dim	Hide	Polish	Speak	Wear

7. LEAVE NO STONE UNTURNED

There's much more to a 3-D Animated Adventure Game than meets the eye. Try any action you can think of—even the forbidden. No one ever served a stretch of time on the rack from playing computer games. If you do run into serious trouble, you can always resort back to your RESTORE GAME function.

8. AT THE END OF YOUR ROPE?

If you've tried every possible trick in the book and still can't get anywhere, don't panic. Even the most stalwart of adventures have been caught in the midst of a confusion spell.

For this reason, hint books are available for all of Sierra's 3-D Animated Adventures. You can order the hint book for this game by using the order form in the package. Hints can also be received by calling the Sierra Support Line at (209) 683-6858 by having your computer call the Sierra Bulletin Board Service at (209) 683-4463.

YOUR ADVENTURE BEGINS...

AN INTRODUCTORY WALK-THRU TO KING'S QUEST IV

Press Return to bypass the title screen. Press Return again to bypass the credits screen.

The adventure starts with an introductory cartoon. You should watch the cartoon at least once, as it provides valuable information you need in completing your quest. To bypass the introductory cartoon, press Return.

You start out on the west shore of the beach. There are many objects you can LOOK at.

Type:

LOOK AROUND (After each typed-in command, you will receive a response. Press Return when you are ready to proceed with another command or action.)

A river, coming from the east, spills into the blue ocean before you. A lonely beach edges the ocean. From atop the bluff, a lovely meadow stretches eastward.

Type:

LOOK AT THE SKY

The bright blue sky seems to merge as one with the vast ocean before you.

LOOK AT THE ROCKS

There are not many rocks here.

LOOK AT THE BIRD

You see many seagulls gliding through the air in their never-ending quest for food.

LOOK AT THE WATER

The wide blue ocean disappears into the horizon to the west.

LOOK AT THE CLOUDS

Billowy clouds float serenely in the blue sky.

LOOK AT THE SAND

The blue water of the ocean washes serenely over this pretty sand beach.

LOOK AT THE FLOWERS

Beautiful wildflowers adorn the green meadowland to the east.

LOOK AT THE RIVER

The cold water of the river contrasts sharply with the warmer ocean water as the two converge.

Walk into the ocean. When you get in waist deep, you will begin to swim. Practice swimming around.

Type:

DRINK SOME WATER

You taste the ocean water. YUCK! This water's too salty!

Swim back to the beach. Walk to the south. The screen will change. You are now on a new stretch of beach. Walk south. The screen will change again. You have discovered the old fisherman's shanty.

Type:

LOOK AROUND

A poor fisherman's shanty adorns this part of the coastline. A pier stretches, from the house, out into the ocean to the west. You see a pretty meadowland off to the east.

LOOK AT THE HOUSE

The fisherman's shack looks badly in need of repair, as the sun, wind, and salt spray have taken their toll. From the house, an old pier leads out into the ocean.

LOOK AT THE PIER

The old worn pier juts out into the ocean from the weather-beaten house.

Walk onto the pier and head west. The screen will change. You see an old fisherman fishing off the pier. As you approach, the fisherman gets up, and walks off the screen to the east. Follow the fisherman east. The screen will change. Walk up to the door.

Type:

OPEN DOOR

The door opens and you enter. The screen will change. You are inside the fisherman's shanty. Walk up to the man.

Type:

TALK TO THE FISHERMAN

You talk to the grizzled fisherman as he sits at the table. Sighing, he tells you, "Them fish ain't been bitin' lately. If things don't git better soon, I don't know WHAT to do!"

Type:

TALK TO THE FISHERMAN

In reply, the old fisherman comments, "Me and the wife ain't gettin' any younger, and times is tough. If you've got any ideas, girlie, let me know."

Again type:

TALK TO THE FISHERMAN

The fisherman chooses to ignore your attempted conversation. Instead, he looks dismally into his coffee cup and sighs heavily.

While you're here, take a look around.

Type:

LOOK AROUND

The inside of the fisherman's shack looks almost as shabby as the outside. You notice the fisherman's pole in the corner.

LOOK AT THE TABLE

It looks like an old worn table.

LOOK AT THE BED

The lumpy bed looks old and uninviting.

LOOK AT THE FISH

You see a large fish hanging on the wall.

LOOK AT THE STOVE

At least the stove keeps it warm in here.

LOOK AT THE COFFEE POT

The smell of hot coffee fills the room.

DRINK SOME COFFEE

You don't like coffee.

TALK TO THE WOMAN

You introduce yourself to the old fisherman's wife. With little patience, she responds, "What're you doin' here, young lady?! Can't you see I'm busy?! We have enough problems without worryin' 'bout you!"

TALK TO THE WOMAN

You try to talk pleasantly to the tired-looking woman, but your words fall on deaf ears. She is obviously annoyed by your presence.

The old woman is annoyed by your constant chattering. It might suit you well to leave her alone.

You are now ready to leave this house and continue on your adventure.

May fortune be with you along the way!

MS DOS (SCI) USERS' INFORMATION

Sierra's 3-D Animated Adventures represent a new revolution in computer gaming. Advanced features such as high resolution graphics, state-of-the-art animation and a powerful parser combine to make adventure games that are the closest thing yet to real life.

GETTING STARTED

If you are playing from a hard disk, proceed to INSTALL THE GAME.

If you are playing from floppy disks, format one or more disks for saving games, make backup copies of your program masters, and run through the installation procedure to configure the game to your equipment.

FORMAT SAVE GAME DISK(S)

Sierra's 3-D Animated Adventures support both 3 1/2" and 5 1/4" disk drives. Please refer to your computer's user manual for format instructions.

MAKE BACKUP COPIES OF PROGRAM MASTERS

1. Place your DOS system disk in drive A:.
2. If you have one drive, type DISKCOPY and press ENTER. If you have two drives, type DISKCOPY A: B: and press ENTER.
3. Follow the onscreen prompts to copy the disk.
4. Repeat the above procedure to copy all program masters.

INSTALL THE GAME

Place your disk 1 (or its backup) into your floppy disk drive. Type the letter of the disk drive you just placed the disk into followed by a colon and press ENTER (eg. A:). Type INSTALL and press ENTER. Answer the onscreen questions using the up and down arrow keys to highlight your selections. You will be asked if you wish to install the game on your hard disk. If you do not wish the game to be installed on your hard disk, then press ESC (to skip this step). Otherwise enter the letter designation of your hard disk (usually C) and follow the prompts.

Please Note: The install procedure will write a file named RESOURCE.CFG to disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on disk 1 are written or changed by the INSTALL command.

LOADING INSTRUCTIONS

1. If you are starting the game from floppy disk: Place disk 1 into the drive, type SIERRA and press ENTER.
2. If you are starting the game from hard disk: Type CD\SIERRA and press ENTER. Next type the name of the game as it was given to you during installation (eg: KQ4, PQ2) and press ENTER.

THE PULL-DOWN MENUS

Most of the functions you will need to use while playing this game can be accessed using the pull-down menus.

To access the menus with a mouse:

1. Press the left mouse button while the mouse cursor is in the status line. The menu will appear. As long as you keep the mouse button pressed, you will be able to examine the contents of the various menus. To select a menu option just release the button while a given option is highlighted. EXAMPLE: If you highlight SAVE GAME from the FILE menu, a window will appear requesting you to type the description of the saved game.

To access the menus with the keyboard:

1. Press ESC to make the menus appear.
2. Use the arrow keys to highlight the desired action from a menu.
3. Press ENTER to select the desired action.

To access the menus with the joystick:

1. Press the joystick button and the menus will appear.
2. Highlight the desired option with the joystick and press the joystick button to make a selection.
Please Note: If you decided not to make a selection, move the highlight off the top of the menu and press the button.

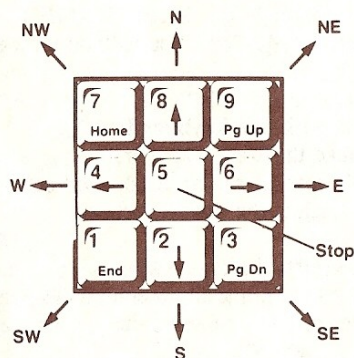
WINDOWS

When a menu item is selected, a dialog window appears. Dialog windows are used for typing commands or making selections. To move the cursor within the window, use the mouse or the arrow keys. You may also use the HOME or END keys to move the cursor to the beginning or end of a line. Type CTRL-C to clear the line (if you make a mistake, wish to rename a file, etc.).

Windows may contain command buttons. To perform a command with a mouse, select the desired command button and click the left mouse button. To perform a command with the keyboard, use the TAB and SHIFT-TAB keys to move between choices. Press ENTER to select a command. Press ESC to cancel the command.

MOVING YOUR CHARACTER

A joystick, mouse or the numeric keypad/arrow keys on your keyboard can be used to move your character on the screen. Tandy 1000 Series users must depress their NUM LOCK key to use the numeric keypad. To halt your character's steps with the keypad, press the number 5 or press the key last used again. Using a mouse, start movement by clicking the left mouse button. The character will move to the point where the mouse button was clicked and stop there.



INTERACTING WITH THE GAME

You interact with the game by typing in commands of one or two words, or in complete sentences. Unless otherwise instructed, follow all commands with ENTER.

EXAMPLES OF COMMON COMMANDS:

You may meet characters who have messages for you. Start a conversation with them. Type: TALK TO (whoever you wish to talk to). For example, TALK TO THE ANGRY PIRATE.

You may encounter objects you need along the way. To take an object type: TAKE (the object you want to take). For example, TAKE THE SILVER CHALICE.

Pay close attention to details. Take a close look at objects. Type: EXAMINE (the object you wish to examine). For example, EXAMINE THE DUSTY TREASURE CHEST.

You will need to use the objects you acquire on your journey. Type: GIVE THE (object) to (the person or thing you wish to have the object). For example, GIVE THE BONE TO THE HUNGRY TIGER.

RETYPING COMMANDS

If you wish to repeat a command select RETYPE from the ACTION menu or press the SPACEBAR.

INVENTORY

If you wish to see the items you are carrying, select INVENTORY from the ACTION menu or press the TAB key. A list of the items you are carrying will be displayed. To view an object, click on its name with the mouse, or use the arrow keys to highlight the name and press ENTER. Select OK or press the ESC key to resume play.

PAUSING YOUR GAME

If you wish to pause the game, select PAUSE from the ACTION menu. Press ESC or ENTER to continue play.

SAVING AND RESTORING GAMES

To allow for errors in judgment and creative exploration, it is recommended that you frequently save your game in progress. You will always want to save your game before encountering dangerous situations. You should also save your game after you have made significant progress in the game.

Please Note: If you're playing from floppy disks, you must have a formatted save game disk before you can save a game.

You may name your saved games using standard English phrases. For example, if you are standing on a sandy beach, call your saved game "STANDING ON A SANDY BEACH", or whatever seems appropriate.

SAVING YOUR GAME (Single Floppy Disk Drive Users)

1. Select SAVE GAME from the FILE menu.
2. You will be prompted to insert your SAVE GAME disk in drive A:. Follow the prompt by replacing your game disk with a formatted disk on which your game may be saved. Select OK or press ENTER.
3. Type the description of your saved game. Select SAVE or press ENTER to save the game. After the game is saved, you will be prompted to reinsert your game disk in drive A:.

SAVING YOUR GAME (Two Floppy Disk Drive Users)

1. Select SAVE GAME from the FILE menu.
2. You will be prompted to insert your SAVE GAME disk in drive A:. Select CHANGE DIRECTORY. Type CTRL-C to clear the dialog window and enter B:. Insert your SAVE GAME disk into the B: drive. Select OK or press ENTER.
3. After the game is saved, play will resume.

Please Note: Leave your save game disk in drive B: for future saves.

SAVING YOUR GAME (Hard Disk Users)

1. Select SAVE GAME from the FILE menu.
2. Type the description of the saved game in the dialog window. Select SAVE or press ENTER to save the game to the directory you are currently playing on. If you change your mind and do not wish to save the game, select cancel or press ESC.

3. If you wish to save the game to a directory other than the one you are playing on, select CHANGE DIRECTORY. Type CTRL-C to clear the dialog window and enter the name of the directory on which you wish to save the game. Select OK or press ENTER. Play will resume after the game has been saved.

Please Note: All future games will be saved on this directory until a new CHANGE DIRECTORY command is used.

RESTORING YOUR GAME

Select RESTORE from the FILE menu. You will be prompted to select the game you wish to restore. (On a single drive system, you will be prompted to insert your save game disk.) Highlight the desired game and select RESTORE. If the game you wish to restore is on a different directory, select CHANGE DIRECTORY.

QUITTING YOUR GAME

If you wish to stop playing, select QUIT from the FILE menu.

SOUND CONTROLS

To turn off the sound, select TURN SOUND OFF from the SOUND menu. To turn the sound back on select TURN SOUND ON.

To adjust the volume, select VOLUME from the SOUND menu. When you have selected the desired volume, select OK or press ENTER. Select NORMAL and select OK to return to standard volume. Select CANCEL if you change your mind and wish to return to the game.

Please Note: The volume control will not work with some hardware configurations.

SHORT CUTS FOR COMMON COMMANDS

You can use function and control keys to short cut many common commands.

F1	Help screen/Menus: Lists game instructions (including some specific to your game which may not be mentioned here)
F2	Toggle sound (on or off)
F3 or SPACEBAR	Echo (repeat) previous command
F5	Save game
F7	Restore game
F9	Restart game
Function keys F4, F6, F8 and F10 may be used for specific functions in your game. Refer to the game menu or your instructions.	
Control I or TAB	Inventory
Control P	Pause game
Control Q	Quit game
Control S	Speed adjustment

OR

- key	Slower
= key	Normal
+ key	Faster
Control V	Volume adjustment for sound

Please Note: If you plan on installing this Sierra game on your hard disk, you need a CONFIG.SYS with files set to 15 or greater.

To find out if you already have a CONFIG.SYS, at the DOS prompt type CD\
then press ENTER. Next, type DIR CONFIG.SYS and press ENTER. If you get a "File Not Found" message you must create a CONFIG.SYS. If you already have this file, you must edit it. Follow these steps to create a CONFIG.SYS:

```
COPY CON CONFIG.SYS      (press ENTER)
FILES = 15                (press ENTER)
Press the <F6> key        (press ENTER)
```

You should see the message "1 File(s) copied". You will have to reboot your computer for the CONFIG.SYS to take effect.

If you already have a CONFIG.SYS, you must edit the file to include a Files = 15 (or greater) statement. Use your favorite word processor or the EDLIN program which comes with MS DOS. Refer to your DOS manual for EDLIN commands.

OTHER 3-D ANIMATED ADVENTURE GAMES BY ROBERTA WILLIAMS

KING'S QUEST I-

The first-ever 3-D animated adventure game, and a bestseller. Join Sir Graham as he strives to save the kingdom of Daventry and win a crown through glorious deeds.

KING'S QUEST II-

The long-awaited sequel, and another bestseller. Join King Graham on his quest to rescue a beautiful maiden imprisoned in a faraway land.

KING'S QUEST III-

Help Gwydion, slave to an evil wizard, overcome his servitude to perform brave deeds and receive a royal reward. First in the series to include magical spells. Advanced level, 256K required.

THE BLACK CAULDRON-

Based on the classic children's books by Lloyd Alexander, and the feature film by The Walt Disney Company. A bestseller, designed specifically for younger or first-time adventurers. Join the boy Taran in his efforts to defeat the evil Horned King and free Prydain from his reign of terror.

Copyright The Walt Disney Company.

MIXED-UP MOTHER GOOSE-

A fascinating, fantastic entertainment program for the home, nursery schools and kindergarten classes. Requires absolutely no reading skills. Characters in the game talk to children with both text messages and pictures, so kids of different ages and abilities can equally enjoy the magic of Mother Goose.

THE COLONEL'S BEQUEST-

Roberta Williams takes you back to the 1920's for a spine-tingling murder-mystery-adventure deep in the bayous of Southern Louisiana! Explore a gloomy old plantation in an attempt to discover who is murdering the dinner guests, and why. Survive the long night...if you can!

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