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KINGS QUEST

Kings Quest 6 Walkthrough.

QUICK LINKS

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Castle of the crown

ISLE OF THE CROWN

- On the beach
- Pick up Royal Insignia Ring
- Move plank to reveal box
- Open the box
- Take the coin
- Walk to the Castle's Main Entrance
- Talk to Guard Dogs to learn about the Isles
- Talk to Guard Dogs to ask for an audience with Cassima
- Show the Guard Dogs the Royal Insignia Ring to gain entrance to the Castle
- Watch ensuing sequence
- Go to the section of the village with the shops
- Go to the Book Shop
- Talk to the owner to get reference to see the Ferryman
- Put 'hand' symbol on book on main desk
- Read a book from the rightmost shelves (love poems)
- Get leaf (page) that falls out of the book

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UPDATES



No Specific software updates for this topic.

See Download Page for complete listing of available software.

RESOLVED



Were you able to locate the answer to your questions?

- Yes
- No

- Take the book on the table nearest the door
- Exit shop
- Go to the Docks (Ignore the swimming boy)
- Knock on door of the ferry's cabin
- Talk to Ferryman
- Continue talking to Ferryman until he repeats himself
- Get the rabbit is foot
- Exit the ferry
- Go back to the shops in the village
- Enter Book Shop again
- Talk to man in chair
- Show him the Insignia Ring to befriend him
- Exit shop
- Go to the Pawn Shop
- Talk to owner
- Trade Insignia Ring for the Magic Map
- Offer owner the coin
- Trade coin for Nightingale
- Take a mint from the blue jar on the counter
- Exit Shop
- Go to the scene with the house and the red-roses
- Go back to the shops
- Watch Pawn Shop owner throw things out
- Rummage through pot to find ink bottle
- Try and open the bottle
- Go to either the Docks or the Beach
- Use Magic Map and teleport to Isle of the Sacred Mountain

ISLE OF THE SACRED MOUNTAIN

- Pick up flower
- Pick up feather
- Use Magic Map and teleport to Isle of Wonder

ISLE OF WONDER

- Wait for sentence to float close to shore, then pick it up
- Talk to Oyster
- Read book from bargain table to Oyster
- Take the pearl when it yawns ('hand' on the mouth is sufficient)
- Walk toward the path at the top of the screen
- Use the Flower for Gnome with the huge nose
- Use Nightingale for Gnome with the Ears
- Use Mint on Gnome with the Big Mouth
- Use Rabbit is foot on Gnome with huge hands
- Pour invisible ink on Alexander to fool Gnome with the eyes
- Walk to the right of the boulders (Exclamation Point)
- Touch the pile of books in the center to find the bookworm
- Talk to Black Widow
- Pull lose end of the web to distract her
- Get scrap of paper at top of web (be quick!)
- Go back to beach

- Go to the path at top of screen
- Take Milk Weed Bottle (near Dogwood tree)
- Go to the left to leave the swamp to enter garden
- Take Rotten Tomato (bottom rightmost)
- Take some Iceberg Lettuce (the small light blue objects)
- Go back to the beach
- Use Magic Map and teleport to Isle of the Beast

ISLE OF THE BEAST

- Talk to creature in the tree
- Give it the sentence (incomplete, of course)
- Go down path to pool of boiling water
- Throw in Iceberg Lettuce
- Cross the pond
- Get the Lamp from the tree
- Follow the path to the Archer's Domain
- Ignore the Gardener
- Pick up brick near the gate
- Back to the beach
- Use Magic Map and teleport back to Isle of Wonder

ISLE OF WONDER

- Go to Exclamation Point
- Touch books to get Bookworm to come out
- Give him the Dangling Participle in return for a rare book
(Remember the scrap from the Widow's web...)
- Read the rare book
- Back to the Beach
- Use Magic Map and teleport to Isle of the Crown

ISLE OF THE CROWN

- Go to the cross roads
- use nightingale on bird to befriend it
- Go to Shop area of the village
- Read the wedding proclamation on wall
- Enter Pawn Shop
- Trade Nightingale for Flute
- Trade Pearl for Signet Ring
- Exit Pawn Shop
- Enter Book Shop
- Listen to Jollo
- Trade Rare book for Spell book
- In inventory read the Spell book
- Exit Book Shop
- Go back to Cross Roads
- Give Insignia Ring to Nightingale (Sing-sing)
- Watch Cassima and Sing-sing cartoon
- Pick up ribbon
- Inspect ribbon in Inventory
- Give Sing-sing the love poem
- Watch next Cassima and Sing-sing cartoon

- Pick up note from Cassima
- Back to the beach
- Use Magic Map and teleport to Isle of Wonder

ISLE OF WONDER

- Walk to Garden
- Take the teacup from the chair
- Look at Hole-in-the-wall
- Take the hole (don't stress that it scurries away)
- Play the flute
- While the wallflowers dance, take Hole-in-the-wall
- Open the spotted gate
- Enter chessboard land
- Watch the queens
- Don't forget to take the red scarf
- Back to the swamp
- Use teacup to scoop in the swamp
- Give rotten tomato to bump-on-a-log to provoke a conflict
- Watch conflict
- Use Teacup to collect swamp ooze from Bump-on-a-log
- Back to the Beach
- Use Magic Map and teleport to Isle of the Crown

ISLE OF THE CROWN

- Walk to Village Shops
- Enter Pawn Shop
- Trade flute for tinderbox
- Exit Pawn Shop
- Back to the beach
- Use Magic Map and teleport to Isle of the Sacred Mountain

ISLE OF THE SACRED MOUNTAIN

- Look at Writing on cliff
- Click on R I S and E
- Climb the steps carefully
- Look at puzzle #2
- Use the alphabet translator and click on S O A and R
- Climb more steps
- Look at puzzle #3 (4 stone buttons)
- Press them in the order 4 1 and 2 (#1 being the leftmost)
- Climb to puzzle #4
- Look at the puzzle
- Again using the translator click on the symbols for:
 - azure, caterpillar, tranquility, & air
- Climb steps
- Look at puzzle #5
- Click on A S C E N and D
- Climb to the top of the cliffs
- Ignore the old lady until she leaves
- Enter small cave near the bush
- Light candle in tinder box

- Enter next cavern (entrance at far right of screen)
- Take some peppermint leaves
- Exit from these caves
- Take the path toward top of the screen
- Watch the action until you are put in the catacombs
- *(Note: all directions in the catacombs are given N, S, E, & W with respect to the top, bottom, left, & right of the screen!)*
- Walk N, N, E, E, N
- Pick up skull
- Walk S, W, W, N, W
- Walk one square at a time in this order: N, SW, SW, N, N, NW, SW, S, W
- Walk N
- Take the shield on the wall
- Walk N, N, N, W, W
- Take coins from dead man
- Walk E, E, S, E
- Use brick to stop the gears before the ceiling crushes you
- Walk E, E, N, E and fall through to level 2 of the catacombs
- Use tinder box to light the room up
- Walk W, W, W, W, W, S, S, E
- Use Hole-in-the-wall on E wall to spy on Minotaur
- Walk W, W, W, S, S, E, S, E, E, N, E, N, N
- Look behind tapestry to open the secret door
- Enter Minotaur's Lair to the East
- Walk further in to get Minotaur's attention
- Use the Red Scarf when Alexander backs up by the fire
- Watch ensuing scenes ending with you on the beach
- Use magic map and teleport to Isle of the Mists

ISLE OF THE MISTS

- Walk to the west (the Druid's Village)
- Get the Scythe on the tree
- Get a lump of coal from the fire pit
- Back to the beach
- Use Magic Map to teleport to Isle of the Beast

ISLE OF THE BEAST

- Walk to the scene with the stone archer and the gate
- Use the shield on Alexander to pass the archer
- Get a White Rose
- Walk to the Gazebo to see the roses grow together
- Use the scythe to cut through and enter the Beast's garden
- View the ensuing cartoon
- Return to Beach (you're on a timer before you turn into a beast)
- Use Magic Map and teleport to Isle of the Crown

ISLE OF THE CROWN

- Go to village shops
- Enter Book Shop
- Listen to Jollo
- Exit shop
- Walk to the Scene with the House and the Girl
- Give her the white rose
- Give her the Beast's ring
- Automatically taken back to the Isle of the Beast

ISLE OF THE BEAST

- Watch "Beauty and the Beast" (Muahahah!)
- Go back to Scene with the archer
- Get a white rose
- Back to the beach
- Use Magic Map to teleport to Isle of Wonder

ISLE OF WONDER

- Go to Garden
- Give bottle of Milkweed to a baby so the others will cry
- Use old lamp to collect the other babies' tears
- Put the sacred water in the lamp from the Oracle's vial
- Take the 'Drink Me' bottle from the table
- Enter Chessboard Land
- Use Lump of Coal on queens
- Get spoiled egg
- Back to the beach
- Use Magic Map and teleport to Isle of the Beast

ISLE OF THE BEAST

- Go back to the Beast's Garden
- Collect water with the old lamp from the fountain
- Use spell book (in inventory) on the lamp
- Turn to Make Rain spell
- Cast the spell
- Go back to the beach
- Use Magic Map and teleport to Isle of the Mists

ISLE OF THE MISTS

- Watch the Bonfire episode
- Use skull on the embers to get a hot one
- To the Beach again
- Use the Magic Map and teleport to Isle of the Sacred Mountain

ISLE OF THE SACRED MOUNTAIN

- Walk up the steps of the cliff again
- Put Cassima's hair in the skull
- Add the rotten egg to the skull
- Use the spell book on the skull

- Cast the Charm Creature of the Night spell
- Watch as you enter Realm of the Dead

REALM OF THE DEAD

- *(Avoid all the wandering dead while on the surface)*
- Talk to King and Queen
- Move to the East
- Talk to the Ghost
- Go to Underworld Entrance
- Play the xylophone bones
- Watch as the Dead Men Party
- Get the skeleton key
- Give ghost ticket to the Door Master
- Look at dead knight
- Take the black gauntlet
- Walk to the River Styx
- Collect some water with the teacup
- Give the coins from the catacombs to Charon
- Try and open the gate
- Talk to the Gate
- Enter L O V and E as the answer to the riddle
- Enter the Hall of the Lord of the Dead
- Walk toward the Lord of the Dead
- Use the black gauntlet to challenge the Lord of the Dead
- Use the Magic Mirror from the Beast to make the Lord of the Dead cry
- You and the King and the Queen are sent back

ISLE OF THE CROWN

- Walk to the crossroads
- Give Sing-sing the White rose
- Watch the episode
- Go to village shops
- Enter Pawn Shop
- Trade tinder box for the paintbrush
- Use the 'Drink Me' potion in prescience of the genie
- Watch the anime
- Exit the Pawn Shop
- Trade old hunter's lamp for a new one (The Blue one like the genie's!)
- Go to the side of the castle
- Use the black feather on the teacup
- Paint a door on the wall with the paintbrush
- Use the spell book to cast magic paint spell
- Enter castle through the magic door

CASTLE OF THE CROWN

- *(You are in the basement of the castle -- Avoid Random Guard Dogs!)
- Open the smallest door
- Give the ghost the ghost handkerchief

- Walk to the East Hallway
- Enter the Room through door on the East Wall
- Give Jollo the fake genie lamp
- Exit Jollo's room
- Go carefully to the North Hallway
- Pull on the knight's right arm to open the secret passage
- Enter secret passage
- Look through the hole to spy on the Guard Dogs
- Walk up the stairs
- Avoid the urge to look through this hole for now
- Walk to the Left of the screen
- Follow the passage until you find another hole
- Spy on Alhazred
- Follow the secret hall to the end
- Go through the door on the wall
- Open the black box on the dresser
- Read the paper inside
- Use Skeleton Key on the chest at the foot of the bed
- Take the top letter
- Exit into the secret passage through the wardrobe
- Back to the stairs
- Now you may look through the hole in this wall
- Show Cassima the Letter you just took
- Give her the dagger
- Go down the stairs to the basement hall again (Careful!)
- Go to the West hallway
- Talk to the door with no handle (West wall)
- Enter A L I Z E B and U
- Look at cloth covering the table
- Move the cloth
- Look at each item on the table (There are 4)
- Exit and go to the East Hall
- Go through the door at the top of the stairs
- Show the incriminating letter to Saladin
- Talk to 'Cassima' to stop the wedding
- The King and Queen show up and reveal the genie
- Follow Alhazred up the tower
- Jollo brings you the real lamp
- Use the lamp on the Genie
- The lamp gets knocked down the stairs
- Take the sword on the wall
- Use Sword on Alhazred
- Watch until Cassima helps
- Quickly use the sword on Alhazred again
- Watch the ending





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