

Kings Quest 6 CD FAQ

- I have a Black Screen During Game Play, what should I do?

This will occur if a video driver that supports more than 256 colors is being used. When Graham walks around, the blackness will erase, and the screen will start appearing wherever he has walked. The solution is to change the video driver to one that supports 256 colors.

- When I try to click on certain things on the screen, my mouse won't recognize them, what can I do?

This is a HOT SPOT issue resulting from using a high resolution video driver in Windows. The patch KQ6CDHI.EXE will fix this issue. Please note that the patch only corrects the hot spot issue with High resolution graphics, no other issues are addressed. This patch is available through the Sierra BBS (206-644-0112) , Compuserve (GO SIERRA), AOL (Keyword SIERRA), or by FAX at (206-644-7697).

- When I try to install the game from my networked CD ROM drive, it won't work, why?

King's Quest 6 CD apparently doesn't recognize some networked CD-ROM drives as floppy drives, but as hard drives. When installing the CD, the program doesn't give an option to install to a hard drive, since it thinks it's already on a hard drive.

It is necessary to run INSTALL /F to make the game copy to the hard drive in these cases.

- When I go to play the game, I get the message "Not enough memory." What can I do to get more memory for this game?

This game was designed to run just fine in Windows Standard mode. Simply exit Windows completely, and type WIN /S

- I get a lockup when I try entering the catacombs, what can I do?

This is usually a sound card issue. The only known solution at this time is to save the game prior to entering the Catacombs. Exit the game and run the Sierra installation program. Choose PC

Speaker for sound, restore the saved game, play past the lock-up, save again, exit and re-run the install to turn sounds back to their original settings.

- *Once I get into the Catacombs, the machine locks up on me. What can I do?*

Alexander cannot exit the room when the Genie/Winged Person has walked out of the room, and the wait icon is present. This is caused by trying to exit Alex from the room before the Genie is fully out of the room. The best solution would be to not attempt to walk Alex out of the room until the Genie is gone. If the lockup has already occurred, read the Boring Book, and the lockup will be broken. There are other things that can be done with other items from inventory to break this lockup, if the Boring Book is not present.

- *When I start the game only the first few sounds are played.*

The AUDBLAST.DRV that was included with KQ6 CD and other recent products plays only the first DAC sample in the game on Sound Blaster 16 ASP cards with DSP revision 4.05 chips. The earlier Sound Blaster 16 ASP cards with DSP version 4.04 chips do not have this problem. The patch SB16DRV.EXE will solve this problem. This patch is available through the Sierra BBS (206-644-0112), CompuServe (GO SIERRA), AOL (Keyword SIERRA), or by FAX at (206-644-7697).

- *When I am playing, the sound cuts out on some sentences.*

For cut outs in Windows, edit the SIERRA.INI file located in the \SIERRA\KQ6CD\WIN directory. Add the following line to the end of this file.

AudioBufs=10

In DOS, this is fixed by increasing the Audiosize= statement in the RESOURCE.CFG file, under \SIERRA\KQ6. The default is 8K, set it to 12K.