

KING'S QUEST IV: THE PERILS OF ROSELLA

Newcomers to the *King's Quest* series are in for a treat. Fans of the first three games will find themselves spending every spare minute glued to *The Perils of Rosella*. This adventure is magnificent.

King Graham, who restored the treasures of Daventry in *Quest for the Crown* (*King's Quest I*); searched for and wed Valance in *Romancing the Throne* (*King's Quest II*); and defeated the wizard Manannan and rescued the princess Rosella in *To Heir Is Human* (*King's Quest III*) now lies near death. It falls to Princess Rosella to save him with the good fairy Genesta's help.

Genesta herself is weakening every day because of a spell. But if Rosella can find the magic talisman, the fairy will be restored to full powers. And if the princess can find the charmed fruit, her father will recover as well.

Sent far away from her home in Daventry, Rosella must search a strange land for the magic items. She will have to swim oceans, battle trolls, and climb perilous cliffs. Whether or not she will be successful is up to you.

The Perils of Rosella has extraordinary graphics and three-dimensional play. There is also a sound track by composer William Goldstein. Music features supported by the game include the IBM eight-voice music card, the AdLib Music Synthesizer Card, and the new Roland MT-32 music card.

Sierra On-Line



EGA screens shown

Genesta takes Rosella to her country to find the charmed fruit that can save King Graham. Rosella lands on a beach but can swim to other lands, too, though the waters are full of sharks.

HINT It is very, very important to save the game as you go along. *The Perils of Rosella* is aptly named, for the princess will face death often. And she'll succumb a few times, too. There are random foes in the form of sharks in the ocean, ogres in the woods, and trolls in dark caves that she will have to confront several times before reaching her goals. If you haven't saved the game and she dies, there's no other choice but to go back and start over again.



Genesta, the good fairy, has been put under a spell by the evil Lolotte, and only a magic talisman can save her. Rosella can travel to Genesta's ivory palace, but the fairy is too weak to talk to her.



The objects Rosella needs to complete her quest, such as this golden ball under a bridge, are not all that difficult to find. Also, it is usually easier to wade across water than to maneuver across bridges and such.



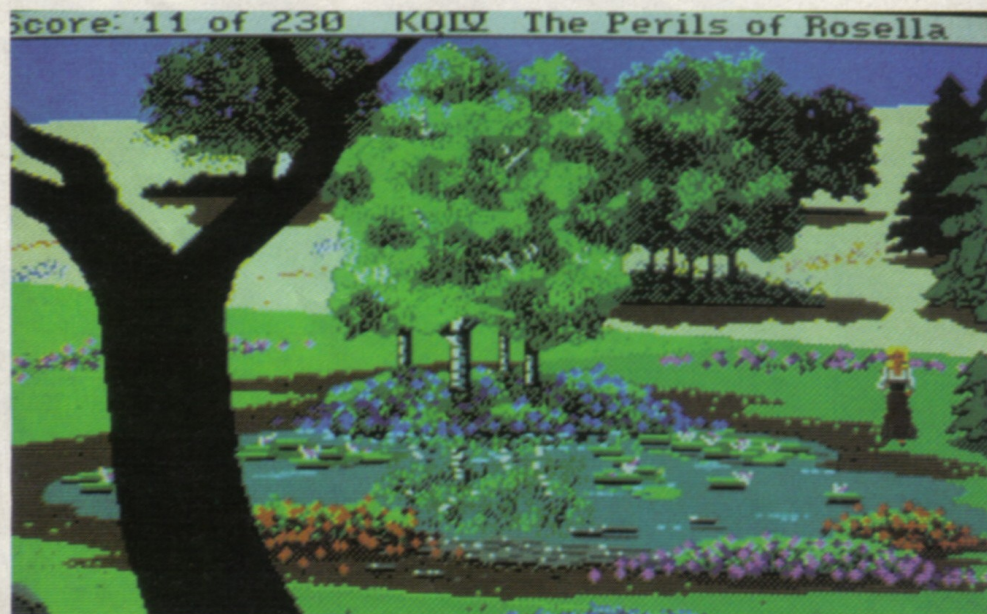
Kindness to 'strangers, even seven dwarfs, will almost certainly be rewarded. But unless Rosella is actually given something, she should try to return valuables to their rightful owners.

HINT

The cave behind the waterfall is completely dark, so Rosella should have a candle or a lantern before she goes in. She's not able to pick up the candles in the old house (even if she had a match to light them). Maybe she could find a lantern. Who has she met that works in the dark? Dangers might lurk in a dark cave, too. After all, what type of creature would want to live there? This might be a good place to save the game.



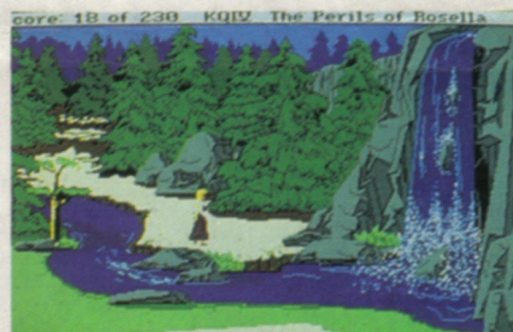
You have to keep other fairy tales in mind while playing *The Perils of Rosella*. Happening across a tiny cottage in the woods, Rosella should do just what Snow White would do in the same circumstances.



Kissing frogs isn't very profitable if Rosella scares the frog away when she approaches. Again, think about fairy tales and remember how that other princess ended up kissing a frog. Maybe you should check your inventory.



If Rosella tries to return the pouch of diamonds to all of the dwarfs, they won't listen to her. Why not try finding the dwarf who left the pouch? He'll probably be very grateful.



Rosella can't swim behind the waterfall because the force of the water is just too strong. She really needs fins in a situation like this. Or maybe frog legs.

HINT

It will be helpful, especially early in the game, to map your progress. The world is *huge*. Making simple maps with the connection of forest to waterfall to cave to cliffs will keep you from backtracking. You can also determine the perimeters of the world with a map. For example, if you walk north from the fisherman's cottage, you'll just run into it again in three or four screens.



Even if she were brave enough, Rosella couldn't just walk into this crypt built into the side of a mountain. The crypt is locked, so she'll have to devise some other method unless she finds the key.



Even though this spooky house is flanked by cemeteries on both sides, it is safe to enter. Rosella won't encounter any ghosts, goblins, or even that nasty ogre that lurks in the woods.



There's a comfortable bed upstairs, but Rosella doesn't have time to take a nap. There's only one item in the house she needs to take with her. Check the parlor. Maybe she has time for a little reading.



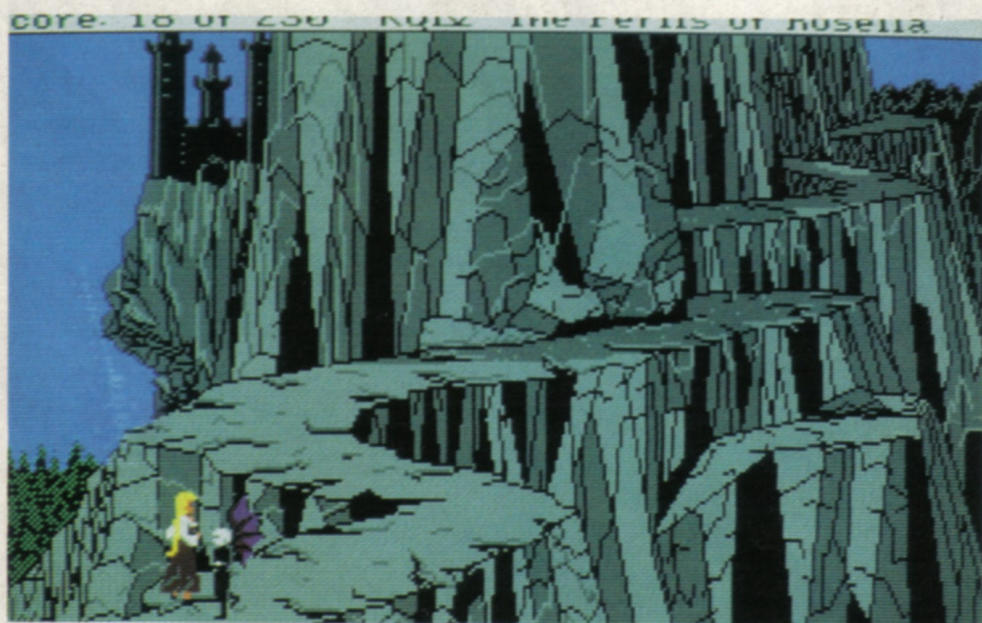
Rosella will find a fisherman's cottage along the beach. If she waits a few minutes, he will go to lunch. Neither he nor his wife has any spare time to chat, but if she makes a generous gesture she'll be rewarded.

HINT

If you check the list of verbs offered by the instruction manual, you can get a good idea of certain items you'll need to find in the course of the game. "Tickle" implies you'll need to find a feather; "bridle" means you'll have to find a bridle as well as tame something to ride; "bait" seems to hint you'll need a fishing rod as well as a worm; and "dock" might mean there is a boat to be found.



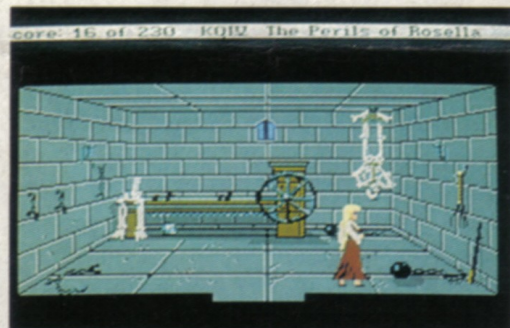
Remember *The Wizard of Oz*? Well, these trees don't throw apples, they just reach out and grab innocent passers-by and mash them to a pulp. It's best just to avoid the area if you can.



The journey to Lolotte's castle is a perilous one. One false step and Rosella is a goner, and her father is, too. But on her first trip to the castle, some of Lolotte's goons will escort her.



Lolotte is not a very trusting witch, and she certainly doesn't believe Rosella and her innocent wish to save her father. But her son has a crush on Rosella, so she won't be put to death — yet.



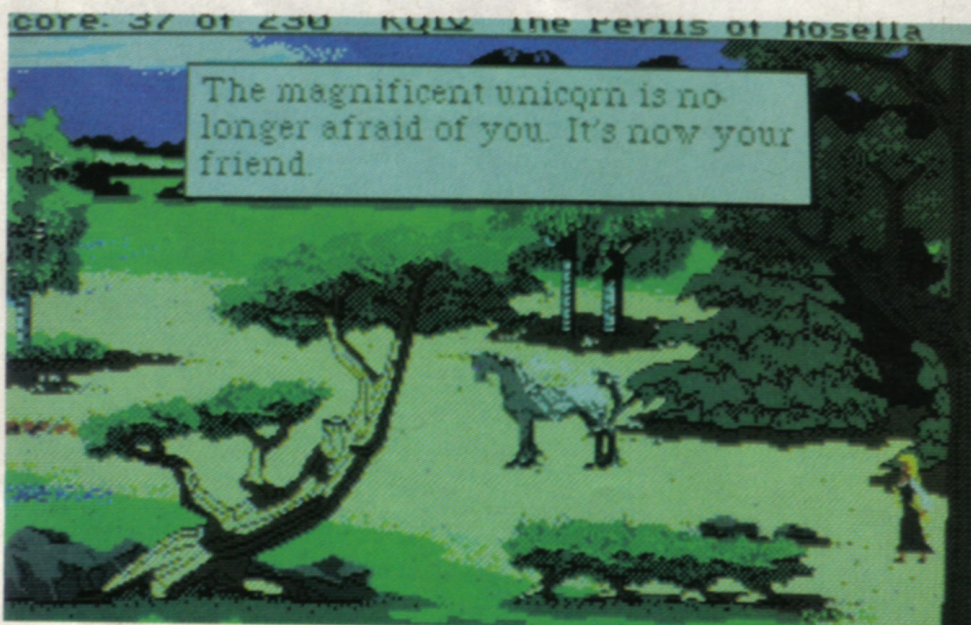
Cooling her heels in Lolotte's prison, Rosella has plenty of time to consider her plight. Lolotte will ask Rosella to bring her a unicorn, so Rosella had better start plotting how to capture one.

HINT

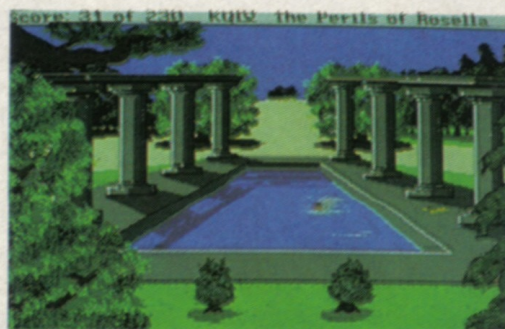
As you play *The Perils of Rosella*, there are certain characters you will encounter again and again. Build up your inventory by exploring, then try to decide which item might suit each of the characters. You'll almost always make a trade when you give an item away, and occasionally you'll be able to keep the original object as well as get something new.



Wandering back on the beach, Rosella encounters a very, very bad minstrel. He'll never make a living as a musician. Perhaps Rosella could give career counseling. What does she carry that could start him in another direction?



Once Rosella has befriended the unicorn, she is ready to journey again to Lolotte's lair — and she'll receive more quests to carry out, no doubt.



Cupids need baths just like other gods and goddesses. But he'll be embarrassed if Rosella catches him, and he might fly off and forget to take his bow and arrows with him.



Everyone knows how well Pan plays his musical pipes. But from the interest he shows in Rosella's lute, it looks like he might be ready for a new instrument. You'll have to decide if Rosella can use a flute.

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, MCGA, EGA, and CGA graphics; mouse or joystick optional; 5.25- and 3.5-inch disks included.